

Pulp Egypt

**Adventures Along the Nile,
1933-1939**

**An Any-System
Key Sourcebook**

**By Peter
Schweighofer**

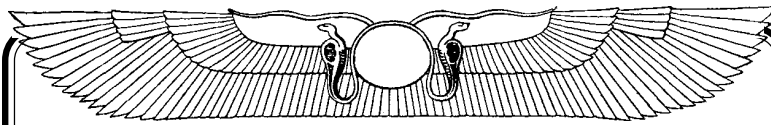


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By Peter Schweighofer

Written, Designed & Produced by Peter Schweighofer

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

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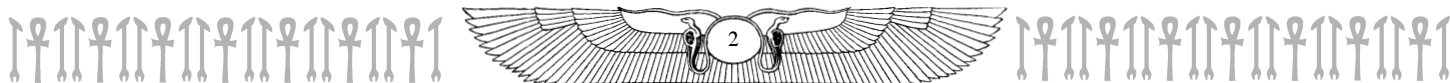


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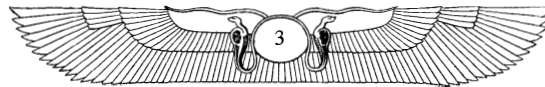
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Introduction

“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.

Chapter 1

A Visitor's Guide to Egypt

"This valley can tell us an unbroken story of human progress such as we can find nowhere else."

—James Henry Breasted, *Archaeologist*

To appreciate Egypt as a setting rich with history, mystery, and potential for adventure, one must gain a basic understanding of both the country's ancient past and modern life in the 1930s. Events from the times of the pharaohs, the Islamic conquest of Egypt, and European domination in the nineteenth century still affect life in Egypt today.

The History of Egypt

"Now the Egyptians...believed themselves to be the most ancient of mankind."

—Herodotus, *Histories*

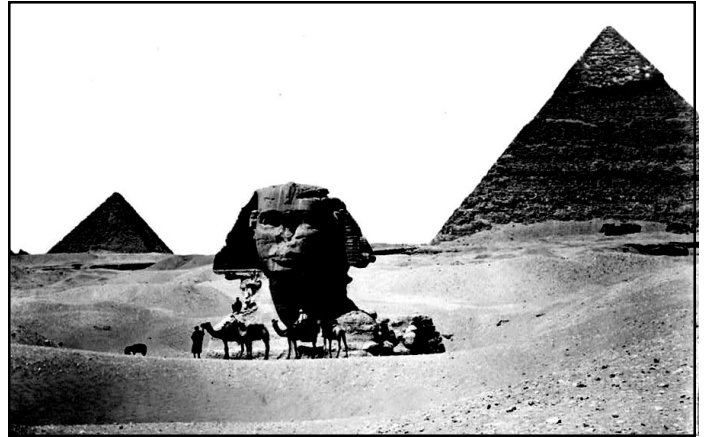
Many visitors focus on Egypt's ancient history and ignore significant developments in the intervening centuries. Events throughout the Middle Ages, Victorian Era, and the first decades of the twentieth century shaped the way Egyptians and Europeans view this nation today.

Land of the Pharaohs

The ancient Egyptian empire rose in the Nile valley, where annual floods brought rich silt from deep within Africa to nurture the soil for numerous food crops. The civilization that grew here managed to balance advances and diversity with religious and political continuity that maintained the pharaonic dynasties as an influential power in the Middle East for almost two thousand years.

Egyptians capitalized on innovations many today take for granted. They baked bread and brewed beer in such quantities as to feed the throngs of workers who built the Pyramids of Giza. Carefully devised diplomatic alliances gave Egypt corps of foreign soldiers to guard its borders and conquer nearby kingdoms. Mathematics and architecture enabled this primitive culture to raise vast edifices that still inspire awe in modern travelers.

Today this culture is better known for its exotic funerary rituals, imposing architecture, and mysterious pantheon of animal-headed deities. Its remains—in lavishly decorated tombs, toppled



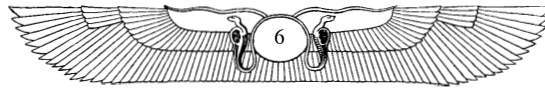
No trip to Egypt would be complete without the obligatory visit to the pyramids of Giza and the sphinx.

temple columns, and the immense pyramids themselves—provide modern visitors with diversions from the dusty Egyptian landscape.

Every tourist knows the great personalities of this era. The ancients deified architect Imhotep for designing the Step Pyramid at Sakkara, the first example of this unmistakably Egyptian funerary monument. Khufu and his successors Khafre and Menkaure built the trio of pyramids that now dominate the Cairo skyline, all guarded by the enigmatic sphinx. Hatshepsut, the so-called pharaoh-queen, usurped the throne from the young Tuthmosis III as the only woman to rule the Nile in ancient times. Akhenaton brought chaos to the land by disbanding the numerous religious orders and declaring the sole reign of a single god. Ramses the Great brought such stability during his long rule that Egypt flourished in its military conquests and monument construction.

Ancient Empires

The rise of newer civilizations introduced more enemies to Egypt's borders, foes which at first came to trade and eventually conquer, installing foreign rulers as monarchs over the land. The Persians invaded at a time when several petty rulers squabbled



Egypt Timeline

Pharaonic Era

- 2650 B.C.: Imhotep designs and builds Step Pyramid.
- 2550 B.C.: Khufu builds Great Pyramid.
- 1498-83 B.C.: Pharaoh-Queen Hatshepsut reigns.
- 1350-34 B.C.: Akhenaton aggressively promotes single-god heresy.
- 1279-12 B.C.: Ramses forges empire, builds throughout Egypt.

Ancient Empires

- 525 B.C.: Persians invade Egypt.
- 332 B.C.: Alexander conquers Egypt, founds Alexandria and library.
- 51-30 B.C.: Cleopatra intrigues with Rome.
- 391 A.D.: Fire destroys the great Library at Alexandria.
- 395 A.D.: Byzantine rule begins.

Islamic Rule

- 640 A.D.: Arabs conquer Egypt.
- 879 A.D.: Mosque of Ibn Tulun completed.
- 969 A.D.: Fatimid dynasty founds Cairo and builds it into a center of mercantile, religious, and intellectual activity.
- 970 A.D.: Construction begins on el-Azhar Mosque.
- 1171 A.D.: Saladin makes Cairo his capital, constructs wall and Citadel.
- 1517 A.D.: Egypt becomes a Turkish province under Ottoman rule.

Nineteenth Century Egypt

- 1798 A.D.: Napoleon invades Egypt, Vivant Denon begins grand survey of the Nile.
- 1801 A.D.: British conquer Egypt, oust French.

over the Nile and the title of pharaoh. Alexander the Great ousted the Persians, visited the famed oracle of Amun-Re at the Siwa Oasis (which purportedly used divine power to repel a Persian army), established the port of Alexandria, and declared that scholars collect all the world's knowledge in a vast library in that city. Pacts with his successors sent Egyptian grain to feed the swiftly growing Roman Empire. After annexing Egypt because of Cleopatra's intrigues, Rome and later the Byzantine Empire relied on this rich land to for food.

Islamic Rule

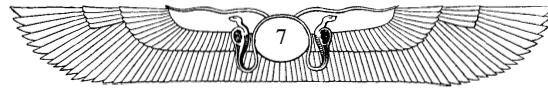
The rapid rise of Islam throughout the Middle East brought many former empires into its fold; Egypt was no exception. Various Islamic dynasties conquered or assumed administration of the Nile valley from the Middle Ages through the eighteenth century. Arab armies invaded the Byzantine province in 640 A.D., and it subsequently served as a territory subject to various Islamic caliphates in Damascus, Baghdad, and Istanbul. The Fatimid Dynasty founded Cairo (*el Kahira* in Arabic, "the Triumphant One") as capital of a caliphate, and inaugurated a renaissance in art, architecture, commerce, and learning. Saladin, who fought King Richard the Lionhearted during the Crusades, ruled here as the first of the Ayyubid caliphs, building an imposing citadel on a bluff overlooking Cairo. All Islamic rulers fostered building projects which included mosques, madrasas (religious schools), hospitals, and charitable institutions, many built from casing stones taken from the Pyramids of Giza.

Nineteenth Century Egypt

European interest in Egypt rose again—for the first time since the Crusades—when Napoleon Bonaparte invaded, intending to deprive the British of a key land route to India. Napoleon defeated a native Egyptian army at the Battle of the Pyramids, installed himself in Cairo, and sent an expedition of scholar-soldiers up the Nile to record its ancient monuments and its modern people. The British quickly ousted the French and opened Egypt to Western commercial and diplomatic concerns. Mohammed Ali, the representative of the Ottoman Sultan, ruled the land very much as an autonomous nation rather than a subject province. He advocated trade, invited foreigners to modernize Egypt, and en-



The offices of the Suez Canal Company still dominate the harbor at Port Said, the northern terminus of the 100-mile-long canal.



couraged treasure hunters to explore and collect antiquities for Europe's great museums and private collections. Cotton replaced grain as Egypt's cash crop, exported to voracious markets in England. The construction of the Suez Canal, linking British shipping with lucrative commerce in India, brought Egypt into debt and subsequent rule by French and English creditors. With an influx in Europeans, Cairo soon became a fashionable place for the wealthy to spend their winters, from whence they could venture on excursions to the pyramids or the Nile to view the monuments.

European influence brought prosperity to a few, misery to many, and political turmoil to everyone. Corruption abounded as privileged Egyptians sought to accrue massive gains from rich Westerners. Despite the administration of an antiquities service meant to preserve ancient artifacts, ruins, and heritage, many wealthy individuals circumvented these measures to obtain personal collections or smuggle antiquities to affluent buyers in Europe. Tension arose between moneyed foreigners and oppressed Egyptians. A nationalist revolt led by Arabi Pasha, general of Egypt's native troops, brought a British army with General Garnet Wolseley at its helm to restore order, particularly after rampaging mobs in Alexandria and Cairo murdered Europeans. The rise of a charismatic Islamic fanatic dubbed the Mahdi ("Rightly Guided") created a new threat, a holy army of Dervishes that swept through the Sudan. At Khartoum the Dervish forces besieged the British General Charles Gordon, sent to negotiate a peace and protect Anglo-Egyptian interests in the region. His slaughter prompted the British government to launch a lengthy campaign to restore order to the region and defeat the Dervishes, completed only in 1898 by General Herbert Kitchener.

Modern Egypt

Egypt plunged into the twentieth century still owing England a great debt, and essentially operating under British administration with a nominal Egyptian government. Although neutral throughout the Great War, Egypt became a British Protectorate defended by a British army. This force routed Turkish units which attempted to cross the Sinai and take the Suez Canal. Cairo became a hotbed of political and espionage activity as British agents coordinated operations in Arabia and Iraq to undermine Turkish rule, including T.E. Lawrence's expeditions instigating the Arab revolt. Turkish agents, too, tried unsuccessfully to secretly support and rouse Egypt's native population to rebel against its British masters.

After the war Egyptian nationalism blossomed despite a continued and strong British presence. The Wafd Party staged demonstrations (many of which turned into riots), and eventually pressured the British government to end its protectorate, but not its occupation and domination of Egyptian affairs. The British crowned King Fuad and set him atop a government modeled on the parliamentary system. Although elite Egyptians held key posts and prospered, British influence still reigned. Friction continued during the 1920s and early 1930s between the Egyptian government, the nationalist Wafd party, British interests, and the rising religious-political Society of Muslim Brothers.

Egypt Today

Egypt in the 1930s remains a key piece in England's game of international diplomacy. The Suez Canal provides the vital link for formidable British sea power to pass between the Atlantic Ocean via the Mediterranean Sea to the Indian Ocean and England's interests in the Far East. King Fuad, backed by British concerns, maintains a balance among the various political factions in Egypt until his death in 1936. His 16-year-old son Farouk succeeds him, though he spends more time basking in the glamorous lifestyle of palaces, cars, and shopping excursions to Europe. The Anglo-Egyptian Treaty—which passes in 1936 shortly after Fuad's death—negotiates the withdrawal of British military forces except in the Canal Zone. A strong British presence still remains in the form of tourists, diplomats, businessmen, and bureaucrats.

Egypt's allure to Westerners continues attracting Europeans to the Nile valley. Excavations of ancient sites and surveys of the Western Desert bring teams of archaeologists

1816-1819 A.D.: Belzoni conducts expeditions along the Nile.

1822 A.D.: Champollion deciphers hieroglyphics.

1842-1845 A.D.: Lepsius leads Prussian expedition to Egypt.

1862 A.D.: Cotton becomes booming crop.

1869 A.D.: Suez Canal opens shipping route to India.

1881 A.D.: General Wolseley forcibly quells Arabi Pasha's revolt against European influence.

1883 A.D.: Mahdi begins crusade in the Sudan.

1885 A.D.: Dervish forces overrun General Gordon at Khartoum.

1898 A.D.: General Kitchener defeats Dervish armies and invades the Sudan.

Modern Egypt

1902 A.D.: Engineers complete the Aswan Dam.

1915 A.D.: British troops and Arab army defeat Turkish attempts to invade Egypt during the Great War.

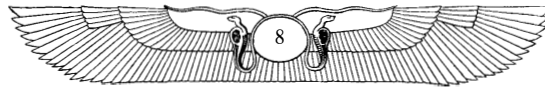
1919 A.D.: Egyptian nationalist movement emerges, demands full independence.

1921 A.D.: Demonstrations and riots break out against British rule.

1922 A.D.: British declare Egypt a sovereign state, crown King Fuad as Egyptian ruler. Howard Carter discovers Tutankhamun's tomb.

1928 A.D.: Muslim nationalist groups rise to advocate religious law and Arab nationalism.

1933 A.D.: The present.



and explorers backed by scholarly institutions, corporations, and governments. Businessmen ply their trade in Egypt's prosperous cotton and sugarcane markets, and cater to European tastes by importing luxuries from home. Some entrepreneurs find greater profit in illicit activities such as dealing drugs to the overworked peasants and addicted Europeans, smuggling artifacts out of the country for greedy collectors, and running guns and other controlled weapons to clandestine elements of Egypt's nationalist groups.

Foreign powers constantly seek to subvert Egyptians and support their nationalist activities to weaken British influence in Egypt, especially as the rise of fascism in Italy and Germany fan the embers of war. Italy's African colonies in particular worry the British, who find themselves between Libya in the west and Ethiopia in the east. Agents of the fanatical German dictator Adolf Hitler carry out his superstitious edicts to investigate and collect ancient occult artifacts in Egypt. Fascist movements also influence Egypt's domestic political factions. Young Egypt, founded in 1933, hopes to rally radical nationalists with religious fervor toward the goal of making Egypt a great empire to aid and lead the Islamic world. It openly admires and imitates the fascists, even organizing its younger members into a paramilitary corps called the Green Shirts. Although the Nazis openly deny it, many fear they secretly fund the Young Egypt movement in the hopes of having a fifth column within the country should war break out against England.

Getting There

"The traveler who visits Egypt at the present day lands in a very modern-looking harbor at Alexandria."

—James Henry Breasted, *Archaeologist*

Most major steamship lines run regular routes from European ports to Alexandria and Port Said, from whence travelers can take frequent trains to Cairo. Fledgling commercial airlines also fly into the airfield at Heliopolis, a short tram ride northeast of Cairo.

Few people opt for more exotic means of travel to Egypt. Occasionally a desert explorer drives there from some other African protectorate, more for the thrill of doing so than as a means of expedient travel. German zeppelins rarely visit unless on publicity voyages, and reliable rail travel beyond the Egyptian frontier does not exist.

Transportation

"The nice thing is to see the camel again—passing unconcernedly between motor cars and trams."

—Rudyard Kipling

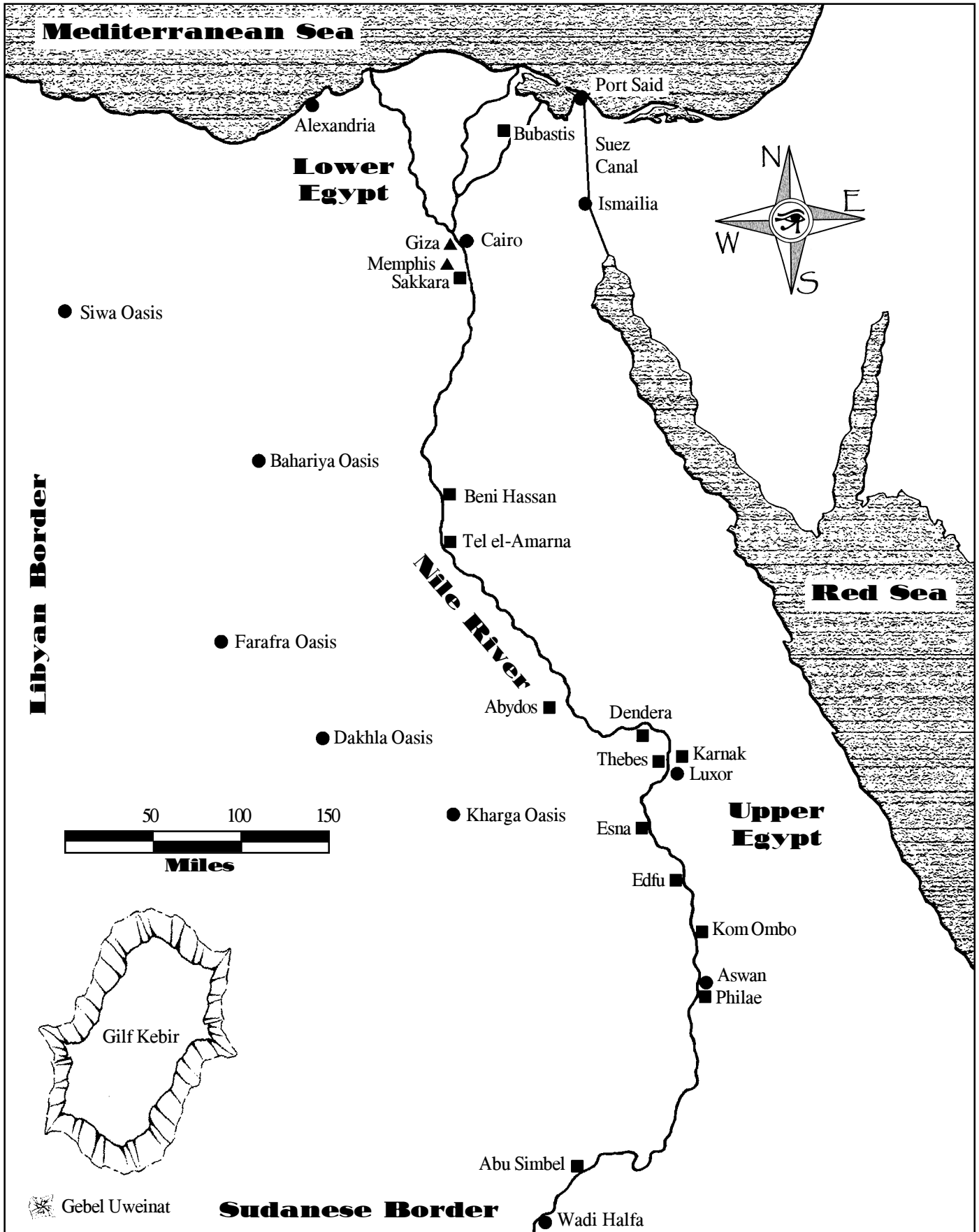
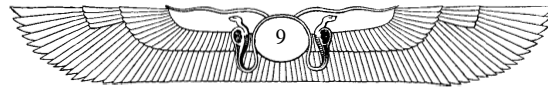
Railroads link Egypt's most important urban centers, distribution hubs, and military districts. Spurs from major port facilities in the delta (at Alexandria) and at each end of the Suez Canal (Port Said and Ismailia) link directly with Cairo. From there a single rail line links the capital with most towns along the Nile, particularly Luxor and Aswan. A spur across the river north of Luxor runs west to the desert oasis at Kharga.

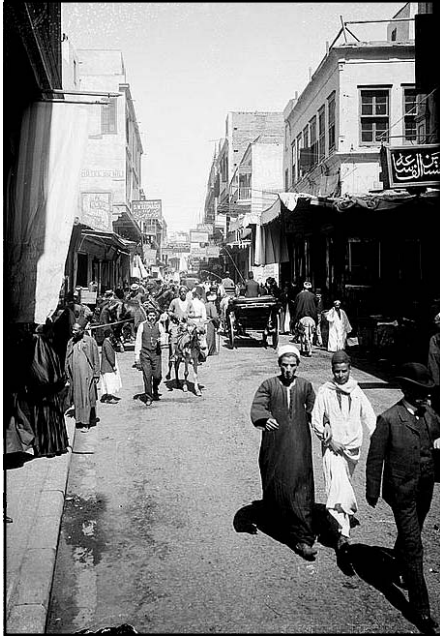
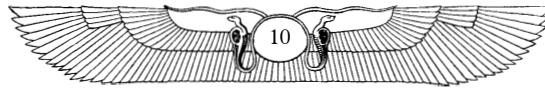
Egypt's railroads carry both cargo and passengers. Trains leave regularly between major destinations (the port cities, Cairo, and Luxor). Routes along the Nile might not stop at every local village; tourists wishing a more leisurely pace for viewing monuments and ruins typically travel by boat.

For millennia the Nile has served as Egypt's central highway. Boats still ply its waters, ferrying tourists and goods north and south. Most visitors take passage on a Nile steamer, a paddle wheeler offering typical western amenities: private cabins, dining



Most travelers take the train from Alexandria and arrive at Cairo's Central Station, a fact recognized by the city's numerous street vendors.





Walking more often proves the best way to get around Cairo's narrow and crowded streets.

room, salon, and a sun deck from which to view the passing monuments. The most numerous fleet of steamers belongs to Thomas Cook and Son, the premiere travel agency in Egypt.

Private transportation still remains the province of the wealthy. Those who can afford such personal vehicles as automobiles and aircraft often indulge their enthusiasms as sports drivers or aviators. Owning a car in Cairo seems rather pointless. Navigating the narrow streets, bustling crowds, and herds of stubborn animals takes far more time than simply walking. Taxis, horse cabs, and trams offer more efficient means of traversing the city, though sometimes walking proves the best way to get around Cairo. Automobiles don't do very well on the simple roads linking Egypt's cities, though explorers have heavily modified them for expeditions into the desert. Whether traversing the track along the Nile or the tall dunes of the sand seas, cars don't last very long.

Misr Airworks, the Egyptian domestic airline established in 1932 with strong British support, operates exclusively within Egyptian territory; it is the only civilian airline the British and Egyptian governments permit to fly over the country (the Royal Air Force, as a military branch, remains completely exempt). Private aircraft owners also offer their services to individuals who can afford the high price of aviation fuel who still prefer airborne travel: desert expeditions, archaeological surveys, and adventuresome playboys.

Egyptian Gazetteer

"No traveler ever forgets the first drive from Cairo to the pyramids of Giza, as he sees their forms rising higher and higher above the crest of the western desert."

—James Henry Breasted, *Archaeologist*

The list below offers a quick reference for most notable sites in Egypt, divided among Cairo's many attractions, locations along the Nile River, and those deep in the western desert.

Cairo and Environs

Some visitors to Egypt never leave Cairo except for the obligatory trip to the pyramids. The city offers many attractions for tourists and professionals.

el-Ezbekiya: The European quarter centers on the Ezbekiya gardens, a vast green park in the middle of Cairo. The streets in this neighborhood abound with hotels, restaurants, clubs, bars, banks, telegraph offices, and department stores all catering to posh European tastes.

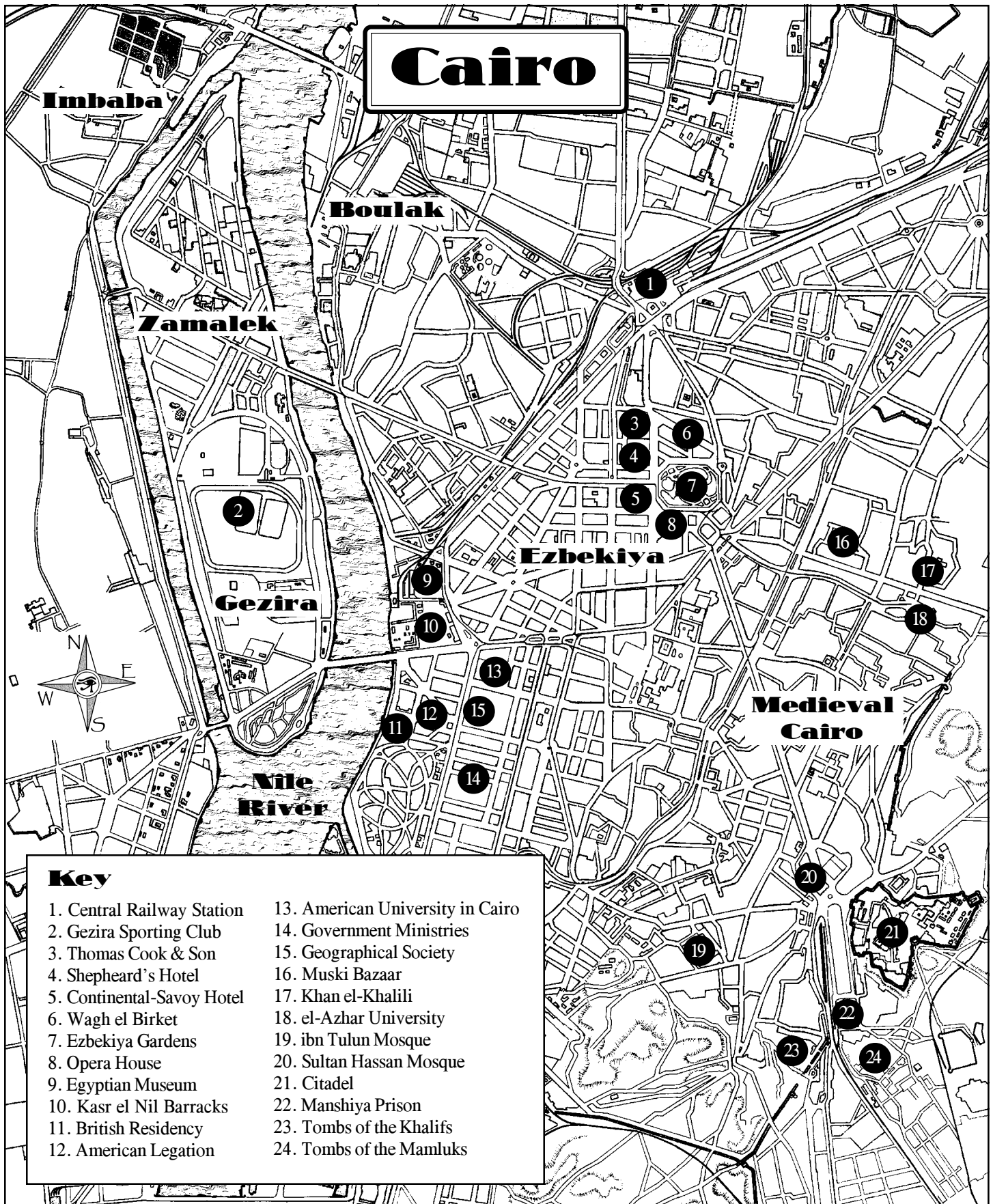
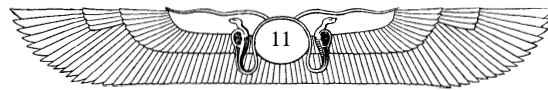
Egyptian Museum: Repository for the many treasures recovered from Egypt's ancient past, it holds such notable items as the royal mummies of Ramses the Great, a colossal statue of the heretic Akhenaton, and the funerary regalia of Tutankhamun.

Sphinx: The enigmatic sphinx, with the body of a lion and head of a pharaoh, still sprawls before the pyramid of Khafre. This obligatory stop on the tour of the pyramids offers the best place to take photographs, sketch the plateau monuments, or hire a donkey or camel for the day's journeys.

Pyramids of Giza: The pyramids of Kings Khufu, Khafre, and Menkaure (known more commonly by their Greek forms as Cheops, Chephren, and Mycerinus) still dominate the Cairo skyline. Visitors often make a day trip to marvel at their size, explore their inner passages, and climb to the Great Pyramid's peak (assisted by Egyptians paid to push and pull people up the colossal blocks).

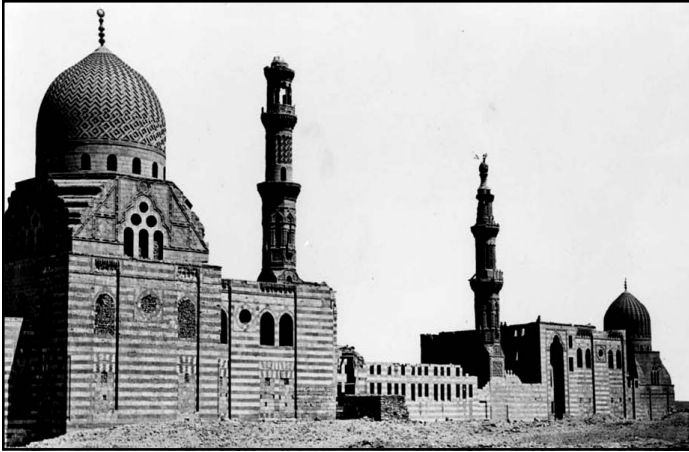
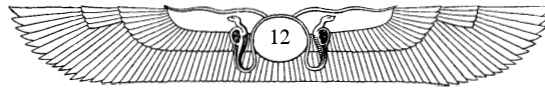
Bazaars: Egypt's most famous bazaars (called *sûks* in Arabic), el Muski and the Khan el-Khalili, consist of mazes of tiny shops, booths, and street vendors selling every commodity imaginable, from local delicacies and hand-made objects to fake, souvenir antiquities and imported goods.

Medieval Cairo: The neighborhoods east of el-Ezbekiya and north of the Citadel form the heart of the city as it prospered during medieval times. Though few westerners gain



Key

- | | |
|----------------------------|----------------------------------|
| 1. Central Railway Station | 13. American University in Cairo |
| 2. Gezira Sporting Club | 14. Government Ministries |
| 3. Thomas Cook & Son | 15. Geographical Society |
| 4. Shepherd's Hotel | 16. Muski Bazaar |
| 5. Continental-Savoy Hotel | 17. Khan el-Khalili |
| 6. Wagh el Birket | 18. el-Azhar University |
| 7. Ezbekiya Gardens | 19. ibn Tulun Mosque |
| 8. Opera House | 20. Sultan Hassan Mosque |
| 9. Egyptian Museum | 21. Citadel |
| 10. Kasr el Nil Barracks | 22. Manshiya Prison |
| 11. British Residency | 23. Tombs of the Khalifs |
| 12. American Legation | 24. Tombs of the Mamluks |



The Tombs of the Khalifs remain a popular tourist attraction for their exotic Islamic architecture.

entrance to the mosques and other sacred buildings, their diverse and ornate exterior ornamentation provide diversions for the artistically minded. One can still shop at the bazaars near the former gates to the city, Bab al Futuh ("Gate of Conquest") and Bab al Nasr ("Victory Gate").

Mosques: Most active religious institutions remain off-limits to non-believers, particularly the Sultan Hassan mosque, el-Azhar mosque and university, and the ibn Tulun mosque; however, many smaller yet still ornately decorated mosques (such as the el-Hakim mosque) remain abandoned or infrequently used, leaving them open to tourists, beggars, and merchants.

Cemeteries: Two cemeteries, the Tombs of the Khalifs and the Tombs of the Mamluks offer more examples of Islamic architecture. Dilapidated mausoleums to the more illustrious personages buried here including small prayer halls, domes, minarets, and courtyards, all in the ornate Moslem architectural style.

Whirling Dervishes: Every Friday afternoon the Sama Khana, an Arab-style monastery near the Citadel, allows westerners with reservations (often made through hotels) to view the famed whirling dervishes, who spin themselves into a trance to receive divine revelations.

Lower Egypt

Lower or northern Egypt gained its name in ancient times because, according to the river Nile's flow, it was at the lower end of the stream. The river divides into several branches that snake through the Delta region, now developed with sugarcane and cotton plantations that help drive the Egyptian economy.

Alexandria: Egypt's chief port handles most of its imports and exports, particularly the lucrative cotton harvest, which passes through the huge cotton exchange. While it still retains much of its French character and rich Islamic architecture, it offers far fewer diversions, businesses, and diplomatic establishments than Cairo.

Catacombs of Kom el Shogafa: These catacombs branching out beneath Alexandria served as a communal burial area and funeral banquet hall during the Greek Ptolemaic period. They remain notable for their decoration (an interesting mix of Egyptian and Greek styles and cultures) and extensive passages.

Tanis: Once capital to Ramses the Great and other pharaohs, this city has all but sunken into the Delta mud. The Frenchman Pierre Montet conducts excavations at the great temple here, but little remains after centuries of local people exploiting the limestone blocks for lime (used in cement, mortar, and agriculture).

Port Said: This port stands at the northern end of the Suez Canal. Its mercantile shipping activity is slowly growing to rival that of Alexandria.

Ismailia: The port at the Suez Canal's southern end does not enjoy the same prestige as its northern counterpart, but serves as the principle entry point for goods and passengers arriving in Egypt from destinations to the east.

Upper Egypt

Most visitors tour the Nile aboard a steamer that stops at the more popular sites, though Sakkara and Memphis remain close enough to Cairo for a pleasant day trip. *Warning:* Islamic extremists and radical Egyptian nationalists operate freely and sometimes openly in the region known as Middle Egypt, between Memphis and Abydos (including Beni Hassan and Tel el-Amarna below).

Sakkara: The Step Pyramid towers over this Old Kingdom necropolis, which contains several New Kingdom tomb fields, the remains of several later, dilapidated pyramids, and

Five Pillars of Islam

Islam preaches absolute obedience to God, observing his laws and practicing his decrees. Islamic law teaches separation of men from women, abstinence from alcohol, and a number of other beliefs (similar to Jewish and Christian tradition) to enable civilization to function in an orderly and productive manner. Five central tenets of Islam form the core of every devout Muslim's life:

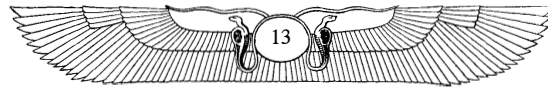
Shahada: Profession of faith that Allah is the only God and Mohammed is His prophet.

Salat: Prayer five times a day (daybreak, midday, mid-afternoon, dusk, and nightfall).

Zakat: Charity through a benevolence tax and individual giving to charitable organizations.

Sawm: Observing the fast during the holy month of Ramadan.

Haji: Making a pilgrimage to Mecca at least once during one's lifetime.



Mosque Architecture

Visitors to Egypt cannot help notice the numerous mosques, particularly in Cairo, other urban areas, and throughout the countryside. The Muslim house of worship derives its name from the Arabic *masjid*, meaning a place for prostration and prayer. The mosque functions as a vast prayer hall where the faithful gather every Friday for midday prayer and a sermon from the local holy man or *imam*. Since Moslems kneel and prostrate themselves, the great spaces within mosques do not hold pews like a traditional church, but offer carpets for prayer. Shoes are left at the door as an ancient custom of removing footwear when stepping on holy ground and entering the divine presence. Moslems memorize their prayers and stanzas from the Koran. A typical prayer session takes no more than 20 minutes.

All mosques include several principle elements. The main worship area is oriented so the faithful pray facing Mecca. A decorated, arched niche in the wall, called a *mihrab*, indicates the direction of the holy city. Beside the *mihrab* stands an ornate pulpit called the *minbar*, from which the *imam* preaches a short sermon during Friday midday prayers. The minaret tower allows the *muezzin* to call the faithful in prayer; some speculate that the tri-level minarets of Cairo (square base, hexagonal tower, and round top) mimic the architecture of the legendary Pharos lighthouse of Alexandria. A water source, usually a fountain or well, stands near the mosque entrance or in the main courtyard; this enables worshippers to perform the cleansing ablutions required before prayer.

Most mosques in Egypt follow one of three typical architectural layouts: classic, Ottoman, or vaulted.

Classic mosques most closely follow the earliest plans for Muslim sacred architecture: a vast courtyard with colonnades on three sides, with the fourth, the one toward Mecca, forming a great nave of columns or piers supporting arches beneath which the faithful gather for prayer. The courtyard offers overflow

worship space and sometimes includes a small kiosk sheltering the fountain for ablutions. Cairo mosques in the classical style include those of ibn Tulun (recently renovated), el-Azhar, and the cozy el-Akmar mosque.

The Ottoman style modifies the classical layout, with colonnades supporting domes and arches, and the main prayer space contained beneath a grand dome (much like mosques found throughout Turkey today). The mosques within the Cairo citadel conform to the Ottoman style.

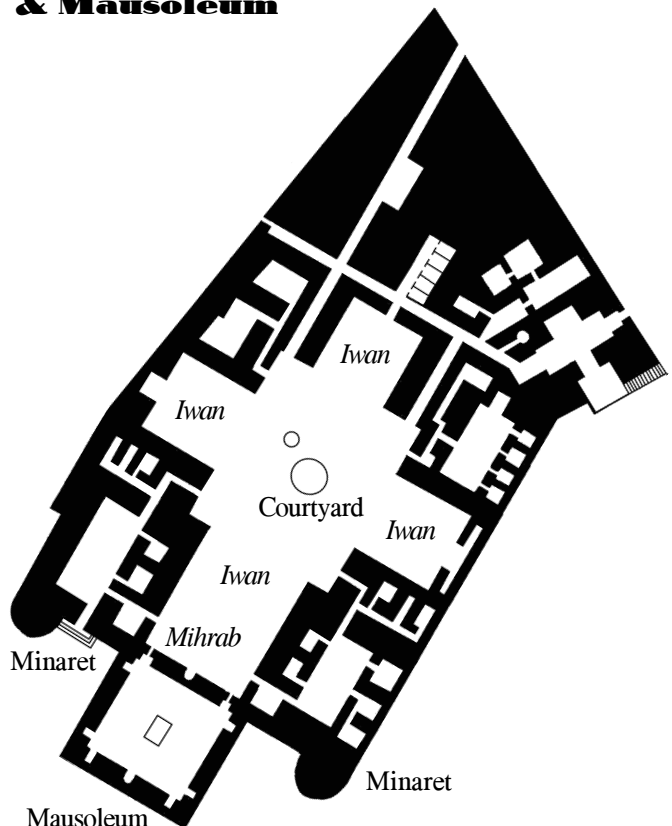
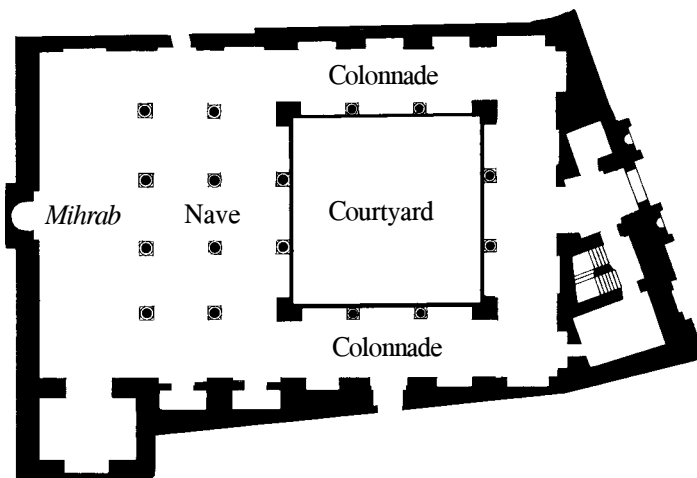
Mosques in the vaulted or cruciform style incorporate four *iwans* or open, arched chambers off a central chamber, one of which contains the *minbar* and *mihrab*.

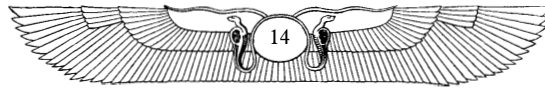
Other Muslim holy structures like *madrasas* (religious schools), *khanka* (monasteries), and mausoleums often incorporate mosques into their design. The Sultan Hassan madrasa incorporates a cruciform layout with four *iwan*, plus a domed mausoleum for the sultan's two sons.

One notices a distinct lack of human or animal figures in Islamic sacred art and thus in the embellishment of mosques. The Koranic admonition against worshipping idols gave rise to the abstract geometric ornamentation decorating these prayer halls, which may even include stylized Arabic script used to decorate facades with significant verses from the Koran.

Sultan Hassan Mosque & Mausoleum

el-Akmar Mosque





Dedicated to Horus and Sobek, the temple at Kom Ombo remains one of the most picturesque ruins along the Nile.

the labyrinthine Serapeum, legendary burial site of the sacred bulls.

Memphis: Little remains of the waterlogged ruins of Egypt's first capital besides several stone blocks and the toppled colossal statue of Ramses the Great.

Beni Hassan: The numerous rock-cut tombs here exhibit an amazing array of Middle Kingdom wall paintings showing processions of Asiatics, groups of wrestlers, and other aspects of ancient life.

Tel el-Amarna: Expansive ruins only suggest the grandeur of the ancient capital of Akhenaton, the heretic pharaoh, including the royal palace, a vast temple to the Aton, and many artisans workshops. A ravine east of the city contain several empty tombs intended for the royal family.

Abydos: Cult center for Osiris, ancient god of the underworld, Abydos contains many shrines to the deity, including two massive temples built by Seti I and his son Ramses the Great.

Dendera: The immense temple to Hathor, ancient love goddess, stands as one of the best-preserved in all Egypt. Although constructed during the Ptolemaic (Egyptian-Greek) period, it retains many aspects of Egyptian architecture, including the massive columned

halls, intricate passages, and a dark inner sanctum.

Luxor: This small town serves as a base for tourists and archaeologists visiting nearby sites, including the vast Temple of Karnak to the north, the ruined funerary temples of Thebes across the Nile, and the tombs in the Valley of the Kings. Despite the presence of a mosque built halfway into the first forecourt, the Temple of Luxor remains a typical example of sacred architecture in ancient Egypt: pylon gates shielding colonnade courtyards that lead further into columned halls and finally an inner sanctuary.

Karnak: Most pharaohs of the New Kingdom made expansive additions to this vast temple complex dedicated to the mysterious god Amun-Re. The sprawling ruins include several toppled pylons, subsidiary temples to minor gods and deified pharaohs, a sacred lake, and the impressive hypostyle hall with its cathedral-like space and bulky columns. Two avenues of ram-headed sphinxes lead from the temple west to the Nile and south to the temple in Luxor.

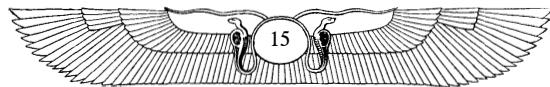
Thebes: The ruins of many large funerary temples stand across the river on the floodplain of Thebes beyond a pair of tall but decrepit statues of enthroned pharaohs, the legendary Colossi of Memnon. Among the more intact and more picturesque are those dedicated to Ramses the Great (the Ramesseum), Seti I, and Ramses III (Medinet Habu). The Metropolitan Museum of Art expedition currently runs the excavation at Queen Hatshepsut's temple at Deir el-Bahri.

Valley of the Kings: Most tourists come to visit the more famous or splendidly decorated tombs, such as those of Tutankhamun, Horemheb, the Ramesside pharaohs, and Seti I (the longest and deepest in the valley). No new excavations have occurred here since Howard Carter discovered and cleared Tutankhamun's tomb in 1922.

Esna: The well-preserved temple to Khonsu (a lesser lunar deity) was built in Roman times on the foundations of still more ancient sanctuaries. Its plan, architecture, and adornment typify Egyptian art.

Edfu: The vast Ptolemaic-era temple here commemorates the spot where, according to legend, falcon-headed Horus defeated his treacherous brother Set in combat.

Kom Ombo: One of the most remarkable ruins in all Egypt, the temple here served two gods, Horus and crocodile-headed Sobek. The dual nature of worship here shows in the temple plan, with parallel forecourts, colonnade halls, and sanctuaries to each god.



Ancient Egyptian Temple Design

Most surviving temple ruins in Egypt vary a basic plan predominant during the New Kingdom. The architecture brought visitors from the bright outer environs into successively more enclosed spaces, restricting the number and exclusiveness of worshippers the deeper one progressed.

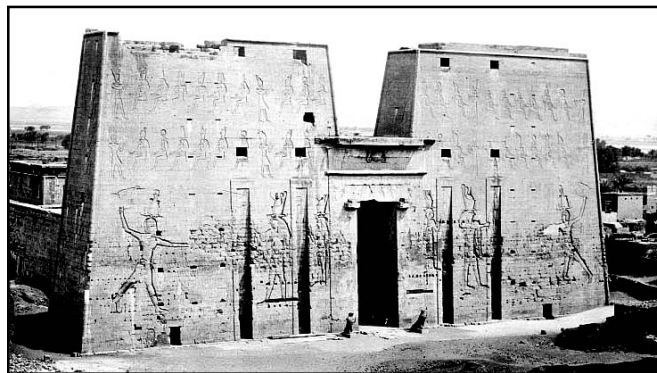
A vast gate formed by two flanking pylons formed the entrance to a temple. These served as the most public facade, often facing a broad, open plaza. Immense relief carvings depicted notable acts of the gods or of the pharaoh who built the temple. Tall flagpoles set into the stonework flew colorful pennants on festival days. Few ancient Egyptians progressed beyond this gateway; most worshipped before its imposing edifice.

The portal opened onto a column-lined courtyard. A single or sometimes double row of columns on each of four sides provided a portico that shaded the elite nobility permitted to enter this second precinct. Here they witnessed the emergence of the divine statue on holy days, partook in worship rituals, and heard pronouncements from high priests regarding the deity's disposition toward earthly affairs.

A smaller entrance admitted priests and the highest officials of the land to a fully enclosed nave upheld by massive pillars, called a hypostyle hall. In this shade the priests performed more frequent rituals meant to appease the gods and cleanse their own souls.

Beyond this point only the highest of priests or aristocrats ventured into the divine sanctuary, a small, dark room in which were kept the image of the temple's patron god and various artifacts associated with the deity's powers. Some never emerged to reflect the light of the Egyptian sun from their gold-gilt skin. Here the holiest personages of the kingdom undertook the most secret and mysterious sacraments associated with the deity.

Since temples often occupied square locations separated from the rest of the city by massive walls, the space surrounding the inner sanctum served other functions: storage rooms, vestries



Depictions of pharaoh smiting his enemies adorn the looming gateway pylons leading into the Temple of Horus at Edfu.

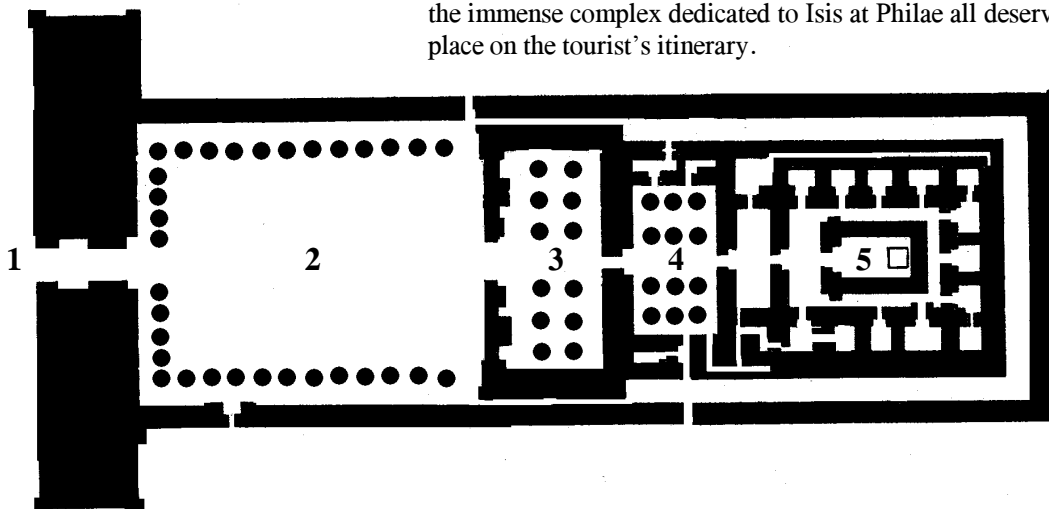
where priests robed themselves for ceremonies, purification baths, libraries and scriptoriums, and vaults for sacred objects. Only authorized priests could access these behind-the-scenes facilities from smaller side doors in larger areas of the temple.

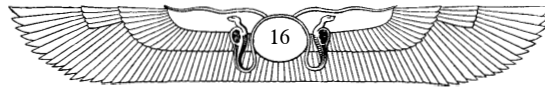
Variations on this form exist throughout Egypt. Successive pharaohs added new entry pylons, colonnade courtyards, and columned halls onto the vast temple at Karnak, all leading to the holy of holies wherein dwelled Amun-Re on his sacred solar boat. The temple at Kom Ombo, dedicated to both Sobek and Horus, has entries, courts, and sanctuaries for each god side-by-side. Even the revolutionary mortuary temple of the pharaoh-queen Hatshepsut brings visitors up ramps (gateways) onto vast column-lined platforms (courtyards) and finally into a recessed inner sanctum hewn from the cliffside.

Several notable temples remain along the Nile River that best demonstrate to the traveler these principles of ancient Egyptian sacred architecture. The temple complex at Karnak, though a sprawling ruin, gives visitors a sense of the grandeur associated with the worship of Amun-Re. The Greco-Roman temple to Hathor at Dendera, the temple of Horus at Edfu, and the immense complex dedicated to Isis at Philae all deserve a place on the tourist's itinerary.

Temple of Edfu

1. Pylon
2. Courtyard Colonnade
3. Hypostyle Hall
4. Second Hall
5. Sanctuary





Travel Mileage

(All values are approximate.)

					Kharga			Wadi	Gilf
	Cairo	Alexandria	Port Said	Ismailia	Oasis	Luxor	Aswan	Halfa	Kebir
Cairo	—	120	120	70	300	360	470	650	600
Alexandria	120	—	130	130	420	480	590	770	600
Port Said	120	130	—	45	420	480	590	770	720
Ismailia	70	130	45	—	370	430	540	720	670
Kharga Oasis	300	420	420	370	—	120	225	405	300
Luxor	360	480	480	430	120	—	105	285	500
Aswan	470	590	590	540	225	105	—	180	500
Wadi Halfa	650	770	770	720	405	285	180	—	400
Gilf Kebir	600	600	720	670	300	500	500	400	—

Average Travel Rates

Aircraft	100 mph
Railway	35 mph
Automobile	30 mph
Steamboat	25 mph
Donkey/Camel	6 mph
Foot	2 mph

Aswan: Southern terminus of the railway line from Cairo and Luxor, this city serves as an important trading port and a way station for travelers continuing south (though few take such troubles). Nearby quarries provided stone for many ancient building projects, including obelisks.

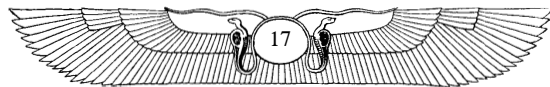
Philae: Just south of Aswan, beyond the first cataract, stands the Temple of Philae. The complex of ruins dedicated to Isis sprawls across the entire island, though much of it was built in the era of the Greeks and Romans. Thanks to the dam at Aswan and annual flooding, the island and ruins are submerged part of the year.

Abu Simbel: The long trip up the Nile is worth seeing this temple's impressive edifice, with three of the four colossi of Ramses the Great still towering over the landscape. The interior ornamentation depicts the pharaoh's military victories over Egypt's enemies.

Western Desert

Warning: Although regular travel routes permit journeys to the oases, expeditions into the desert require specialized vehicles and supplies to withstand the intense heat and traverse hazardous terrain. Given diplomatic tensions between England and Italy, any travel to the Gilf Kebir or Gebel Uweinat must have clearance from the British Foreign Office.

Desert Oases: The fertile depressions of Bahariya, Dakhla, Farafra, and Kharga oases offer water and shade in the midst of the western desert. Most have unimpressive ruins of trading outposts from all eras of Egyptian history. They serve as launching points for many desert expeditions.



Siwa Oasis: Perhaps the most remarkable and legendary oasis, Siwa was the center of resistance during the Persian invasion. Priests of the temple to Amun-Re here supposedly invoked the wrath of their god, destroying the Persian army sent to quell their revolt. Little of the temple remains, though the oasis itself has other ruins and some desert amenities like the spring named Cleopatra's Pool.

Gilf Kebir: The steep cliffs of this massive desert plateau, the size of Switzerland, effectively block the border between Egypt and Libya for more than 200 miles. Some of the deep-cut ravines (called *wadis*) lead to fertile oases, and a large one (called el Akaba) that, if one can find it, forms an effective pass through the plateau. Desert explorers of the Zerkura Club (who seek a lost oasis in the area) discovered caves here with prehistoric paintings of hunters and swimmers.

Gebel Uweinat: This great mountain in Egypt's southwestern corner has *wadis* offering water and shelter to desert travelers. Italy claims the western portions—used for advanced exploration camps—while Britain keeps a close eye to curtail any Italian colonial or military incursions.

Money

"The population of Egypt has almost doubled, but the bread in the country was not allowed to increase, so that money might swell at the cost of independence, for it is cotton that rules, and not freedom."

—Emil Ludwig, *German Traveler*

The Egyptian silver pound (£E) serves as the standard unit of currency in Egypt. One hundred nickel piasters (PT) make one pound, and ten millieme (mill.) make one piaster. Although British administration dominates many aspects of Egyptian bureaucracy and commerce, the British pound sterling is not acceptable currency; it is more valuable than the Egyptian pound and is commonly used for illegal transactions.

Having the means to travel to Egypt, most western visitors have no trouble affording daily expenses of hotels, meals, and transportation, even if moderately priced.

Most anyone offering a service in Egypt expects a tip, or *baksheesh*, above the listed or agreed upon price. Generous tips can ensure quality service in the future from the same individual or business. Throngs of children also beg by calling out *baksheesh*; upon receiving any payment they simply disperse and leave their benefactor alone.

Accommodations

"Our hotel here is full of the latest appliances down to a glorious lift, worked by an Arab in gold-embroidered jacket."

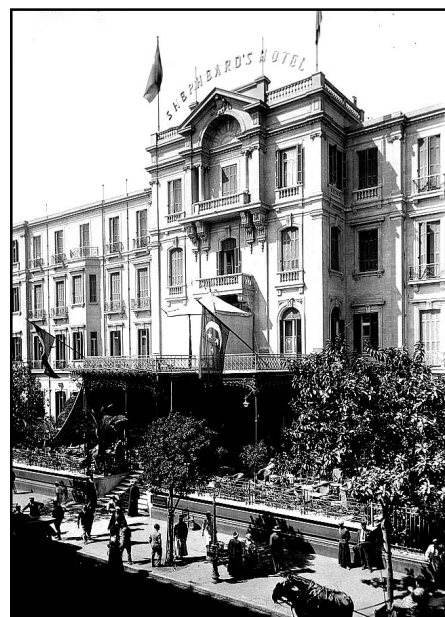
—Rudyard Kipling

Visitors in Egypt have several options for short-term or permanent accommodations, most near European neighborhoods and the usual array of leisure pursuits such as bars, clubs, and restaurants.

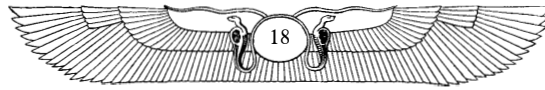
Hotels

The major cities—Alexandria, Cairo, and Luxor—offer the most modern hotels for guests engaged in official business, diplomacy, or tourism. These accommodations provide clean rooms, polite and efficient service, restaurants serving breakfast, lunch, and dinner, private rooms for parties and other functions, and club rooms for mingling. Their convenient location ensures guests enjoy the safety and familiarity of the city's most civilized neighborhoods and a proximity to points of interest: museums, monuments, shops, offices, embassies, and ministries.

Most tourists budget for an extended stay in a fashionable hotel. Others prefer leaving living arrangements in the capable hands of hoteliers rather than seeking more permanent



Shepherd's remains the paragon of Cairo's hotels.



Shepherd's facilities for parlors, dining rooms, and salons incorporate Islamic design motifs with fine European cooking and excellent service.

lodging in less desirable areas. Archaeological and survey expeditions often rent a suite to host their activities when they return from the field. Despite military units maintaining several barracks within and around Cairo and consulates offering quarters within residencies, many well-to-do military personnel and diplomats live in hotel rooms or suites in one of Cairo's fashionable European hotels.

Most of Cairo's premiere hotels cluster within el-Ezbekiya, the heart of the city's European quarter. These include Shepherd's Hotel, the Continental-Savoy Hotel, the Victoria and New Khedival Hotel, the Windsor Hotel, and Bristol Hotel. Two hotels of note stand removed from their fellows in the Ezbekiya district. The Semiramis Hotel overlooks the shore of the Nile near the bridge leading to Gezira Island and across the avenue from the Qasr el Nil barracks and the Egyptian Museum. The Mena House Hotel sprawls in the shadow of the pyramids at Giza, and remains popular with those tourists and researchers who dislike the long tram ride from downtown Cairo to the desert plateau.

Lesser hotels exist offering simple rooms and breakfast at prices far more affordable than the fashionable venues. They typically occupy less-than-ideal locations and feature less ambience, character, and class. Those possessing even a fraction of wealth do not

stay here, for they do not offer facilities like restaurants and bars where one could mingle with influential people. Two such hotels include the Modern Hotel and Hotel du Nord, both across the boulevard from Cairo's main railroad station. The National Hotel stands closer to the Egyptian Museum, next to the city's YWCA.

Several hotels cater to travelers passing through Alexandria, Luxor, and Aswan offer a European standard of service. The Hotel Luxor and Winter Palace Hotel offer visitors to the monuments in Luxor, Thebes, and Karnak fashionable accommodations, fine food and drink, and comparable if more provincial service as similar establishments in Cairo. The Winter Palace Hotel remains infamous as the abode of Howard Carter's cursed patron, Lord Carnarvon, during the search for the lost tomb of Tutankhamen in the Valley of the Kings. Aswan's Hotel Cataract plays host to those passing through the Nile port or visiting the Nubian monuments to the south.

Town Houses

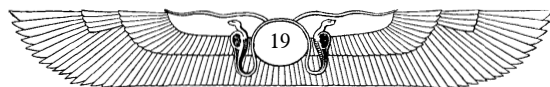
Wealthy westerners sometimes rent or buy entire homes in the Egyptian style—two- or three-story structures built around a gated courtyard—or grand homes on small estates at the outskirts of cities. Such domestic enterprises often require hiring either Egyptian or western servants and kitchen staff to run smoothly and efficiently. These arrangements offer privacy from the bustling social scene and an enclave of civilization amidst the never-ending throngs of Egypt's urban streets.

Flats

Most westerners living and working in Cairo can't afford entire town houses of their own, but can easily afford to rent a modest to substantial apartment on their salary. Most complexes have doormen who range from sleepy vagrants to attentive guards who even help carry heavy parcels. Garden City, a residential district along the Nile just south of the Egyptian Museum, offers villas and apartment blocks constructed in an Art Deco style. Beyond the major urban areas throughout Egypt, however, one often settles for renting a mud-brick house with minimal comforts.

Houseboats

The Nile has always flowed at the core of Egyptian society, so it comes as no surprise that its banks teem with houseboats, also called *dahabiya*. Most cluster along the Giza



shores and the western shores of Gezira and Roda; the eastern shore of the Nile near Garden City remains the province of the wealthy who choose to maintain houseboat residences. These two-level rectangular wooden boats provide everything from simple homes to lavish apartments, complete with fresh water, city gas, electricity, and telephone service. These floating neighborhoods not only offer domestic alternatives to Cairo's crowded confines, but also include such civic amenities as police stations, clinics, clubs, cafes, and music halls. The famous belly dancer Hekmat Fahmy lives on a houseboat moored on the western shore of the Nile.

Some tourists still make their leisurely tour up the Nile by *dahabiya*, watching the scenery drift by between treks to monuments. At most stops several houseboats tie up near the dock for Cook's steamers; local merchants offer wares, cook food, and provide picturesque native music and dancing.

Leisure

"Cairo bristles with motor cars and all the luxuries."

—Rudyard Kipling

Cairo's transient foreign population, consisting primarily of tourists, entertains itself chiefly with sightseeing and indulging in the western amenities offered by the finer hotels. The more permanent populace has imported European institutions for its own amusement, which the native Egyptians gradually adapt or mimic for their own diversion. The Egyptians also offer their own hospitality to foreigners, some of whom patronize their businesses in their efforts to sample Islamic culture. Beyond Cairo such leisure activities become less common, though major urban centers like Alexandria, Luxor, Aswan, Ismailia, and Port Said still have diversions.

Clubs

Cairo's many fashionable clubs cater to upper-class clientele who can afford high membership fees and the expenses required for mingling with elite society. Fashioned on model of the English gentlemen's or sporting club, they form the core of their members' social activity.

Clubs require a prospective member to gain some nomination, personal introduction, or sponsorship from an existing member in good standing. Most maintain an unofficial rule excluding those of the native Egyptian population—even those whose economic, political, or social standing might otherwise make them eligible—and admit only westerners who meet unspoken criteria for wealth, class, and prestige. Annual membership dues run about £E 5, with those living more than 15 miles away paying £E 2. Eligible life members pay a one-time fee of £E 50. Members can bring guests (who must fit the general club criteria for membership), who pay 5 piasters for a day pass.

Gentlemen's clubs offer a variety of amenities, all providing a safe, comforting, private, and discreet sanctuary from domestic and public life. Most provide members with smoking rooms, libraries, private and public dining rooms, and saloons where they can indulge in gentlemanly pursuits secluded from the prying eyes of others. A courteous staff works hard to maintain this comfortable refuge, serving refreshments and meals, intercepting visitors, delivering notes, and making sure non-members do not infiltrate the club premises. In the modern age of the 1930s, some clubs serve more as social venues for the upper-class than the exclusive preserves of the posh gentleman.

Besides providing the usual club amenities, sporting clubs—like the famous association whose grounds cover half of Gezira Island—also offer a full range of more active pursuits: polo, riding, racing, golf, tennis, squash, cricket, croquet, and swimming. These offer members diversions that keep them in good physical shape, but often serve as centerpieces for more socially oriented affairs: polo matches, tennis tournaments, horse races, dinners, and balls. The Gezira Sporting Club's galas are particularly notable places for the debutante daughters of British administrators, diplomats, officers, and businessmen to find

Saffragi Service

The posh hotels still maintain the custom of saffragi boys haunting the corridors as multipurpose servants. Some also lurk on the steamers that tour the Nile. They sit at a post at the end of hallways or occupy designated areas within the lobby, ready to appear when needed and assisting guests in a variety of menial tasks: hauling luggage, delivering messages, fetching newspapers, running to the kitchen with orders.

Such duties might seem demeaning, but the saffragis aren't as docile or ignorant as one might think. Given sufficient *baksheesh* as payment, they gladly undertake more surreptitious tasks requiring discretion: acting as cut-outs to deliver anonymous messages, monitoring the activities of others around the hotel, or acquiring items of questionable legality. Saffragis aren't simply attentive servants, they're willing and circumspect errand boys.

SAFFRAGI (Henchman)

Competent Skills:

bluff _____

dodge _____

notice _____

run _____

search _____

Expert Skill:

street smarts _____

Equipment:

robe

tarboosh



Pprivate clubs offer upper-class gentlemen a haven from domestic and public life.

husbands.

The following clubs are the most prominent among Cairo society:

Gezira Sporting Club: Still the best of Cairo's elite establishments, the Sporting Club grounds consume the southern half of Gezira Island, 150 verdant acres that formerly belonged to the Khedival Botanical Gardens. Established in the 1880s by members of the highest echelons of the colonial elite, the club caters to foreign diplomats, upper-class British citizens, and their families with extensive sporting facilities and social venues. No longer exclusive to gentlemen, the club has become renown for its society affairs where the debutante daughters of British society find husbands.

Turf Club: A gentleman's club reserved for high-ranking foreign government officials who rule over Egypt's administrative ministries, it is conveniently situated near the major European enclave of el-Ezbekiya.

Mohammed Ali Club: The most elite of those establishments that allow native Egyptians and other non-western foreigners into their hallowed halls. Still, membership usually requires some title to nobility, massive wealth, or vast fame. Besides offering a well-stocked wine cellar, huge library, billiard room, a bridge room, a fumoir, and a gilded banquet hall, the club is celebrated for its fine French and Italian cuisine. Though women could not hold memberships, they frequently attended club social functions as wives of members and invited guests.

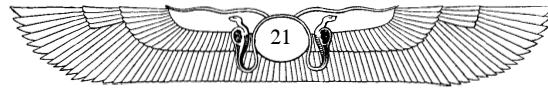
Royal Automobile Club: Members of Egypt's extended royal family, high-ranking ministers, privileged businessmen, and others who can afford to indulge in this expensive pastime frequent this driving and racing club. While most focus on road travel, several members have explored the possibilities of crossing the desert in specially adapted automobiles and lorries. The establishment also offers the usual amenities of a gentleman's club.

Aero Club: Like the Royal Automobile Club, this establishment promotes aviation pursuits among the high-class Egyptian clientele that can afford to dabble in such endeavors. Foreigners interested in exploring Egypt by air take the trouble to court its members with support for Egyptian aviation efforts apart from the overbearing presence of the Royal Air Force.

Restaurants & Bars

The streets around the Ezbekiya gardens teem with restaurants and bars catering to foreign clientele. Most hotels pride themselves on the quality of food, drink, and entertainment their establishments offer, and many host frequent dinner dances with live orchestras.

Perhaps the most fashionable Cairo restaurants (and typical of those catering to westerners) are run by father and son Giacomo and Achille Groppi. They maintain two Parisian-style cafes, one on el-Maghrabi Street near el-Ezbekiya and the other—popularly known as Groppi's Cairo Rotunda for its domed room adorned in the art deco style—on Suliman Pasha Square. They serve light deli fare, tea, coffee, and dessert during the day, including their famous ice cream with such tantalizing flavors as Comtesse Marie, Surprise Neapolitaine, Morocco, Mau Mau, and Peach Melba. At night patrons enjoy sumptuous dinners of French and British cuisine accompanied by the best orchestras of the day in non-stop concert dances. Groppi's two establishments receive support from subsidiary businesses, including a cold storage company and a farm outside Cairo that provides fresh poultry, fruit, and vegetables.



El-Ezbekiya boasts many bars catering to clientele of different tastes, backgrounds, and wealth. Most offer wine, beer, cocktails, and hard liquor, with a ready selection of tobacco products from Egypt and around the world. The Opera Bar stands out as a favorite among British military personnel, though others around Opera Square attract equally lively (and sometimes unruly) crowds. As a rule women are not welcome in bars; most local Egyptians avoid them since Islam prohibits the consumption of alcohol.

Cafes

Although western-style cafes, restaurants, and eateries abound in the European quarter of el-Ezbekiya, the Egyptians are renown for their cafes—in Cairo and throughout the country—that exude their own oriental charm. They form a centerpiece for individual neighborhoods and a welcome environment even to foreigners willing to respect Egyptian customs.

Establishments offer seats and small tables where men can gather to gab with friends and enjoy some refreshment. Patrons while away the afternoons and evenings sharing news, gossiping about their acquaintances, and debating the issues of the day. Many play games like backgammon and dominoes, while others listen to storytellers and musicians who frequent cafes and perform for tips.

Cafes serve a variety of non-alcoholic drinks (Islam forbids consumption of alcohol), primarily sweet coffee, but also a variety of teas brewed from traditional leaf blends and others from more exotic infusions of hibiscus, aniseed, and cinnamon. Patrons can also order a hookah for smoking aromatic tobacco, a pleasure often shared around the table. (Although addictive drugs like hashish were outlawed in 1925, some seedier establishments still offer them discreetly for those taking a hookah.)

Women of any nationality are not welcome in oriental cafes.

Cairo's most famous cafe is the el-Fishawi Cafe (Cafe of Mirrors), where Cairo's intellectuals linger over coffee and lively debate. Located near the Khan el-Khalili, it attracts artists, writers, scholars, and politicians.

Entertainment

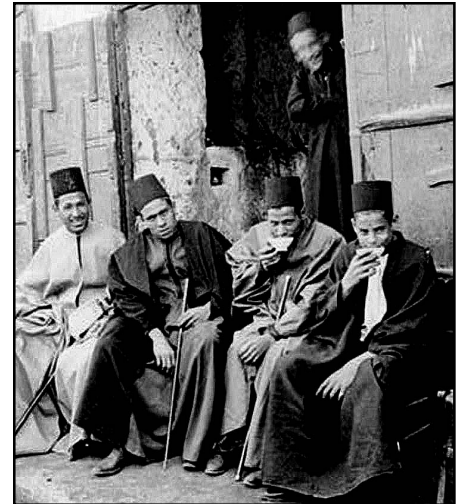
Cairo boasts a full slate of establishments offering entertainment.

While most visitors take the obligatory turn through the picturesque markets of the Khan el-Khalili or el-Muski, most foreigners prefer shopping in department stores. The area around the European quarter of el-Ezbekiya boasts several first-rate department stores within convenient walking distance, including Sednawi, Tiring & Stein, and Omar Effendi.

A love for movies in both the foreign and local population keeps Cairo's numerous movie houses in business. Cinemas with such names as the Lido, Metro, Rivoli, Miami, and Diana boast sumptuous furnishings and art deco architecture. Although most motion pictures come from abroad, Egypt has started a small film industry characterized by the musical comedy.

The Cairo Opera House opened in 1871 as part of the sweeping celebration of the Suez Canal's completion. The Khedive Ismail commissioned Giuseppe Verdi to write an Egyptian-themed opera, *Aida*, to inaugurate the venue. Performances still draw throngs in evening dress to the opera house on the southwestern edge of el-Ezbekiya. During the winter season European opera companies bring their productions from the Continent, providing yet another opportunity for Cairo's high society to mingle.

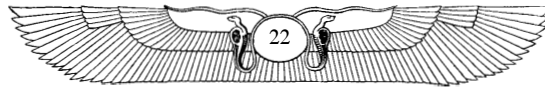
Although much eclipsed by more accessible entertainment offered by the cinemas, traditional theatre still endures in Cairo. Plays and variety shows cater toward the middle-aged set more attuned to such entertainments and wary of the crowded cinemas. The Kursaal Theatre near el-Ezbekiya remains a popular spot for visitors staying at nearby hotels and westerners with more permanent residence in Cairo.



Many Egyptian men while away the afternoons camped outside cafes sharing gossip and news.



Cairo's opera house serves as the focal point of the social scene for many upper-class foreigners.



Civic Amenities

“The English, in spite of it all, continue to declare that they wished only to remain in Egypt as long as it was to Egypt’s advantage.”

—Emil Ludwig, *German Traveler*

Like any city, Cairo offers civic amenities to fulfill the more practical needs of residents and tourists.

Consulates for a variety of nations dot the city, particularly near el-Ezbekiya and the neighborhoods along the Nile. Tourists who encounter trouble should contact embassy personnel immediately, though Cairo authorities (including the police) give foreigners a good deal of immunity from local prosecution. Consulates serve as a nation’s formal representation in Egypt, and help facilitate activities related to politics, diplomacy, economics, and, of course, tourism.

Police stations located in each district help maintain order and ensure citizen safety. Native Egyptian policemen, often supervised by foreigners hired for their administrative talents, ensure they treat all westerners with courtesy and respect. Thomas Russell Pasha, an Englishman, heads the Cairo police force and frequently targets areas of vice (particularly drug dealing and prostitution) for aggressive crack-downs.

Post and telegraph services are conveniently close to el-Ezbekiya; the central post office sits one block south of the gardens, and the offices of Eastern Telegraph stand west across the square from the Cairo Opera House. Most neighborhoods in Cairo have their own post office. Other towns throughout Egypt beyond the major cities maintain both postal and telegraph offices at the local railway station.

Hospitals and clinics throughout the city offer varying quality of care. Many foreign governments sponsor infirmaries providing modern medical treatment for their citizens and other westerners who can afford the cost. Religious organizations also sponsor some hospitals. Many clinics cater to the health needs of ordinary Egyptians; given the code of Islam, most focus on either male or female patients, but never both. Beyond the cities few towns have even permanent clinics; most often a local barber or doctor serves the medical needs of local inhabitants. Several religious groups and foreign nations sponsor clinics and traveling medical missions to help improve the overall quality of life among rural Egyptians.

Religious institutions of many faiths abound in Cairo. Islamic mosques stand next to Coptic churches, Jewish synagogues, and churches of numerous Christian sects. Given the predominant Muslim population, many local businesses close for several hours around midday prayers every Friday. Some western establishments close on the Christian sabbath on Sundays, though businesses offering social diversions remains open to cater to patrons’ leisure time.

Every town in Egypt has a mosque where the muezzin can summon the faithful and people can gather for Friday prayers. A few provincial centers like Aswan and Luxor also include token evidence of other faiths— usually synagogues or small churches—catering to visitors or small enclaves of worshipers.

Schools sponsored by several western nations (for both boys and girls) educate Cairo’s indigenous and foreign youth. Most still segregate themselves by nationality and gender. Other opportunities exist for higher education: technical schools instruct students in practical mechanics that help the country run; the American University in Cairo offers a western-style collegiate education for qualified applicants; and el-Azhar University teaches religious law to faithful Muslims.

Few schools exist in Egypt’s countryside. Most children enter the workforce early, learning a trade, keeping house, or working in the cotton, sugar, and tobacco fields. The rural gentry send their children to boarding schools in the cities where they can receive a proper education.

Arabic Phrases

Knowing some useful words and phrases in Egypt’s native language of Arabic can help travelers better interact with the local populace.

Common Phrases

Peace be with you: *salaam aleikum*

Yes: *aiywa*

No: *la*

As god pleases: *Inshallah*

Please: *min fadlak*

Thank you: *shokran*

Go on: *yalla*

What does this cost? *Beekam deh?*

No matter: *ma’alesh*

People

American: *Amerikani*

European: *Ferangi*

Egyptian: *Ulad arab*

English: *Inglizi*

French: *Reansawi*

German: *Aleman*

Russian: *Moskuwi*

bookseller: *kutbi*

doctor: *hakeem*

porter: *shayeel*

soldier: *askari*

watchman: *gafir*

Places

bazaar: *souk*

boulevard: *sharia*

mosque: *masjid*

Nile: *bahr el-Nil*

pyramids: *ahram*

ruins: *kharaba*

telegraph office: *maktab telegraf*

temple: *mabayeed*

tomb: *kabr*

Things

antique shop: *mahal antikat*

automobile: *sayarra*

book: *kitab*

camel: *gemel*

donkey: *homar*

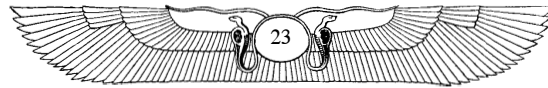
steamboat: *wabur*

tip: *baksheesh*

touring barge: *dahabiyeh*

train: *katr*

water: *moyeh*



Bazaar Bargaining

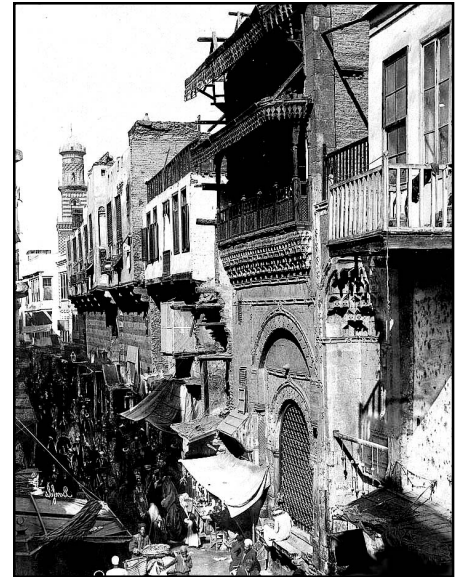
“Many dealers seem to have fallen asleep on their wares like old dragons, and the gleam of a copper pot, or the shimmer of a brocade, is more living than the dull eyes of their guardians.”

—Emil Ludwig, *German Traveler*

Shopping in a traditional Middle Eastern bazaar or *sûk* (pronounced “souk”) remains one of the most engaging and picturesque activities in Egypt. Tourists can always purchase everyday items at the major department stores or shops catering to westerners in the Ezbekiya district; but shopping in a *sûk* exposes one to a potpourri of people, smells, and commodities not found anywhere else. Similar artisans cluster together in most large bazaars, forming small neighborhoods along streets where shoppers can compare craftsmanship, price, and availability. One can still find odd shops outside of a particular trade’s territory; wandering the *sûk* reveals the broad spectrum of goods available.

Most bazaars remain open from dawn until well past dusk. Food markets attract the largest crowds in the morning as people gather ingredients for the day’s meals. Other shops attract customers past dusk into the early evening. Most storefronts consist of a small booth displaying goods, with a seat for the proprietor and a cushioned seat for interested buyers. Everything packs into the alcove and remains locked behind large shutters and a collapsible awning after closing time. The rooms behind the front sales and display alcove contain storage or workshops.

Most tourists who spend enough time in the bazaar find good deals on unique items. Merchants offer prospective buyers a seat and a cup of coffee or tea while they discuss available merchandise and the price. Accepting a proprietor’s hospitality doesn’t obligate one to purchase any of his goods, but politeness should govern one’s deliberations. Both merchant and customer haggle over the price, debating quality, availability, craftsmanship, competitor’s prices, and any other factors that might affect one’s purchase. Proprietors don’t settle for prices that would bankrupt them, and buyers don’t offer prices they can’t possibly pay. Cash rules in the *sûks*; nobody accepts credit of any kind. Merchants act courteously; even if a customer doesn’t buy anything, they hope to make a good impression and entice them back to their shop. For an additional tip, a merchant can arrange to deliver purchases to one’s hotel or flat. Porters and beggar waifs also linger in the bazaars, offering their services carrying parcels in return for *baksheesh*.



Cairo’s most famous bazaar, el-Muski, consists of narrow streets crammed with merchant stalls and throngs of customers.

Bazaar Merchandise

Use the lists below for inspiration on different commodities offered at any Egyptian marketplace.

Food

beans
bread
butter
doughnuts
dried lentils
fresh eggs.
fruits
fuul (breakfast bean paste)
goat cheese
grains
lemonade
pastries
spices
sweet tea
vegetables

Live Animals

camels
chickens
donkeys
doves
ducks
geese
goats
pigeons
sheep

Clothing

bolts of linen
capes
fine silk brocade
jackets

kaftans
sandals
shoes
slippers
turbans
vests

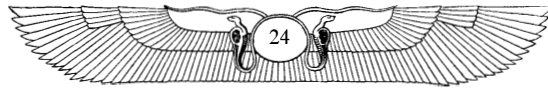
Household Items

aluminum pots and pans
baskets
books
brass trays
brooms
carpets
copper pots
glassware

hand tools
knives
oil lamps
palm rope
pouches of tobacco
prayer rugs
reed-fiber mats
utensils
vases

Luxury Goods

antique reproductions
antiquities
hand-carved furniture
jewelry
perfumes



Egyptian Treasures

“So let my brothers send me gold in very great quantity. For in my brother’s land gold is as plentiful as dust.”

—Ancient Text

European visitors to Egypt want to see evidence of its ancient culture. Most remain in Cairo, where they can wander the Egyptian Museum galleries and make an excursions to the nearby Pyramids of Giza. Serious tourists book passage on one of the popular Cook travel agency steamer tours, while the more romantic or eccentric hire a native boat, called a *dahabiya*, to proceed at their own leisurely pace.

Egypt’s treasures fall into several broad categories. Diverse groups take keen interest in the artifacts of this Nile civilization: archaeologists seek to unearth, record, and preserve them; smugglers hope to steal and re-sell them to collectors; Nazi agents and secret cultists hope to acquire magically imbued objects to aid their causes.

Ruins

Ancient Egypt’s temples, tombs, and pyramids stand in various stages of decay. Some consist of little more than crumbling walls or shallow pits, while surviving monuments loom much as they might have three millennia ago. Nobody knows how many still await discovery in the desert sands. Tourists prefer visiting surviving monuments: the Pyramids of Giza, the tombs in the Valley of the Kings, and the great temples at Luxor, Karnak, Dendera, Esna, Edfu, and Abu Simbel.

Archaeologists try preserving these monuments by unearthing previously buried ruins, cleaning stones and paintings, and recording them with careful surveys, detailed sketches, and photographs. Despite the size and seeming immobility of these monuments, thieves still manage to desecrate them. They carry off stones with particularly vivid carvings, and even pry away sections of paintings on tomb walls.

Statuary

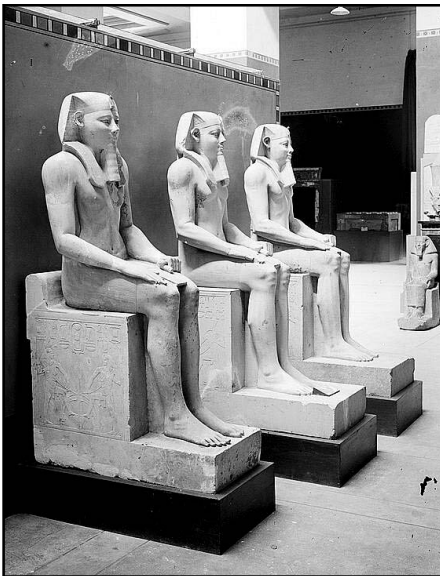
Ancient pharaohs declared their glory both in carvings on monument edifices and numerous statues. Colossal statues flank the entrances to temples, line avenues leading to holy sites, and even stand alone in the desert to mark borders and scare off enemies. Most depict pharaohs enthroned or standing, but others exist portraying animals and gods. The tall spires of obelisks also mark temple entrances, their sides carved with hieroglyphics noting their dedication date and the pharaoh who commissioned them.

The Great Sphinx remains among the most well-known of Egyptian statues (though some believe it was part of a temple, or that some secret sanctuary still remains hidden within). Other famous statues include the 65-foot-high Colossi of Memnon—once guardians to Amunhotep III’s mortuary temple—that now loom over the plains of Thebes, the avenue of recumbent ram statues lining the avenue between the Luxor and Karnak temples, and the massive, rock-hewn statues of an enthroned Ramses the Great dominating his temple at Abu Simbel. The Harvard expedition at Giza unearthed several statues of Old Kingdom pharaohs flanked by goddesses, and the Metropolitan Museum expedition at Deir el-Bahri found numerous statues of the pharaoh-queen Hatshepsut smashed at the bottom of pits.

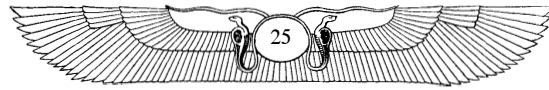
Their sheer size makes most statuary too difficult for robbers to remove, though some manage with great engineering skill, sly methods, and an ability to circumvent precautions such as sentries and fences. Scholars marvel at the sophistication and polished qualities of some statues, and value the hieroglyphics covering their surfaces.

Figurines

Smaller sculptures made from different materials abound in Egypt’s ruins, museums, antiquities dealers, and bazaars. They depict deities, pharaohs, prominent individuals, boats, animals, scarabs, and even miniature homes. Figurines commonly come from any site inhabited by the ancients, but primarily tombs, temples, and city ruins. Small figurines are among the mainstay items for antiquities dealers; thieves take little interest in



The best examples of ancient statuary find their way into the famed Egyptian Museum in Cairo.



them unless made of gold or imbued with magical qualities. Ushabti are among the most common figurines, frequently fashioned from wood, clay and stone, and sometimes glass and bronze. The mummiform statues (also called shabti and shawabti) range in size from two to twelve inches in height. They were manufactured in the thousands to rest in the tombs of ancient Egypt's most prominent citizens, serving as substitute workers, servants, and aides in the afterlife. The more ushabti in one's tomb, the more laborers could take care of the owner's burdens in the hereafter. Most have hieroglyphic inscriptions on the back relating the name and title of the person offering his assistance and a common phrase of servitude: "If the deceased be summoned to do any work in the realm of the dead, to make arable the fields, to irrigate the land, or to convey sand from east to west, 'Here am I,' you shall say, 'I shall do it.'"

Jewelry

The ancient Egyptians adorned their bodies with jewelry of every size, description, and material. Royalty naturally wore the most ornate pieces: broad beadwork collars of gold and lapis lazuli, signet rings carved with hieroglyphics, elaborate pectorals that rested on one's chest, cuff bracelets, earrings, and necklaces. Commoners also wore jewelry, usually small amulets depicting gods, hieroglyphics, and sacred symbols made from a blue-fired, glazed pottery called faience.

Thieves typically avoid going after the more common styles of jewelry, preferring anything made of precious metals and stones. Dealers find the blue faience amulets abundant enough to offer to tourists as cheap souvenirs if they aren't selling overpriced fakes.

Everyday Items

The dry Egyptian climate preserved many objects that would otherwise have decayed after three millennia. Such fragile materials as wood, papyrus, vegetable matter, bread, and even flesh survived the ravages of time packed away in deep tombs or covered in dry, desert sands where the decomposing effects of moisture would not harm them. These conditions preserved a host of mundane objects ancient Egyptians used in their daily lives: tools, combs, mirrors, cosmetic boxes, perfume jars, game boards and pieces, throwing sticks, writing palettes, headrests used as pillows, wooden furniture, pots, glass vessels, endless pottery shards, and even mummified food to sustain the deceased in the afterlife.

These items have little value to robbers and merchants, but offer to archaeologists insight into ordinary life in ancient times.

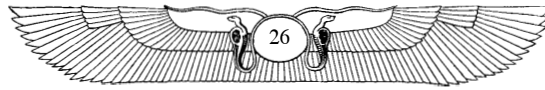
Papyrus

In antiquity Egyptians did not use paper and books as modern civilization knows them. Instead they fashioned long scrolls from papyrus, a tall reed found in marshes along the Nile. When hammered in layers, the sap formed a glue binding the long reed strips into what later dried as a scroll. Scribes trained in temples used ink to write in both the sacred hieroglyphic characters and the lesser-known hieratic, "cursive" form.

As a premium writing material, papyrus contained the most important, enduring texts vital to the Egyptian civilization: rituals for the proper worship of the gods; funerary texts, such as the Book of the Dead, or instructions for making offerings to the dead; texts on farming, mathematics, medicine, and other vital trades; works of literature, both historical and sacred, prose and poetry; even geological maps. Literate priests and well-educated noblemen held sway over scriptoriums and libraries. Few peasants ever learned to read, thus the emphasis on scenes inscribed on the walls of temples and palaces. Privileged artisans and overseers took notes and made sketches for everyday duties on ostraca, broken pieces of pottery or large stone chips from stonework.



Most tourists prefer to sample ancient antiquities displayed at Cairo's Egyptian Museum rather than travel up the Nile to view the monuments themselves.



Papyrus often falls prey to thieves, who find the small scrolls easy to pilfer, light to transport, and lucrative to sell. They're not always careful, however, and bungled burglary attempts sometimes result in crushed or crumbled specimens. Antiquities dealers also sell well-forged fakes copied from original texts, claiming their authenticity; secret workshops manufacture papyrus, dry it out, inscribe it, and then bury it in hot sand to age it. Archaeologists find a wealth of information in every authentic papyrus they uncover.

Funerary Equipment

The most valuable artifacts for tourists, thieves, dealers, and scholars are those made specifically for burial with the dead or performing funeral rituals most valuable. The most typical funerary objects include canopic jars to hold the four key organs of the deceased (liver, small intestines, stomach, lungs); gilt, carved, or inlaid boxes to hold personal items; carved heads meant as "reserves" for Old Kingdom nobles; funerary masks meant to cover a mummy's head; and tools used for preparing bodies for mummification (rods, hooks, knives, scrapers). Some funerary objects fall into other categories: ushabti statues, amulets and jewelry mummified with the deceased, and everyday items intended for use in the afterlife. These objects typically carry rumors of curses or magical powers from their association with the afterlife, rituals of mummification, or spirits of the dead.

Robbers and excavators often uncover such valuable items in tombs or burial pits. Known cemeteries include those around the pyramid complexes at Giza and Sakkara, and the famous Valley of the Kings near Luxor.

Sarcophagi & Mummies

The most famous funerary relics remain mummies and the ornate coffins in which they sometimes repose. They embody the very mysticism and exotic appeal of the ancient Egyptian world. Painted or inlaid designs cover the surfaces of wooden sarcophagi. They depict the face and hair of the deceased, protective deities, enveloping wing motifs, inscriptions meant to preserve the dead, and patterns formed from holy symbols. Some exhibit exquisite workmanship, but most seem executed in the most common fashion. Many sell without mummies, and those with matching inhabitants cost significantly more.

Mummies themselves look like long bundles wrapped in brownish or graying linen. The best-preserved still contain gauze bands with sacred hieroglyphics. Masks molded from cartonnage often covered the head with a stylized representation of the deceased's face and hair. The Greeks and Romans even painted portraits of the deceased inserted over the facial wrappings. Few mummies remain intact, held together by dried pitch and sap-like glues. Others have been partially unwrapped by plunderers seeking golden amulets placed on the body, exposing clawed hands, withered limbs, and gruesome faces.

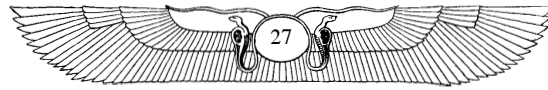
Royal mummies are rare—many were unearthed in the royal cache discovered in Thebes in 1881—and most discovered or sold today belong to affluent individuals who could afford costly mummification.

A small, clandestine industry produces fake mummies for the tourist market. Using bodies obtained from the morgue, or unfortunate individuals taken from slums, artisans hastily gut the body, desiccate them in piles of natron salt, low ovens, or desert dunes, wrap them in gauze, perhaps with a few amulets for authenticity, and bury them in sand to age their appearance. To the untrained tourist eye they look like creatures mummified in antiquity, a novel souvenir to take home and display in the parlor along with other artifacts purchased in the bazaar.

The ancients also mummified esteemed animals: cats, dogs, crocodiles, bulls, falcons, even such exotic beasts as gazelles and cheetahs. Beloved pets sometimes accompanied their masters into the afterlife. Revered animals inhabiting temple precincts and sacred pools were mummified and buried in special crypts. Mummified creatures also served as offerings at temples to gods associated with the animal. In ancient Egypt's later years, pilgrims visiting shrines to Bastet purchased thousands of feline mummies to bury near her temple as a token of their visit. Even today mummified cats flood the market for such curiosities.



Sarcophagi and mummies remain the most colorful additions to museum and private collections of ancient antiquities.



Ancient Egyptian Gods

“Amun I found more help to me than millions of troops, hundred-thousands of chariotry.”

—*Ramses the Great*

Most visitors to Egypt gain some basic familiarity with the numerous ancient gods of this land. Many rose up from regional deities, revered natural elements, and incorporeal concepts to become known and worshipped throughout Egypt. For instance, Osiris originally served as the patron god of Abydos who, when the ancient Nile kingdoms united, became the national deity of the afterlife. Some gods had multiple aspects or shared qualities with other divinities. The brief list below offers simple summations of each significant god, their powers or sphere of influence, and any known cult centers with dedicated temples or priesthoods.

Amun: This god represented the primeval secrets of life as illustrated by his epithets “the Hidden One,” “Mysterious of Form,” and “He Who Abides in All Things.” His breath was believed to empower every living being with his spirit, and he was revered as the deity who created the earth from the primordial seas of chaos. The ancients attributed many aspects to him, including secret knowledge, fertility, and divine wind. He was often merged with Re as the supreme deity Amun-Re, and with Horus as falcon-headed god of kingship. Amun appeared in art wearing a crown with two tall plumes. Animals sacred to Amun included the ram and goose. *Cult Centers:* Karnak, Siwa Oasis.

Anubis: This jackal-headed god guided departed souls through the underworld to the afterlife. He also served as patron of embalmers and guardian of the sacred burial grounds.

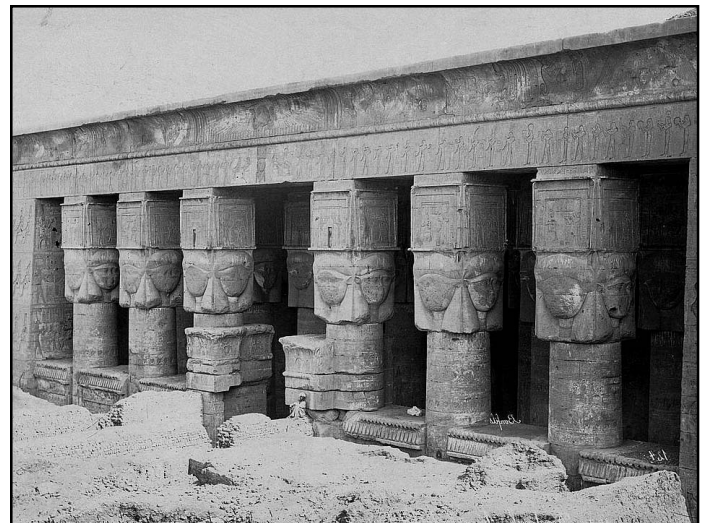
Bastet: Cats roamed freely in ancient Egyptian households since they caught mice that ate the life-sustaining grain and generally kept vermin at bay. Their enjoyment languishing in the sunshine gave them a divine connection. Bastet was the cat-headed goddess of joy, household order, and protection. Some believe she was a benevolent aspect of Sekhmet or a domestic form of Hathor. *Cult Center:* Bubastis.

Bes: Perhaps the oddest god of the entire Egyptian pantheon, Bes resembled a grotesque dwarf wearing a feathered headdress and a thick beard. His playful expression (often with his tongue sticking out) and his presence in the ruins of many Egyptian houses suggested he was a protective spirit of hearth and home, warder against evil, guardian of children, and patron of music, poetry, and beer. His image adorned amulets that were hung around the house or about one’s neck to ward off bad luck.

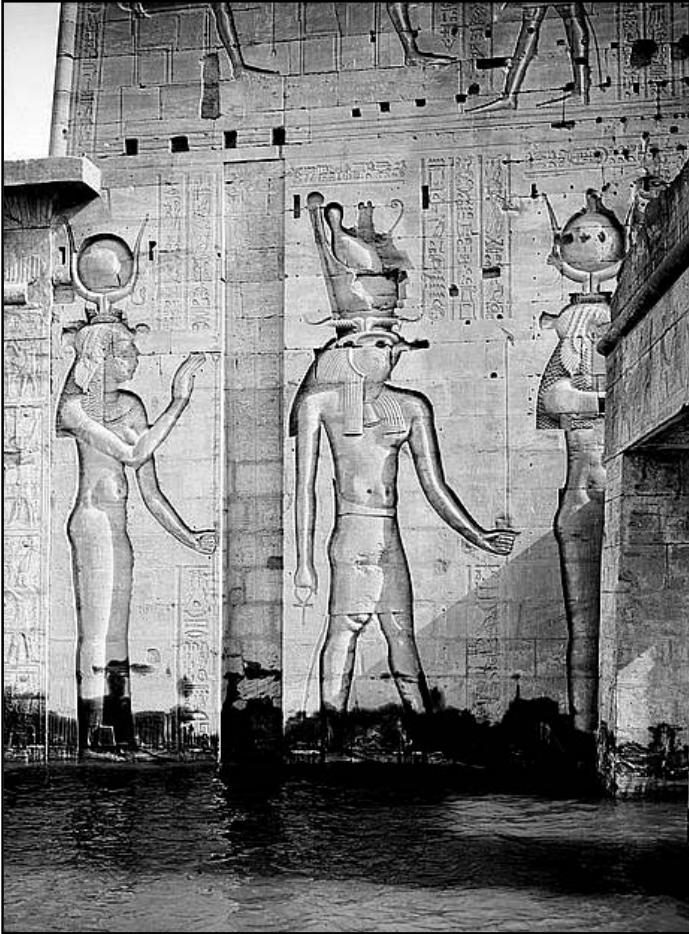
Hathor: Often depicted as a cow, a horned lady, or a lovely goddess, Hathor served as the ancient Egyptian goddess of love, romance, and related pursuits (poetry, music, dance, revelry). She shared her duties as patron of motherhood and healing with Isis, and was regarded as the divine mother of each ruling pharaoh. *Cult Centers:* Memphis, Dendera.

Horus: Purportedly the first pharaoh and therefore the divine representation of the king’s power on earth, falcon-headed Horus was the son of Osiris and Isis who, after hiding from his uncle Set’s wrath, grew up to vanquish him in personal combat. He often personified Egypt as a kingdom and pharaoh as its divine leader. The ancients often merged him with Re as a supreme deity and regarded him as a sky god. *Cult Center:* Edfu.

Isis: The consort of Osiris embodied all the benevolent aspects of wives and mothers, including love, tenderness, devotion, protection, motherhood, even medicine. As Horus symbolized the divine power behind the pharaoh, Isis served as the patron of the queen and symbolic mother of pharaoh. She was also known as “Isis Great in Magic” for the protective spells she could weave and the healing enchantments she knew. *Cult Center:* Philae.



The vast temple of Hathor at Dendera still draws visitors to gaze upon the tall columns and explore the underground crypts.



The goddess Isis adores her son, the god Horus, in these immense pylon carvings on the flooded Temple to Isis at Philae.

Khnum: While Ptah created the earth, ram-headed Khnum populated it with animals and humans formed from clay on his legendary potter's wheel. Worshipped as the source of the Nile, he governed the annual flooding that rejuvenated the fields and kept Egypt abundant. *Cult Center:* Aswan.

Maat: Depicted with an ostrich feather plume in her headband, she was the divine embodiment of universal order, harmony, and justice. She presided over the judgment of the dead with Osiris, ensuring the heart of the deceased spoke truthfully.

Osiris: Legends tell how this ancient king's brother Set murdered and dismembered him, and how his wife Isis searched for the pieces of his body and reassembled him to rise again as king of the afterlife. Shown as a mummiform god wearing the royal crown and brandishing the regal crook and flail, Osiris symbolized all aspects of renewal, including the annual flood, fertility, abundance of crops, and life after death. He also presided at the judgment of the dead and ruled over the afterlife. *Cult Center:* Abydos.

Ptah: This god of creativity fashioned the earth and served as the patron of artisans and industry. He appears as a mummiform man with a beard and skull cap; his arms, free from the mummy wrappings, often held a staff of authority. *Cult Center:* Memphis.

Re: Since the sun played such an important role in ancient times (governing the passage of time, plotting the seasons, and providing light and warmth necessary for life), the Egyptians naturally deified it as one of the most supreme gods of the land. Re served as a creator god who physically manifested himself as the sun coursing across the sky. He often appeared in art as a falcon-headed god, and was associated with Horus. *Cult Center:* Heliopolis (now a suburb of Cairo).

Sekhmet: The Egyptians deified the rage of desert lions in their war goddess, "She Who s Powerful," whom thy depicted with the head of a lioness. She symbolized destructive female power unleashed to protect those in her keeping. The ancients believed the

harsh desert winds were her breath and that a fiery light shone from her body.

Set: Although many view Set as the ancient version of the devil, he served manifold purposes in the Egyptian pantheon and in the overall scheme of the universe. Legends claim he murdered his brother Osiris, then opposed his son Horus for the throne of Egypt. As a god of chaos, darkness, and war, he opposed order, light, and peace, giving contrast and form to the Egyptian way of life. Set's domain encompassed the lawless desert wastelands. He held sway over such destructive creatures as pigs, hippopotami, and crocodiles. The ancients depicted Set in both animal and human form; his head has a long snout, tall, squared-off ears, and sinister eyes.

Sobek: This crocodile-headed god represented the benevolent power of water in ancient Egypt. Ancients claimed this deity created the source of the Nile, nurtured plants with water, and sent annual flooding that renewed fertile crop lands. *Cult Center:* Kom Ombo.

Thoth: This ibis-headed god served as the scribe of the Egyptian pantheon, inventor of writing, and patron of literature and wisdom. He recorded the details at each person's judgment before Osiris. Thoth was also associated with the moon and its cyclical movement in relation to time and the ancient calendar; in his role as record-keeper he was known as "Lord of Time" and "Reckoner of Years." Animals sacred to Thoth included the ibis and baboon

Chapter 2

Egyptian Exotica

“When Carter and I opened the doors of the third and fourth shrines and beheld the massive stone sarcophagus within, I felt for the first time the majesty of the dead Pharaoh’s actual presence.”

—James Henry Breasted, *Archaeologist*

Part of Egypt’s allure rests in its ancient civilization and the many mysteries that remain unsolved even by modern archaeologists. Most tourists touch only the surface of these arcane enigmas, though they can emerge from the distant mists of time to haunt even the most cynical and unbelieving visitors to this strange land.

Mysterious Places

“These are no sanctuaries to the gods, no symbols of power, no buildings for life’s joys, no secret places of love; here the megalomania and the fear of death of absolute rulers raise their smooth, pointed walls to heaven.”

—Emil Ludwig, *German Traveler*

Egypt’s many tombs, temples, pyramids, and other ancient places possess innate magical powers, arcane mysteries, malevolent curses, and long-lost secrets hidden from modern humanity.

Lighthouse of Alexandria

The fabled Pharos, the lighthouse guarding the entrance to Alexandria harbor, is one of the fabled Seven Wonders of the ancient world. Although it was built after the decline of the Egyptian pharaohs, it nonetheless remains a part of Egyptian lore.

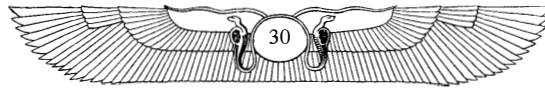
When the Greek architect Sostratus built the lighthouse in 279 BC, Alexander the Great had freed the land of Persian invaders, absorbed the country into the greater Greek empire, established Alexandria as its capital, and installed Ptolemy as the first in a line of pharaohs to rule the province (thus lending the name Ptolemaic to describe this period of Egypt’s history). Alexandria became Egypt’s capital and the main port linked with the rest of the Greeks’ Mediterranean empire.

Scholars believe the lighthouse’s architecture inspired the distinct Egyptian form of the Islamic minaret. Many windows pierced the square, stone base, probably to help light the 300 rooms it purportedly held to house those maintaining the lighthouse. A spiral staircase climbed the octagonal mid section, with an open interior through which fuel was hauled upward through the use of an ingenious hydraulic system. The round, uppermost portion held the lighthouse lantern itself, a huge bonfire that marked the harbor for incoming ships.



Egypt keeps many of its ancient mysteries a secret beneath its desert sands and crumbling monuments.

Legends claim the lighthouse also served as Alexandria’s first line of defense. A “mirror” atop the Pharos possessed magical qualities that varied with the storyteller. Nobody quite knows what the mirror was, or has discovered any evidence suggesting its appearance, design, and function. Some rumors claim it served to spot ships at great distances, enabling the guard to determine if enemy vessels were approaching Alexandria. Others ascribe amazing offensive qualities to the mirror; supposedly it could focus sunlight into an intense beam that could set distant ships afire. (Some believe the mirror created the mysterious Valley of Glass in the Great Sand Sea; see below.)



“How vast was the commerce and wealth of Alexandria only a generation after it was founded by Alexander the Great, when it became the New York or Liverpool of the ancient world, the greatest port on the Mediterranean.”

—James Henry Breasted,
Archaeologist

The upper levels of the lighthouse collapsed during an earthquake in antiquity. Although the foundation structure stood for several centuries after the Islamic conquest of Egypt in 640 AD, it has since faded from its past glory. Legends claim a Muslim caliph dismantled the ruins of the Pharos in a search for the treasure of Alexander the Great, which he believed lay hidden beneath it. Today only the lower portion remains as Fort Kaitbay, for many years a Turkish citadel that guarded the port’s eastern harbor. Four corner towers and a crenellated parapet still make it an imposing edifice.

Adventure Idea: Mirror Mirror

The heroes receive a letter from an antiquities dealer who claims he possesses an ancient schematic to the fabled magical mirror used atop the Pharos. Intent on acquiring and examining the document (whatever their motivation), the characters arrange a meeting only to discover the dealer murdered and the parchment stolen (if it ever existed)! Have competitors beaten them to the prize? Is some ancient cult or modern regime hoping to decipher the plans and build a solar-focusing mirror to decimate their enemies? The heroes must solve the murder, discover who took the schematics (and their motivation), avoid their attempt to eliminate competitors, and recover the diagrams before some sinister force uses them as the destructive means to a malevolent end. As a follow-up (assuming they recover the plans), the characters must assemble components to construct the mirror, including fused silica lenses made from specimens gathered from the Valley of Glass (see below).

Library of Alexandria

When Alexander the Great established the city that took his name, the Greeks intended to create a library that would serve as a repository for all the world’s knowledge, from the ancient secrets of Egypt to the contemporary notions of philosophers and strategies of generals. Envoys traveled to every corner of Alexander’s empire and to every nation to gather books to create the library’s vast collection. Scholars from around the world came to share their knowledge, consult the tomes, and debate new and revolutionary ideas.

Although the library served as an archive for knowledge in the ancient world, it did not survive long during the Byzantine Empire (which controlled Egypt after the fall of the Roman Empire). Historians claim an angry mob burned most of the books during a Christian religious debate in the fourth century; Muslim armies destroyed any remnants during their invasion in 640 AD.

According to ancient accounts, the library stood near Alexandria’s serapeum (burial site of the sacred bulls of Osiris) and the Kom el Shogafa catacombs. Nothing remains of the building today, though treasure hunters still seek any remnants of the library or its rare books in underground passages and recently discovered ruins. The library’s collection supposedly included many ancient tomes containing arcane lore and forbidden knowledge:

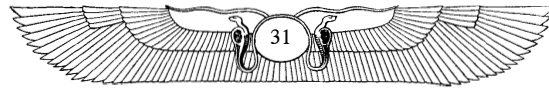
Codex Atlantis: Indecipherable signs inscribed on thin, metallic parchment purportedly describe ancient technological wonders from the lost island of Atlantis, including flying machines, powerful ray weapons, levitation devices, energy generators, and vats filled with liquid that miraculously heal lethal wounds.

Papyrus of Userhet: This scroll extensively details Egyptian knowledge of medicine, surgery, and the functions of human anatomy. It provides information on the ancient theories about how internal organs functioned, use of various medical instruments, and instructions for performing different surgical procedures. Several chapters obliquely refer to methods of re-attaching severed limbs, reanimating diseased organs, and resurrecting dead bodies.

The Tale of Imenet-Akhet: An ancient Egyptian account of an island filled with wondrous devices, amazing technology, and buildings that defied the laws of physics, undoubtedly a version of lost Atlantis. Although it describes many marvels, the author dwells on the moral and administrative degeneration of the society that led to total chaos and the civilization’s ultimate destruction.

“The copies produced by the librarians and scholars of Alexandria became the standard editions on which other ancient libraries and copyists depended.”

—James Henry Breasted,
Archaeologist



Book of Opening Doors: This copy of a manuscript purportedly written before Egypt's first dynasty discusses the geometric and astronomical conditions required for creating portals, presumably between locations on earth, but possibly to other planets or dimensions.

Campaigns of Hannibal: A historical treatise seemingly written by one of Hannibal's generals that details the famed campaigns against Rome, including specifics surrounding each battle, information revealing spies within the Roman ranks, and the suggestion that Hannibal employed otherworldly, mystical assistance to attain some of his victories.

On Becoming Caesar: Written in the first person by an author who claims to have become a Roman emperor (though which one exactly isn't clear), this treatise at first looks like droll philosophical ramblings. As one reads further, however, it gradually discusses various methods of expanding one's mind, communing with extra-dimensional forces, and acquiring godlike powers to rule others.

Adventure Idea: Lost in the Library

While exploring the burial catacombs of Kom el Shogafa, the ground collapses beneath the heroes' feet and sends them plummeting into a previously undiscovered and uncharted level of the labyrinth. They must explore their surroundings and find some way of safely returning to the surface. Unbeknownst to them the characters have plunged into a surviving portion of the lost library of Alexandria. But the heroes aren't alone; someone down in the catacombs seeks to discover and exploit the library's remaining secrets (entering through a different yet passable route), and something mysterious and menacing intends to take violent measures to protect the ancient tomes.

Egyptian Museum Storage

Although the Egyptian Museum in Cairo displays the world's foremost collection of ancient Egyptian artifacts, the halls exhibit only a portion of the innumerable artifacts recovered by archaeologists and acquired by museum agents. The building's storerooms, back halls, basements, and sub-levels hold countless treasures nobody has yet had time to fully examine, document, or catalog. They sit on dusty shelves or in as-yet unopened shipping crates, waiting for the overtaxed staff to uncover them. These artifacts might not represent the most famous pieces from ancient history, but could provide insightful clues for archaeologists seeking to reconstruct or rediscover lost portions of Egypt's past.

The curators remain exceptionally protective of these neglected antiquities, claiming that, as part of Egypt's ancient heritage, they must be treated with the greatest care and respect—naturally only available from the trained museum staff. Whether European or Egyptian, the most insistent curators have a sinister air about them when prohibiting outsiders from rummaging through the uncatalogued artifacts. Most have no idea what sits piled or shelved in the back corridors, but a few realize they care for some of the most powerful and revealing relics in the world. The senior conspirators ensure this forbidden treasure remains under good care: magical curses, deadly traps, ancient guardians, and the overall labyrinthine layout of the storerooms present innumerable obstacles for would-be thieves.

Rumors naturally leak out of what the storerooms might contain from nosy guards, lower-level staff, and careless curators. Finding any of these rumored antiquities proves nearly impossible, however, given the cluttered state of the back corridors and basements. Actually finding any of these with any degree of ease remains nearly impossible:

Staff of Khaemwaset: This wooden staff has a top carved in the form of a stylized jackal head and a base with two rounded prongs. An inscription along the shaft length indicates Khaemwaset, high-ranking son of Ramses the Great and fabled architect, scholar, and



Who knows what mysterious relics sit uncatalogued on the shelves in the Egyptian Museum's storage vaults?



Although the museum's galleries display an impressive array of coffins, many sarcophagi and their mummies still rest hidden away in back corridors.

sorcerer, used it in performing many of his magical miracles. The staff sits on a length of shelving behind a row of worthless and poorly decorated Middle Kingdom pottery.

Nefertiti's Mirror: What appears like an ordinary ancient Egyptian cosmetic accessory—a six-inch-wide, round polished brass mirror with a decorated handle and crosspiece—actually belonged to the wife of monotheist and heretic pharaoh Akhenaton. Hieroglyphic inscriptions on the back and handle offer instructions for intoning and incantation and using the mirror as a scrying device to secretly view other locations or people. Apparently Nefertiti used the mirror to spy on her subjects, political enemies, exiled priests of the old gods, lovers, and even her husband. The mirror sits in a large bin of (mostly broken) cosmetic boxes, grinding palettes, and perfume jars.

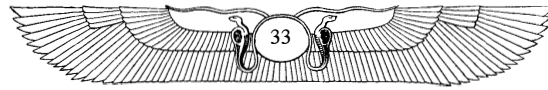
Animated Ushabti: Several obscure legends tell of magicians who animated ushabti, the small, mummiform figurines placed in a tomb as servants for the deceased in the afterlife. These diminutive sculptures came to life and carried out their sorcerous master's bidding: spying, stealing, delivering messages, or simply causing trouble. Those stored behind the scenes at the museum sometimes emerge from their hiding places to foment mischief—rearranging artifacts, swapping labels, toppling shelves, cluttering narrow pas-

sages—or undertake missions from those who have somehow learned the spells necessary to control the ushabti.

Hemon's Reserve Head: This life-sized limestone head was carved in the likeness of its owner, Hemon, to function as a real head in the afterlife. Hemon was a cousin to Khufu and served as his master builder for the Great Pyramid. Four times a year, at the moment of the equinoxes and solstices, the head enables a person standing before it to question Hemon's departed spirit about matters from his own lifetime: court intrigues, basic information about the kingdom, the processes used to build Khufu's pyramid, and other structures (possibly long-lost) over whose construction he presided. Hemon miraculously communicates in an easily understood modern language, though this is a manifestation of his spirit's ability to speak telepathically. The head sits in a forlorn box with no markings.

Servant of Sobek: An extraordinarily large crocodile mummy (which anyone has yet to unwrap) contains a horrid human-crocodile hybrid, the flesh-and-blood avatar of the ancient god Sobek. The crocodile-headed abomination awaits in slumber for his master's priests to awaken him and use him to achieve his god's destructive ends on earth. By intoning the correct words of command, a person steeped in the magical arts can animate the creature, release it from its mummifying bonds, and force it to do one's bidding. The monster has the strength of a giant, a toothy crocodile snout, a powerful tail, and a fearsome appearance that often paralyzes lesser foes. The senior curators know the servant's location and the magical words required to harness it to protect the museum's secret collections.

The Osiris Sarcophagus: The curators have no idea that, in a neglected sub-basement, lies one of the most powerful ancient artifacts ever known. A massive sarcophagus, constructed entirely of a wholly unknown metal and decorated in stylized Egyptian motifs and sleek hieroglyphic lettering, has the ability to resurrect the dead. After filling it with water from the Nile, priests place the subject in the sarcophagus and seal the lid. Intoning spells incised into the exterior decoration and pressing several ornamental panels initiates the process; during the next 40 days the sarcophagus magically resurrects the subject to a state of full health and intelligence at the time of death. Since the apparatus uses water as fuel and employs nuclear processes to reconstruct dead tissue, mishandling the sarcophagus or incorrectly operating it could have immensely destructive consequences.



Adventure Idea: Kidnapped

The characters' adversaries manage to subdue and kidnap them. The heroes awake sealed in wooden crates deposited deep in the sub-levels of the Egyptian Museum's storage chambers. They must break out of their cramped prisons, find each other within the catacombs, avoid the traps, curses, and guardians that protect the stored artifacts, and discover some way out of the basements and ultimately out of the museum. Along the way the characters find a murdered curator, evidence that something ancient and angry is roaming the museum intent on consuming others to build strength and breaking out to cause even more trouble in the streets of Cairo. If the heroes don't defeat this menace now, it may return to haunt them during subsequent adventures.

Tomb of Imhotep

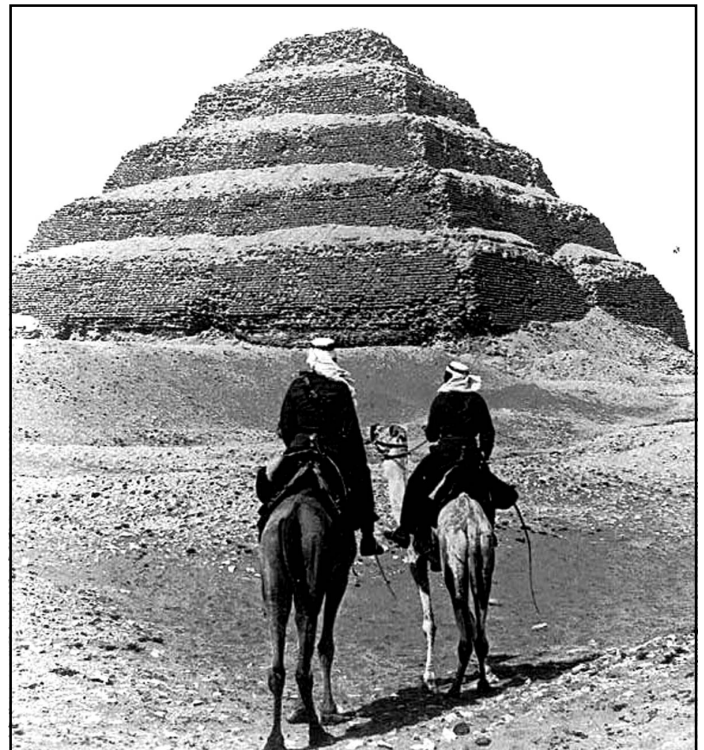
Many believe the tomb of Pharaoh Zoser's chief vizier and architect of the Step Pyramid, Imhotep, lies somewhere beneath the vast necropolis at Sakkara. Inspired by his amazing intellectual ability and celebrated feats of engineering, later generations deified him as a god of writing, wisdom, and medicine and placed him in a pantheon near ibis-headed Thoth (god of writing and wisdom) as his brother and Ptah (mummiform creator god) as his father. The Greeks so revered him for his medical knowledge that they built a small commemorative temple to his memory, where devoted followers brought mummified ibises as offerings in the hopes the deified Imhotep could cure their ills.

Popular legend claims that Imhotep personally supervised construction of his subterranean tomb in the shadow of his masterpiece, the Step Pyramid at Sakkara, near the site of the ibis cemeteries and shrine dedicated to him. Few clues indicate where any enterprising archaeologist might start digging, and most scholars have simply resigned the tomb to the list of fabled monuments lost beneath the sands.

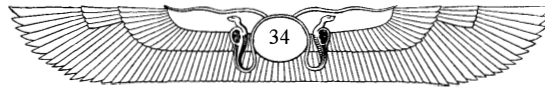
Such an engineering genius as Imhotep no doubt concealed within the labyrinthine corridors leading to his burial vault ingenious mechanical traps designed to crush, pierce, and bury intruders alive while maintaining the tomb's integrity. Some say he combined his knowledge of physics and engineering with magical powers to devise cunning snares that could imprison looters in remote chambers with no conventional exits, dismember their souls and make them mindless automatons, and even toss them across time and space. Speculators believe the tomb chamber itself contains lavish funeral goods, carved reliefs depicting major events in his life, and a decorated chest containing his gold-plated engineering instruments (cubit rod, level, square, and plumb rule). A simple box supposedly holds the papyrus scrolls on which Imhotep inscribed the sum of his knowledge as a set of instructions on matters medical, engineering, and magical.

The papyrus containing Imhotep's collected knowledge runs to nine scrolls. Each starts with a somewhat philosophical introduction invoking the gods, arguing for order over chaos, but then delves into more esoteric mysteries:

1. *The Book of Djed* (the longest of Imhotep's "instructions" named after the Egyptian word for stability) discusses at great length the architectural principles Imhotep employed in his many construction projects and a treatise on erecting building during his time in the Old Kingdom.
2. *The Book of Geb*, named for the god of the earth, covers aspects of geology relevant to preparing building sites and acquiring construction materials.
3. *The Book of Hapi* (god of the Nile) discusses various facets of water as they affect construction, including drainage, irrigation, and ceremonial/decorative elements.



Scholars believe Imhotep's tomb sits in the shadow of the Step Pyramid at Sakkara, his greatest architectural achievement.



4. *The Book of Re* (god of the sun) discusses the properties of light in relation to architectural elements (illuminating heavy stone buildings, alternating light and dark spaces in temples) as well as more focused applications of sunlight using mirrors and crystalline lenses.

5. *The Book of Nut* (goddess of the heavens) elaborates on Imhotep's beliefs and theories about the cosmos, mixing theology with superstitious magic and astronomy.

6. *The Book of Shu* (god of the air) contains a regimen of personal mental preparation, study of the magical arts, specific arcane spells and inscriptions, and instructions on applying them to use levitation in construction procedures and techniques.

7. *The Book of Akhet* (the ancient Egyptian name for the horizon) provides instructions on designing gates with unique architectural arrangements and imbued with potent magical inscriptions that can transport individuals across vast terrestrial distances.

8. *The Book of Seba* (stars) explains the architectural and engineering principles Imhotep pioneered that, when applied in arcane, unconventional ways, can create portals and spaces with inter-dimensional qualities.

9. *The Book of Shen* (eternity) describes how one can manipulate time by combining architecture, hieroglyphic spells, and cosmic powers, either as a time-traveling portal, a null-time field, or a timeless prison.

Adventure Idea: Imhotep's Key

The characters somehow acquire a fist-sized scarab with a hexagonal base (from an antiquities dealer, excavation site, cache of stolen artifacts, apprehended thief) and hieroglyphics referring to the item as a "Key to Imhotep's Chamber." They must unravel the mystery of this "key," which ultimately opens the trapped gateway into the architect's hidden tomb, all while evading those who wish to forcibly steal the artifact, use it to unlock the tomb, and loot Imhotep's secrets for their own dastardly purposes. A small but dedicated following of modern-day Imhotep worshippers employ weapons, magic, and subterfuge to thwart everyone's efforts to find and loot the tomb.

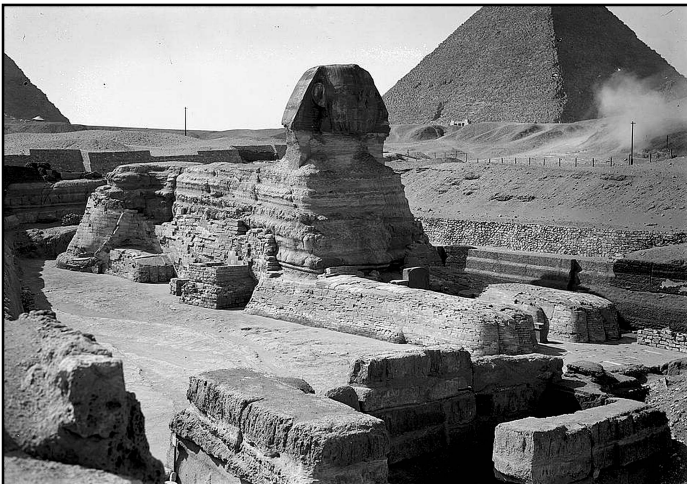
Giza Catacombs

Since ancient times people have suggested a vast network of hidden passages and chambers honeycomb the Giza plateau beneath the pyramids, lesser tombs, and sphinx. Some date back to the millennia before the pharaohs ruled Egypt, holding the earth's most sinister and primordial secrets. Others served priesthoods, mystical societies, and pharaohs.

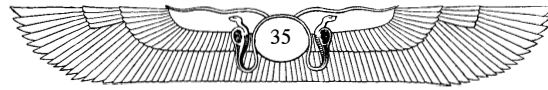
With numerous foreign invasions, those who guarded this subterranean labyrinth concealed all the entrances and took great measures to ensure their work did not fall into the hands of enemies. Time has dimmed people's memories about the labyrinth, and today intellectuals quickly dismiss any notion that such corridors exist beneath the pyramids.

An elite association of those who believe in the ancient ways maintains and guards the catacombs: scholars versed in the magical arts, priests of forbidden cults, and politicians seeking to hide the ancient powers from westerners. Although some belong to groups with opposing goals, they all realize the importance of protecting the Giza catacombs. Many limit their own access to prevent others from following them, while some rely on secret entrances hidden in buildings far from the pyramid.

Those outsiders who seek to penetrate the labyrinth have several theories about known entrances. Most suspect secret doorways exist within the pyramid corridors, valley temples, nearby tombs of the nobles, and even the sphinx itself. Some speculate that the shaft called Campbell's Tomb—located halfway between the sphinx and the pyramid of Khafre—acts as a central ventila-



Many believe a vast maze of secret tunnels and chambers honeycomb the Giza plateau beneath the pyramids and sphinx.



Catacomb Tables

Use these “Catacomb Tables” to generate elements forming a secret labyrinth beneath the Giza plateau; other locations with the potential for vast catacombs filled with mysterious secrets and arcane dangers include the serapeum at Sakkara, the Valley of the Kings, the library of Alexandria, and the crypts beneath the temple of Dendera. Roll on the “Chambers” table (and subsequent tables as necessary) for every 15-30 minutes the heroes spend exploring the catacombs. Modifiers from results on the “Passageway” table can affect future rolls. Unfortunately the influence of “pyramid energy” from the structures above causes compasses to spin wildly, negating their effective use in the subterranean labyrinth.

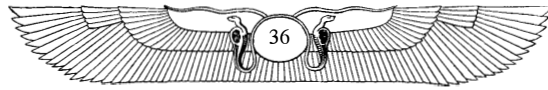
Chambers

4D6

Roll Discovery

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| <p>0-13 <i>Passageway:</i> Roll again on the “Passageways” table below.</p> <p>14-15 <i>Abandoned Chamber:</i> An empty room contains little of value except sand and several fallen stones, though anyone recently passing this way probably left footprints behind.</p> <p>16 <i>Flooded Room:</i> This chamber lies so deep that water seeps through the walls, flooding it anywhere from one foot from the floor to one foot below the ceiling. Those trying to negotiate it must take care not to stumble over a submerged rock or into an unseen pit.</p> <p>17-18 <i>Ventilation Shaft:</i> A small room contains a chimney that ascends through the rock to the surface, as evidenced by the draft of fresh air and (if daylight above) faint, diffused light. Climbing the shaft to the surface requires a tight squeeze and a <i>Challenging climb</i> roll.</p> <p>19-20 <i>Lair:</i> An abandoned room serves as a den for some creature living in the catacombs (scarab beetles, cobras, jackals, spiders) which vehemently objects to anyone trespassing in its territory. A flooded room might serve as a holding cell for crocodiles or hippopotami used by labyrinth inhabitants.</p> <p>21 <i>Chasm:</i> A deep crevasse in the rock divides a chamber, preventing further passage. Unless they can rig ropes or find a board that spans the rift, explorers must either make a <i>Challenging jump</i> roll or find another way around. Depending on the tone of the campaign, characters tarrying too long here might accidentally awaken some sinister creature nesting deep within the gorge.</p> <p>22-23 <i>Mummy Repository:</i> A chamber or corridor with niches carved in its walls serves as a repository for mummies from every period of Egyptian history. Some remain in their decorated inner sarcophagi, while others sprawl in tattered wrappings or sit in looted heaps of mummy remnants. Hopefully none of them contain any magical or spiritual energy that empower them to take action against those violating their rest.</p> | <p>24-25 <i>Chapel:</i> A columned chamber leads to an inner sanctum dedicated to one of the ancient Egyptian gods. Subsidiary rooms might contain offerings, religious implements, or sacred texts. The chapel might seem forgotten or may show signs of recent use.</p> <p>26 <i>Hidden Tomb:</i> Several clustered chambers form a tomb hidden within the labyrinth. A small antechamber allows access to the burial chamber or shaft, a snug treasury chamber, and a concealed alcove where the tomb guardian lurks. The tomb might remain long-forgotten, could have been looted in antiquity, or might still be maintained and venerated by the catacomb denizens. Traps guard the approach to any hidden tomb (roll on the “Traps” table below).</p> <p>27 <i>Prison Cells:</i> Those unfortunate enough to have been captured or kidnapped by the secretive dwellers of the labyrinth find themselves in tiny stone cells with barred wooden doors, or, worse yet, oubliettes cut into the floor and covered with stones drilled with air holes. Some prisoners receive food and water to keep them alive until their captives execute their sinister designs upon them; others languish forgotten and neglected.</p> <p>28 <i>Catacomb Exit:</i> A small chamber (once intended for guards?) contains a hidden or heavy stone door leading to a concealed exit to the surface. The catacomb keepers have set at least one trap here to discourage curious explorers (roll on the “Traps” table below).</p> <p>29 <i>Mortuary:</i> Immense stone vats, dissection tables, bins filled with natron salt, and shelves packed with linen strips help prepare the dead for mummification. Empty caskets decorated with protective <i>wadjet</i> eyes and other hieroglyphic symbols stand stacked against the wall. Depending on the condition of the mummification instruments and other supplies, this chamber may have been abandoned long ago or only minutes before.</p> <p>30 <i>Astronomical Chamber:</i> Signs of the Egyptian zodiac, images of celestial gods, and hieroglyphics forming a</p> |
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Catacomb Tables

(Continued from previous page.)

calendar decorate the walls and ceilings of a large chamber. Narrow shafts delve upward into the rock, leading to the surface and allowing the sun and starlight to shine into the room and upon certain symbols on the walls during specific astronomical events (such as the solstices or equinoxes). Secretive priests use this chamber to track the movement of celestial bodies to enhance their magical powers and chart the best time to perform powerful rituals.

- 31 *Pyramid Room:* The sloping walls of this chamber form an underground pyramid shape identical in proportion to the Great Pyramid of Khufu. A short stone platform at its center positions anyone or anything placed upon it at the exact center of the pyramidal space. The room's shape focuses cosmic energies on the pedestal with varying effects: transforming or healing living beings, improving weapons, enhancing intelligence, strengthening substances from harm. It also serves as a center for initiation rites into the mysteries of Egyptian magic.
- 32 *Library Vault:* Stone shelves lining the walls of this chamber contain scrolls and bound tomes from the most ancient of times. While not quite as extensive as the collection once contained in the fabled library at Alexandria, the holdings still represent some of the oldest books on earth: scrolls detailing the wonders of Atlantis, the secrets of the pyramid builders, and instructions from the gods. Given the great value of documents stored here, traps defend the approach to any library (roll on the "Traps" table below).
- 33 *Temple Hall:* A grand columned hall leads through a carved stone gateway into a smaller pillared room and ultimately the inner sanctum of a subterranean temple dedicated to an Egyptian god. Side-chambers house store-rooms, priests' cells, and preparation areas for rituals in the main hall. Since such hidden sanctuaries remain rare, traps often protect the approach to their halls (roll on the "Traps" table below). Unless the temple lies in ruins, several attendants and guards ensure intruders find their way into prison cells elsewhere in the catacombs.
- 34 *Treasury:* A heavy stone door blocks the entrance to this chamber, a repository for a cult's vast wealth, precious objects, and potent artifacts. Traps no doubt guard the entrance (roll on the "Traps" table below), and sentries of some kind (wild beasts, enchanted spirits, animated mummies) patrol inside.

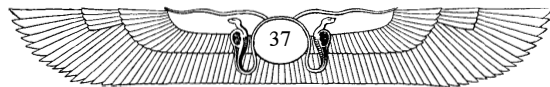
Passageways

4D6

Roll Passageway

- 4-6 *Narrow Corridor:* A slim corridor allows people to pass single-file and offers little room for maneuvering.
- 7 *Rubble-Strewn Passage:* Fallen rock and piles of sand offer minor obstacles in a hallway wide enough to accommodate two abreast.
- 8-11 *Stone Passageway:* A corridor delves through the living rock wide enough for two people to walk abreast.
- 12 *T-Intersection:* The present corridor intersects with another one, offering a choice of proceeding right or left.
- 13 *Four-Way Intersection:* The passage crosses another one, allowing a path right, left, or straight ahead.
- 14 *Slope:* The corridor gradually but noticeably slopes up or down. Roll 1D6; 1-3 the slope ascends (-5 to next roll on "Chambers" table), 4-6 it descends (+5 to next roll on "Chambers" table).
- 15-16 *Stairway:* Stairs carved from the living rock lead up or down. Roll 1D6; 1-3 the stairs ascend (-5 to next roll on "Chambers" table), 4-6 they descend (+5 to next roll on "Chambers" table).
- 17 *Dead End:* The corridor abruptly ends at a cave-in or an intentionally designed cul-de-sac. Could this be part of a trap?
- 18-20 *Finished Corridor:* The walls of this wide passageway were cut smooth long ago, though no decoration was inscribed upon their surface (+5 to next roll on "Chambers" table).
- 21-23 *Decorated Passage:* Hieroglyphics and representations of gods, pharaohs, priests, and courtiers adorn the walls of a wide corridor (+7 to next roll on "Chambers" table).
- 24 *Colonnade Hall:* The passage opens into a wide hall with a high ceiling supported by two rows of papyrus-shaped columns (+10 to next roll on "Chambers" table).

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Catacomb Tables

(Continued from previous page.)

Traps

2D6

Roll Trap

- | | | | |
|-----|--|-------|--|
| 2 | <i>Slide Pit:</i> A flagstone gives way, sending anyone standing on it plummeting onto a steep slope that deposits them deeper within the catacombs (+5 to any subsequent rolls on the "Chambers" table). | 8 | <i>Arrow Spring:</i> Spring-loaded arrows shoot out of holes in the walls (often decorated to mask their true purpose). Victims can avoid them with a <i>Hard dodge</i> roll. |
| 3-4 | <i>Rock Fall:</i> A trigger stone releases several delicately balanced blocks in the ceiling. Anyone caught beneath takes damage, though everyone can evade it with a <i>Routine dodge</i> roll, but they may be on one side or the other. The stones break apart, raising dust and sending smaller boulders rolling at characters; sometimes the rock fall blocks the entire passage. | 9 | <i>Wall of Blades:</i> When triggered this trap sends a wall of ancient scimitars (called <i>khepesh</i> -swords by Egyptologists) swinging down from a concealed space in the ceiling. Those failing a <i>Routine dodge</i> roll sustain damage. |
| 5-6 | <i>Pit Trap:</i> A massive, cantilevered floor stone tips as people pass above and dumps them into a 10-foot-deep pit. Debris or jagged spikes at the bottom can increase damage victims sustain. | 10-11 | <i>Mummy Hole:</i> A stone in the floor, wall, or ceiling slides aside, releasing an animated, shambling mummy that immediately attacks any intruders nearby. |
| 7 | <i>Portcullis:</i> A massive block of solid rock grinds down from the roof or walls to block the passage and prevent any effort to retreat or backtrack. A <i>Challenging</i> | 12 | <i>Sand Chamber:</i> A portcullis (see above) seals off each end of a corridor (or the entrance to a chamber) and hidden sluices open to allow sand to gradually fill the room. Victims must quickly seek some means of escape or be buried alive. |

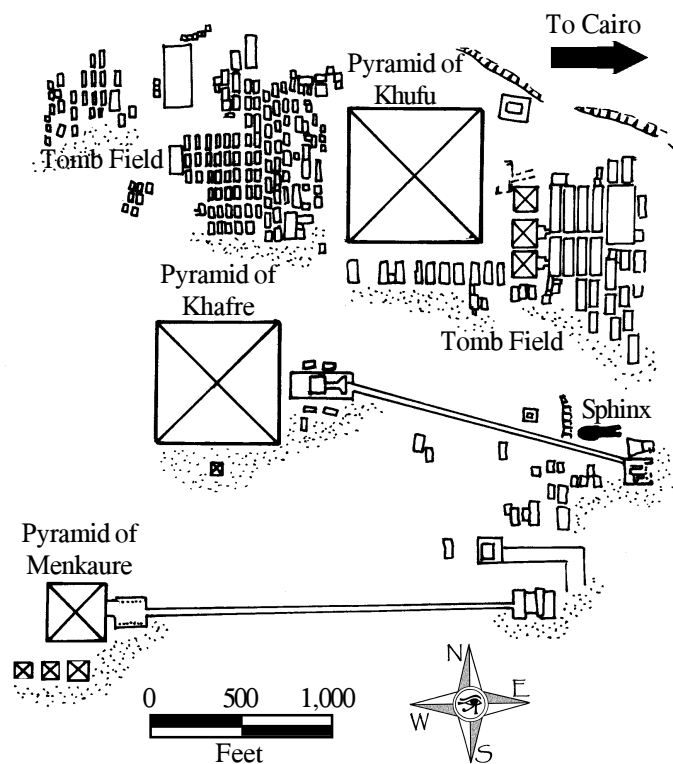
tion shaft and an access way to multiple levels of the catacombs. Some even think a secret entrance sits beneath the posh Mena House Hotel!

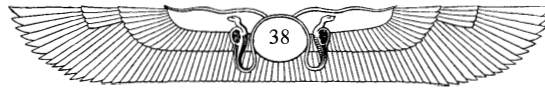
Rumors abound about what really lies beneath the pyramids. Believers in ancient Atlantis think a secret Ancient Hall of Records exists with tomes filled with Atlantean knowledge, super-science, and primordial history. Those who think Egyptian magic functions in the modern world suspect that cults hold arcane initiation rites in hidden chambers dedicated to the Egyptian gods. Some speculate that pyramid-shaped rooms help focus cosmic energy and empower sorcerers to conduct arcane rituals or cast powerful spells. Of course, people who lend credence to these fantastic rumors also think that ancient curses, deadly traps, and magically animated sentries guard the catacombs from intruders.

Adventure Idea: Without A Trace

The heroes learn that their colleagues, part of a small expedition clearing a previously undiscovered tomb shaft, mysteriously disappeared from the dig site without a trace. Upon investigating, the characters discover a hastily sealed secret door leading from the tomb into a labyrinth of passages running beneath the pyramids of Giza. The characters must follow the abductors' trail, avoid numerous traps and ancient guardians blocking their path, overcome the mysterious kidnappers, and rescue the expedition members before they fall prey to a sacrificial ceremony held by a shadowy gang of cultists intent on releasing vast, ancient energies to further their dark agenda.

Giza Plateau





Osireion

According to the Egyptians the god Osiris was buried at Abydos, perhaps among the most ancient sites along the Nile. Many prominent people, from pharaohs and courtiers to commoners, made the pilgrimage here to pay their respects to the god of the afterlife, leaving behind offerings, prayers, and commemorative stones to Osiris. Although pharaohs were typically buried in pyramids or rock-cut tombs in the Valley of the Kings, they often made provision for symbolic tombs called cenotaphs to be erected at Abydos upon their death so they might remain near the honored burial place of Osiris.

Several pharaohs of the Old Kingdom built cenotaphs and temples here which served worshippers during the annual festival of Osiris. Seti I and his son Ramses the Great erected perhaps the most opulent temples here, with Seti's containing a hallway on which are inscribed the names of all the pharaohs in order of their reign, the famous "List of Kings." Behind this temple, in what was obviously intended as a secret chamber accessible only to the highest priests, stands the Osireion, the ceremonial tomb of Osiris.

Architects constructed the square chamber in a hollow in the bedrock so its ceiling stones originally sat flush with the surface of the surrounding ground. Ten square pillars of red granite supported the ceiling over a central "island" surrounded by a moat, symbolizing the first land to rise from the waters of chaos in the Egyptian creation myth. Short sets of stairs descend into the water and rise again at entrances to two oblong chambers framing the Osireion, one near the long passageway entrance, the other presumably representing the actual tomb of the god. The Osireion remains remarkable in Egyptian architecture for its utter lack of decoration. No hieroglyphics or representative artwork (papyriform or lotiform columns, carved scenes, godly images) adorn its surfaces, much like the valley temples of the earliest pyramids. On the center island stands a symbolic sarcophagus meant for the god and a smaller, lidless stone chest intended to hold his mummified viscera (much like the boxes that contained the canopic jars with the pharaohs' innards).

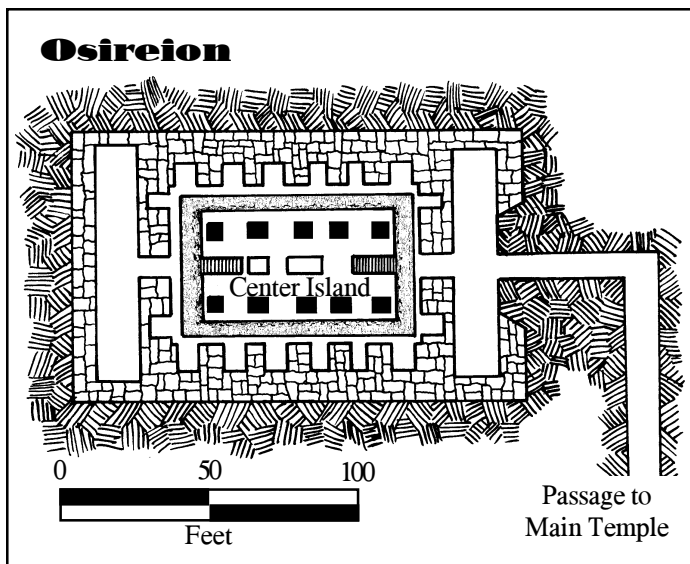
Unfortunately the sunken shrine sits below the water table, submerging much of its previously dry floor beneath several inches of water. Wetland plants find the Osireion a nurturing environment; they sprout from crevasse around the pillar bases. The ceiling stones, long removed, leave the space open to the elements, including sand that blows in from the desert.

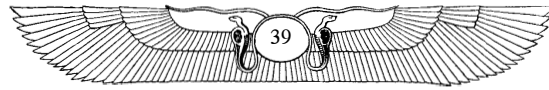
Nobody really knows the Osireion's true purpose. Most archaeologists believe the columned hall served as a cenotaph, or representative tomb with symbolic imagery tying it to the creation of the world and the rebirth of Osiris. It possibly played a part in the annual festival dedicated to the god, during which the deity's statue, riding on a golden

boat carried aloft by priests, made the rounds of various temples here before visiting the Osireion for ceremonies attended by only the highest priests and pharaoh himself. Those who give credence to the power of arcane magic and the existence of secret cults speculate that the Osireion sits at the nexus where lines of supernatural energy converge. They believe priests steeped in lost sorcery used the sanctuary to initiate new followers into the mysteries of Egyptian magical arts. The most absurd theory claims that an ancient cult (which may still survive to this day) gathered here to perform a ritual to resurrect important people so they might further contribute their knowledge or leadership to Egyptian society in a secret capacity.

Adventure Idea: Moonlight Ritual

After following a handful of enticing clues (cryptic notes, torn maps, evidence of a furtive cult, stolen ceremonial artifacts) the heroes conspire to observe the Osireion at midnight on a brightly moonlit night. When they arrive they find several men robed in regalia reminiscent of ancient Egyptian priests presiding over a





ritual in the shrine (from which they miraculously drained the water and cleared the sand). The lifeless form of a beautiful woman lies in the sarcophagus, her flowing white robes and simple golden jewelry only adding to her mysterious splendor. Is the woman already dead and the subject of an arcane ritual to bring her back to life, or is she alive and the unwilling victim of some ritual sacrifice to appease Osiris or some other primordial deity? If the characters intervene they might save the woman (alive, resurrected, or otherwise) and break up the cult gathering, but could easily make enemies of the secretive priests and the agenda behind their clandestine ceremony. They must also determine the woman's identity, for when she awakens she has no recollection of her true self. She may be an ancient priestess returned to life or the brainwashed or drugged victim of the secret priesthood.

Colossi of Memnon

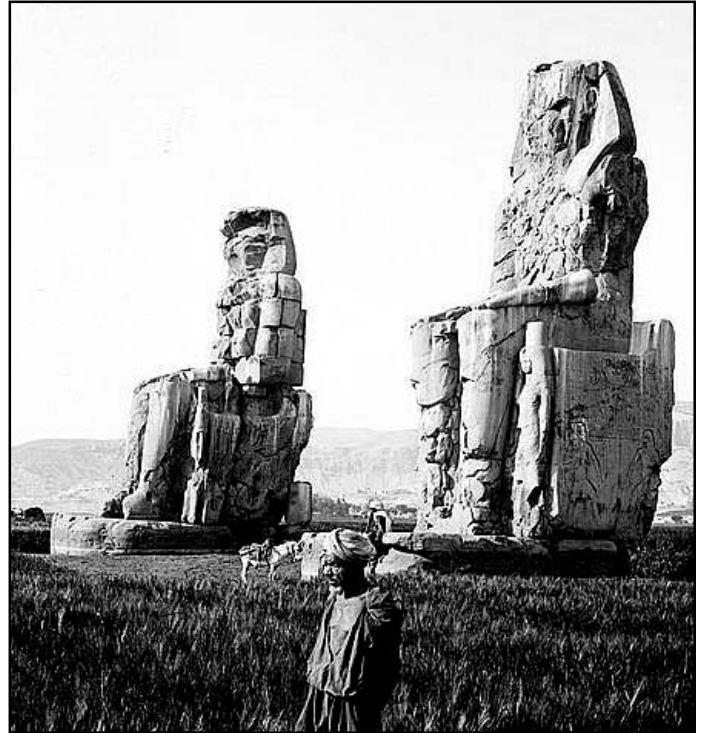
On the plains of Thebes two colossal statues of seated pharaohs rise more than 60 feet into the air, twin guardians of the vast necropolis beyond. They were erected by Amunhotep III in his own likeness, and originally flanked the pylon gateway leading into his own, vast mortuary temple. Although the grand edifice has long since disappeared—the stones were scavenged to build other monuments in ancient times—the two colossi still remain, looming like silent sentries. Much detail from their upper bodies has since worn away, leaving two haunting, faceless pharaohs staring eastward. Anyone heading to the mortuary temples or the Valley of the Kings must pass their towering gaze.

The Greeks and Romans mistook the colossi for images of the supposed son of Eos, the dawn, the legendary king Memnon of Thebes who came to King Priam's aid during the siege of Troy. An earthquake in 27 B.C. damaged the northern of the two statues; afterward it emitted a whistling sound each morning as the first rays of the sun struck its surface. This "Vocal Memnon" drew tourists up the Nile in Roman times. The ancients attributed this sound to the statue's provenance; they claimed it was Memnon's song to his mother, the dawn. Those who didn't put stock in this romantic notion thought the sound emanated from a chamber hidden within the colossus that reacted to the dawning light warming the stone. Skeptics believed priests somehow manipulated the sound to draw potential tourists to their temples and extract offerings to keep their dying religion alive. Most believed the statue's "song" was an effect of the wind or sunlight on the damaged colossus. A Roman emperor attempted to restore the colossi in the third century; the repairs altered the Vocal Memnon so much that it ceased voicing its daily cries each morning.

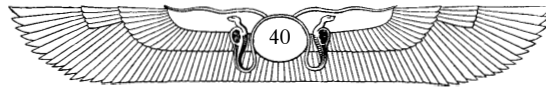
Today the statues do not emit the song, but believers in this ancient legend still make the trip across the Nile from Luxor before sunrise to stand before the colossi, hoping to hear Memnon's voice. Some hope to hear revelations of ancient wisdom, while others believe the statues make pronouncements from the Egyptian gods, though they weren't treated as oracles in ancient times.

Adventure Idea: Memnon's Portal

The characters acquire an ancient papyrus scroll detailing a mysterious ritual "to open the gateway between all ages." The ceremony requires reciting spells and offering sacrifices while standing before the Colossi of Memnon on a particular day of the year (possibly an equinox or solstice). The heroes research and prepare the ritual—despite interference from competitors seeking to steal the scroll or usurp the discovery of some ancient power—and attempt to perform it to uncover its true purpose; to momentarily open a portal between the two statues capable of transporting people forward and backward in time.



The Colossi of Memnon stand among the fields in Thebes, silent guardians of the royal necropolis.



Tomb of Seti I

The tomb of Seti I, father of Ramses the Great, remains among the longest and deepest in the Valley of the Kings. Although Seti's solid alabaster sarcophagus resides in London's Soane Museum, the tomb's extensive wall paintings still draw tourists, who delve deep beneath the rock to gaze upon the pharaoh's burial vault. This chamber contains a major enigma modern archaeologists still have yet to explain: an unstable passage that descends even deeper into the rock was cut into the floor by the original tomb builders.

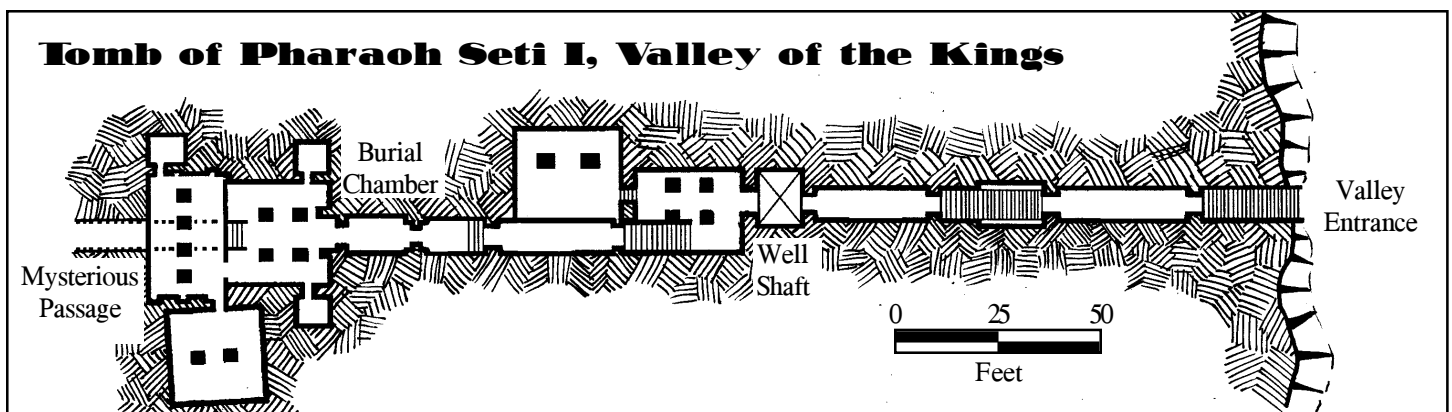
The first to explore this passage was the Italian adventurer Giovanni Belzoni, who re-discovered Seti's tomb in the early 19th century. He descended into the tunnel about 300 feet before fallen rock debris and bat dung halted his progress. Along the way he noted finished stairs with ramps along some lengths of the downward slope. The walls were carved and smoothed, apparently in anticipation of further decoration in the manner of the rest of Seti's tomb. At several points carved gateways marked different stages in the descent. Belzoni estimated that the passage descended at least 500 feet, possibly even more, heading in a southwesterly direction beneath the pyramidal mountain that towers over the Valley of the Kings.

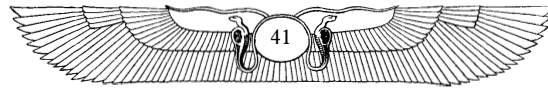
Other attempts to fully excavate the tunnel failed due to financial restraints or dangerous rock falls. Nobody ever descended so far as to find any chamber at its termination. The passage delves through several layers of unstable rock which crumble from the walls, block portions of the corridor, and threaten a complete collapse. Fallen stones and sliding sand prevent stable footing and make progress difficult. Air this deep in the tomb remains stagnant and hot, and disturbed dust hangs about in choking clouds.

Today a wrought-iron gate in a red-brick archway (constructed by Howard Carter earlier in the century) blocks further passage, though the inspector for Upper Egypt at the Department of Antiquities has the key. Further exploration of this passage cannot proceed without official permission from the Director and the presence of one of his inspectors. The Department of Antiquities officially has no interest in promoting further excavations in the tunnel, in Seti's tomb, or in the Valley of the Kings.

Archaeologists and treasure-seekers promote various theories about this mysterious tunnel. Scholars officially believe the passage leads to a cenotaph or symbolic tomb closer to the water table (water was a central theme in Egyptian creation and rebirth myths), much like the Osireion behind Seti's temple at Abydos. Such a ceremonial chamber would hold no grave goods or treasure, but could provide relief carvings and paintings shedding light on the practice of such false tombs and any rituals conducted there.

Since the stairways in this tunnel had a ramp running down the central third of their width—typical for Egyptian tombs where workers on the stairs would have lowered grave goods and the sarcophagus down the slope—many believe that any chamber at the end of the tunnel holds funeral artifacts, treasure, and even an undisturbed burial. Rumors spread by the local inhabitants of Thebes (long known to actively loot tombs in their constant search for treasure) and others who speculate about lost riches believe the tunnel leads to





a fantastic trove. Others argue the supposed burial vault in the tomb serves as a decoy, while the true resting place of Seti and his wealth lies deep beneath the mountain at the end of the tunnel. Still others promote the popular fantasy that the passage leads to other religious and funerary monuments, including the temple of Seti in Thebes and the vast temple of Karnak.

Adventure Idea: Trapped in the Tomb

A frantic crowd of local Egyptian peasants pleads with the characters while conducting research, excavating, or simply touring the area near the Valley of the Kings. Several boys were sneaking about the valley, stole into Seti's tomb, and picked the lock to the gate blocking passage into the unexplored tunnel. A cave-in trapped two of them, while one managed to wriggle free and run for help. When they delve into the passage themselves, the heroes become trapped by a rock fall. Were there really two boys down here, or did the locals lure them into an ambush? When the characters dig deeper they might discover the boys or encounter some otherworldly denizen of the tomb that lures unwary tourists to their deaths. If they can't tunnel their way back to the surface, they might have no choice but to believe in the tales that the passage leads to other exits in the Valley of the Kings or nearby temples.

Valley of Glass

In December 1932 British cartographer and surveyor Pat Clayton undertook a desert expedition to chart the sand seas west of the Nile and southward to the massive Gilf Kebir plateau. In the middle of the Great Sand Sea he came upon a strange geological formation emerging between the crested dunes: a valley strewn with chunks of clear green-yellow silica glass. Clayton brought back samples of these shards for analysis, but so far nobody at any of Cairo's academic or scientific institutions has discovered any conclusive information about them.

A number of scientific and supernatural theories explain the existence of the strange glass shards. Although the geological evidence shows no signs of a prehistoric meteor strike, astronomers claim that heat intense enough to melt sand into glass might have come from the tail of a comet that passed close to earth but did not impact.

Some speculate the glass remains as evidence of Amun-Re's wrath in crushing an invading army. According to the Greek historian Herodotus, in 525 BC the Persian king Cambyses ordered his legions—already occupying the Nile Valley—to march against the priests of Amun-Re and their enclave in the Siwa Oasis, site of a sacred oracle to that god. Herodotus claimed the priests summoned Amun-Re's wrath, though the description he offers indicates the god's anger took the form of a fierce sandstorm which buried the troops alive, not some fiery cataclysm. Still, the Valley of Glass is situated in the vast desert expanse where the army was supposedly lost.

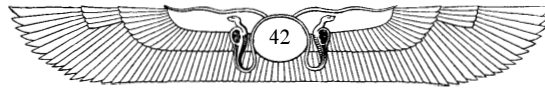
Another rumor claims the area was targeted by the fabled magical mirror atop the lighthouse in Alexandria which could focus sunlight into an intense beam to destroy enemy ships. This theory seems highly unlikely. Alexandria lies more than 400 miles northeast of the Valley of Glass, and the desert region possessed little strategic value in ancient times that would warrant its destruction.

Clayton did not precisely note the location of the Valley of Glass on his maps—desert navigation remains an inexact if inaccurate science—but recalls it was about 95 miles southeast of Big Cairn, the site on the western side of the Great Sand Sea where he and his expedition assembled a large pile of rocks to commemorate the first successful crossing of the sea by a white man. Finding the Valley of Glass again might prove difficult given the shifting dunes of the Great Sand Sea.

The Bedouin ascribe some mystical properties—probably reflecting Amun-Re himself—to bits of glass retrieved from this desert valley and hence shun the site. The desert people claim that shards hung on cord and left to dangle in the wind chime in a hypnotic tune that bewitches listeners with the supposed whisperings of the ancient and mysterious deity.

“A psychologist would say, perhaps, that to take pleasure in deserts is a form of escapism.”

—*Bill Kennedy Shaw, Desert Explorer*



Although the material can crack and chip, it cannot melt in any manmade heat. Light shone through or reflected in the glass seems to shine more brightly and clearly. Craftsmen sometimes incorporate pieces of this silica glass into protective amulets said to ward off evil and danger. Authentic charms with glass from the valley actually shield the wearer from grave injury, emitting a blinding burst of light that seemingly eliminates the cause of damage or throws the bearer out of harm's way. Unfortunately the amulet's effectiveness wears off after one incident, causing the glass to turn a smoky, translucent color instead of the clear green-yellow.

Adventure Idea: German Scientists

A pair of German scientists hire the characters to accompany them on an expedition into the Great Sand Sea to find the Valley of Glass. Two "assistants" accompany them, obviously thugs associated with one of the Nazi intelligence organizations. After braving numerous desert hazards (sandstorms, suspicious Bedouin, shifting dunes) and finding the valley, the scientists collect samples of the glass and take readings using a variety of electronic instruments (including a Geiger counter). Determining the glass has some bearing on the construction of a weapon one of the scientists calls a "uraninite" bomb, the thugs waylay the heroes, sabotage their transportation, and take any remaining vehicles and supplies with them, leaving the characters abandoned in the desert. They must somehow make their way back to Cairo and expose the Germans as Nazi spies before they can put their knowledge of the ancient glass to some sinister purpose.

Lost Oasis of Zerzura

Since antiquity rumors claimed that a lost oasis stood in the vicinity of the Gilf Kebir plateau, the Gebel Uweinat, or even in the Great Sand Sea. Zerzura, derived from the Arabic "oasis of the little birds," supposedly had enough water and trees to shelter a burgeoning colony of birds. Some rumors claimed it was a desert refuge for persecuted peoples, while others speculated it held ancient ruins or fantastic treasures. So many explorers during the 1920s and 1930s undertook expeditions into the western deserts to find the oasis that they became known as members of the unofficial "Zerzura Club." The most prominent members of the club included noted desert explorers Ralph Bagnold (considered the informal "president" of the club), Pat Clayton, Bill Kennedy Shaw, Guy Prendergast, and Ladislaus Almasy. Although they really didn't know what they expected to find at Zerzura (lost civilization, archaeological ruins, a lush oasis to resupply further expeditions), they used it as motivation to fully survey the desert region from the Nile to Egypt's western border with Libya.

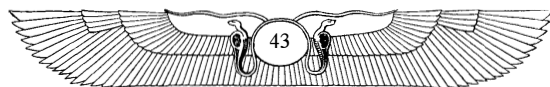
Different stories throughout history claim the oasis of Zerzura shelters different secrets. Many legends come from ancient Greek and Islamic texts enhanced by accounts offered by native desert dwellers; dubious sources at best. All the reports agree that the oasis contains a bountiful water source, hosts forests of lush vegetation and avian life, sustains some kind of human habitation, and remains somehow protected from the open desert by defensive jinni, guardian sandstorms, magical forces, or natural rock formations. But the specifics of who controls the oasis and what they've built there changes depending on the period in history and those proposing the theory:

Refugee Colony: Many believe the oasis serves as a refuge for natives fleeing local conflicts in their homelands bordering the desert, including Egypt, the Sudan, and Libya. Persecution by the ruling regime, drought and famine, inter-tribal feuds, and open warfare sends people fleeing from their homes, running from aggressors, and often wandering into the desert seeking a safe haven. Supposedly a deposed king rules over a small population of refugees that lives off the water, dates, and birds abundant at the oasis. They make their homes in ancient ruins that cluster around the pools or climb the walls of the rocky canyon which shelters the oasis. The refugees pose little threat to nearby nations, though they work hard to keep their haven secret from enemies who would hunt them down.

Lost Civilization: Archaeologists study artifacts of the past, but some believe they can study an ancient culture through its living descendants, whom they believe inhabit the

"The 'lost oasis' of Zerzura has no more real existence than the philosopher's stone."

—*Dr. John Ball, Desert Explorer*



legendary oasis of Zerzura. Perhaps the oasis served as an ancient Egyptian outpost, a Greek or Roman trading junction, or even a haven for survivors of Cambyses' lost Persian legion. The descendants still maintain their way of life much as in ancient times, raising crops and livestock, worshipping the old gods, and practicing arcane magic. Unfortunately they do not welcome outsiders, whom they view as threats to their existence. Many suspect these pockets of lost civilizations—aside from perpetuating their cultural knowledge, arcane rituals, and rapport with their gods—guard treasure hordes including vast riches, archaeological artifacts, and magical relics.

Treasure City: The medieval Islamic *Book of Hidden Pearls*, in discussing Egypt's many treasure sites, mentioned Zerzura as an oasis in a *wadi* (a ravine left by a dried up watercourse) with an abandoned city filled with riches and guarded by jinni. Though the tome doesn't specifically mention the contents of the treasure, it describes the city gate, and how a bird carved into the massive doors holds the key in its beak. "Enter, and there you will find great riches, also the king and the queen sleeping in their castle. Do not approach them, but take the treasure," the book states. The identity of the royal couple, or their true nature (an ancient burial, legendary guardians), remains a mystery. Often such rumors of a dormant city filled with riches merge elements of Zerzura and Hamunaptra (see below), though the oasis might have once served in the same capacity as a necropolis for ancient kings and a repository for their treasure.

Military Outpost: Any oasis not officially explored or logged onto maps may serve foreign powers as forward outposts for spies, military reconnaissance units, or an invasion force. Water provides sustenance for troops, while a thick grove of trees can mask the presence of infantry, armor, and planes from airborne observation. Even if Zerzura oasis lies near the Libyan border, its proximity to the Nile (only about 500 miles) and the ability to sustain a military force indefinitely with water and shade make it an ideal strategic location. If located in a *wadi*, the rocky terrain would further provide shelter for troops in caves and a rugged landscape in which to hide antiaircraft guns and defensive artillery.

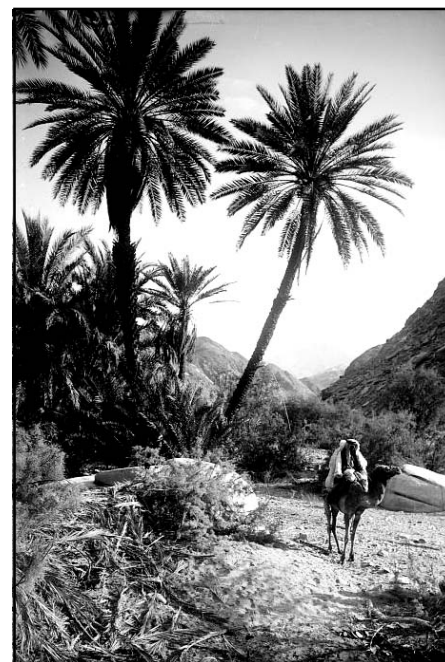
Secret Cult Center: Although the ancient inhabitants of Zerzura are long-dead, its ruins contain structures necessary to perpetuate a secret cult and their magical rituals. Followers of an arcane deity (possibly Set, Egyptian god of chaos and deserts) maintain a small, permanent encampment, a cache of supplies to support frequent desert journeys, temporary quarters for visiting priests, and a storehouse for cult artifacts retrieved from the ruins. A temple—wrecked or restored—hosts secret ceremonies intended to perpetuate the god's memory, reveal the deity's cosmic wisdom, imbue a sacred idol or relic with the divinity's powers, or even bring a destructive manifestation of the god to earth to vanquish the cult's enemies.

Adventure Idea: Guide to Zerzura

The characters encounter an enigmatic Bedouin who claims he comes from the lost oasis of Zerzura; he agrees to lead them there if they render aid to his people, who are suffering from a plague, famine, or attacks from the Italians intent on using the oasis as a forward base. The heroes must organize a desert expedition, collect supplies (medicine, food, or weapons) to aid the Zerzurans, and make the perilous journey across the Great Sand Sea. When they arrive, they must help deal with the crisis at hand; however, the Zerzurans remain hesitant to allow the characters to leave, both because they fear they'll give away the secret location of their haven, and because they have other purposes the characters can fulfill (human sacrifices to ancient gods, main courses at a cannibalistic feast, slaves to the king, imprisoned tutors in modern history and technology).

Hamunaptra

Ancient Egyptian legends sometimes refer to a vast desert necropolis called Hamunaptra where faithful cults of embalmers prepared the pharaohs' bodies for burial, guards protect the royal treasures, and priests conduct the rituals intended to deify the king and immortalize his memory. Despite identifying most royal burial sites in pyramids or the Valley of the Kings, and having retrieved many regal mummies, some archaeologists still maintain



Explorers dream of discovering the lost oasis of Zerzura not only for its archaeological value, but to use as a forward base for further desert expeditions.



No doubt lost cities of the ancient Egyptian empire still sit buried beneath the desert dunes.

a fabled city hidden in the western desert holds the real pharaohs' bodies and the unimaginable treasures they took with them to the afterlife.

Reaching Hamunaptra requires several artifacts long lost to history. A map safely brings travelers across the Great Sand Sea, avoiding dangers and routes with no wells. A scarab-shaped key unlocks major vault doors within the city. The shadow of a was scepter (a staff with a head carved in the form of a stylized jackal head and a base with two rounded prongs) inserted into the rocks at the right place indicates the hidden gates to the buried city in the dawning sunlight.

The necropolis itself contains broad avenues, numerous colossi, obelisks, pylon gateways, temples dedicated to pharaohs, vast embalming factories, and underground vaults filled with golden treasures collected over two millennia of Egyptian imperial rule. Some speculate the city still lives on with the descendents of the original priests, artisans, and soldiers maintaining their duties throughout history. Others contend that the necropolis fell into

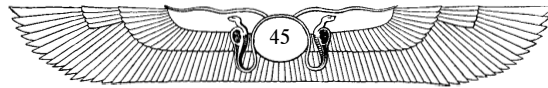
ruin and now stands ready for treasure seekers to explore and plunder. Deadly traps and ever-vigilant sentries remain in either case, measures intended to ensure that the immeasurable wealth of the pharaohs and their sacred memory endure throughout all time.

Legends mention several key locations within Hamunaptra that often tempt adventurers to venture beyond the bounds of common sense, into the desert wastelands, and into the deadly corridors of the lost city:

Amunhotep's Table: Most scholars believe that pharaoh Amunhotep III maintained an obese physique through an abundant appetite. Upon his death his servants brought the pharaoh's magical banquet table to Hamunaptra to provide those in the afterlife with a bountiful feast. A single slab of granite serves as the tabletop, with decorative hieroglyphics inscribed along the edges framing the highly polished surface. Four massive stone piers, one at each corner, support the table. Though the table seems out of place amidst all the glittering gold and other riches stored in the necropolis, its magical properties earn it a place here at the confluence of the real world and the afterlife. When someone correctly reads hieroglyphics along the edge aloud, the table serves as a portal to the plentiful farmland of the afterlife. Unseen spirits pile the table high with choice cooked meats, bread, fruit, vegetables, milk, wine, and honey. Unfortunately, the person intoning the hieroglyphic enchantment loses a little more strength each time he casts the spell.

Black Shrine of Ramses: During his many foreign military campaigns Ramses was said to have consulted directly with the gods in his encampments and even on the battlefield. The device through which he achieved this divine communication was a portable shrine, a square chest three feet on a side, constructed of black basalt and inlaid with golden hieroglyphics. Double doors on one side allowed access—only in the privacy of pharaoh's tent—to the interior, which held a golden statue of the god with whom Ramses wished to commune. The shrine still sits on the sledge on which oxen hauled it to follow Ramses in his travels. The small golden statue of Amun-Re, enigmatic god of mysteries, remains within the shrine, as well as several incense holders and other ritual instruments. To communicate with the deity, one must conduct the proper ceremony, inconveniently described in a set of scrolls about sacred liturgies housed elsewhere in the enormous treasuries of Hamunaptra.

Garrison of Thutmose III: Within the confines of Hamunaptra stands an entire fortress garrisoned by undead soldiers, lesser mummies who, when they sense trespassers within the forbidden necropolis, come to life and hunt them down. Just before his death, Thutmose III—often called the Napoleon of the ancient world for his vast conquests throughout the Middle East—ordered an entire legion of his best troops put to death and mummified, including horses for the charioteers! Their remains and all their equipment (chariots, weapons, armor) filled the garrison buildings at Hamunaptra where they await the day



they are summoned forth to eliminate intruders. Rumors claim a scepter within the garrison's central hall enables the bearer to command the legion from sundown to sunrise.

Pool of Khufu: One of the most ancient chambers in the necropolis city lies at its deepest level. Within a circle of papyriform columns sits a pool of tranquil water so still that the surface appears as a perfect mirror. Legend claims that here one of the earliest pharaohs, Khufu, used the pool to communicate with specific individuals who had passed into the afterlife. The séance can only occur at the hour of the setting sun, when the doorway between the living world and the west opens briefly. The communicant must intone a short ritual spell, toss some offering of food, flowers, drink, or perfume into the water, and then call forth the spirit by name. The conversation lasts only a few minutes, but the ghost must truthfully answer any questions put to it. One must take care not to anger spirits living in the afterlife lest they directly petition the gods to intervene on their behalf to redress some insult.

Adventure Idea: Treasure Map

The heroes acquire a treasure map purportedly pointing to the lost necropolis of Hamunaptra. As they attempt to organize a desert expedition and gather other artifacts necessary to finding and entering the ancient city, they must also defend themselves against competitors intent on stealing the map and prematurely ending their treasure hunt. After braving desert perils and more assaults from adversaries, the characters enter a vast ruin they believe to be Hamunaptra. They realize too late that the map is a forgery created to lure living sacrifices into the lair of a secret cult worshipping Set! The heroes must escape the ruined city before the evil priests can drain their life-force to summon their god's malevolent powers onto earth.

Ancient Legends

"I have heard the most absurd nonsense talked in Egypt by those who believe in the malevolence of the ancient dead; but at the same time, I try to keep an open mind on the subject."

—Arthur Weigall, *Archaeologist*

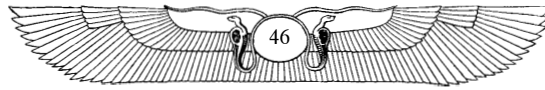
Egypt's history contains many fables of heroes, curses, and events in which mystical elements played influential roles; these still resurface today and manifest themselves in supernatural ways.

Speaking with the Dead

The enormous death toll of the Great War stimulated the spiritualism movement, which purported that living people could communicate with departed souls, often with the assistance of a medium trained to interact with the spirit world. Interest in this belief continues into the 1930s as a means to assuage the loss of loved ones, a popular hobby for the superstitious, and a way to indulge one's fantasies about communing with ancient spirits.

Egypt does not remain immune to trends in spiritualism. The country serves as a haven for wealthy Europeans who can afford to indulge their time and money in such fantastic pursuits. Egypt's ancient past and innumerable legends also fuel fantasies of communicating with arcane spirits possessing information about lost secrets, forbidden knowledge, and the mysteries of the primordial world. Although not as popular as earlier this century, mediums still receive business from those who still truly believe in communicating between the world of the living and the land of the dead.

One can still find a medium in Egypt without too much trouble. They haunt the posh hotels in Cairo, Alexandria, and Luxor where they mingle with potential clients, conduct interviews and séances, and occasionally stage very public episodes where it appears an ancient spirit momentarily possesses their body. They maintain a Bohemian, dilettante lifestyle both reflecting their success and promoting their spiritualist image. Most hotel concierges offer discreet references should any guests ask them about resident mystics.



The dusty, exotic interiors of posh hotels provide the perfect settings for legitimate séances and theatrical events catering to ardent spiritualists.

Mediums remain polite and courteous when discussing their trade and negotiating the price of any services.

Patrons often pay for two sessions: an initial consultation with the medium to discuss information about the deceased, particular questions they wish to ask the spirit, and any other concerns with the procedure; and the actual séance. Both can take several hours, and cost a tidy sum to compensate the medium for her time and effort acting as a conduit to the spirit world. Both meetings take place in the medium's place of business, usually a parlor within a home or a hotel suite decorated in a heavy Victorian style to allow for plenty of exotic atmosphere, props, and hiding places for assistants.

The actual séance can take many forms, though usually consists of the clients, medium, and any onlookers sitting around a table, sometimes holding hands, other times with hands placed upon the tabletop. Candles, incense, and dim lighting add to the mysterious atmosphere. A prop device such as a ouji board, supposedly enchanted mirror, or crystal ball serves as the focus of the ceremony, and may distract participants from other, non-spiritual occurrences that enhance the experience: confederates behind curtains or in adjacent rooms creating sound effects, artificial breezes, or physical effects in the séance chamber to give the impression that ghosts have been summoned into the gathering.

The medium controls the spirit's manifestation in the world of the living. She most often speaks for the dead, answering questions put forth by clients, moaning, swooning, and otherwise making an elaborate performance to cater to the desires and interests of patrons. Sometimes the soul speaks to the mystic through a prop device, though nobody else present can employ this method or see proof of its power (other than the mystic's words and actions).

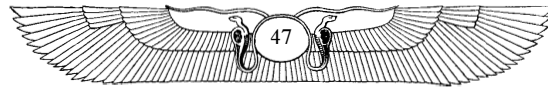
Occasionally a charlatan rigs some other prop to play the role of summoned spirit: a sheet hung in a window and blown by a breeze, flickering lights from a hidden source, or even an accomplice dressed in period clothing, backlit or blurred by smoke to conceal their true identity.

Spiritual mediums range from zealous amateurs and theatrical charlatans to psychopathic personalities and true mystics with real abilities to speak with the dead.

Passionate Believer: Many who believe in spiritualism immerse themselves so thoroughly in past lives, séances, and mysticism that they truly think themselves capable of communicating with departed souls. They're good people who simply want to use their "talents" and enthusiasm to help others deal with the passing of their loved ones. They aim to please their clients and indulge their own passion for mysticism; their fees remain nominal, usually enough to cover any expenses incurred and provide some extra income.

Charlatan: Some entrepreneurs with a flair for acting capitalize on the interest in spiritualism, making money by indulging those who believe in séances. They prepare elaborate productions to create the illusion that they have amazing powers to communicate with the dead. They take time to rehearse material specifically catering to their clients' interests, decorate the séance room with appropriate mystical artifacts, incense, candles, and heavy curtains, and sometimes make arrangements with confederates to implement extraordinary effects to indicate a spirit's presence: a levitating table, mysteriously blowing curtains, strange lights, indecipherable whispers, and shadowy figures. They operate solely to make money by exploiting people's beliefs in spiritualism.

Psychopath: Some unbalanced individuals delve into spiritualism as an escape from reality and a means of indulging their own demented view of the world. They combine the passion of a true believer with the theatrical flair of the charlatan, accepting money as a



supplementary advantage. Psychopaths don't perform séances for the benefit of clients, but to advance their own insane agenda (manipulating others, bolstering their self-importance, dragging others into their odd version of reality). For instance, one who firmly believes that some lost ruin in the desert holds untold secrets might infuse this view into all his séances, possibly encouraging patrons to seek this forgotten (and wholly fictitious) site as part of their own belief in spiritualism.

True Medium: Rare individuals have the very real ability to communicate with deceased souls. They treat this power with reverence and respect, using it to aid others who have a genuine need to reconcile themselves with those who have departed this world. They do not need props, tricks, or accomplices to provide proof that spirits can physically manifest themselves in the mystic's presence. Mediums often appear haggard and weary from their exertions and the pressure from speaking with the dead. They work with the constant knowledge that they run the risk of summoning a malevolent spirit intent on wreaking vengeance on the living.

Adventure Idea: Khenty's Plea

The heroes indulge an enthusiastic friend and join him for a séance where a medium communicates with the soul of Khenty, an ancient scribe of Thoth. During the ritual they learn of the exact location of Khenty's lost tomb (located in a remote oasis) which the scribe's spirit says they must find and explore; to make Khenty whole in the afterlife the heroes must repair a broken statue of the scribe stored within the crypt. With the medium along to provide additional consultation with the spirit, the characters set out to uncover the tomb, brave its dangers, and repair the statue. Is the medium really channeling Khenty's spirit, or does she have some ulterior motive for inspiring their friend to undertake this desert trek to a remote oasis?

Spirit Possession

The same people who believe gifted individuals like mediums can channel spirits and enable communication with them also think souls from the past can temporarily inhabit bodies of living hosts with or without their consent. Sometimes a soul from a past life manifests itself within an individual, while other times a wholly unrelated spirit descends upon a person's consciousness, which serves as a favorable host vessel.

Those possessed by spirits display odd behavior related to the nature of the invading ghost: speaking in unknown or ancient languages, referring to people and places long gone in the present tense, looking on the modern world with unfamiliarity, and pursuing objectives entirely unrelated to the subject's personality and background. Spirit possession might manifest itself only occasionally (at appropriately embarrassing or pivotal moments), or could consume every moment of a person's existence. During these times the subject loses his regular senses and cannot act of his own free will, being completely under the sway of the phantom presence.

Causes of Possession

Individuals inadvertently attract spirits to possess them from a number of sources:

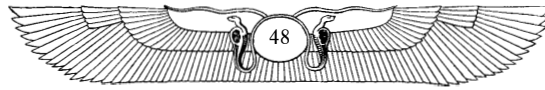
Current Interest: One's intense focus on a subject tied to the potentially possessive presence could either induce delusions of a spirit inhabiting one's consciousness or provide ideal conditions for the phantom to escape the ethereal plane and reside in the host. Those studying ancient languages, artifacts, history, and culture run a particular risk that their work might make them susceptible to possession. Specters find ideal homes when one's interests overwhelm reality.

Curse: Some phantoms remain imprisoned within curses on tombs, sarcophagi, artifacts, or other items not meant to fall into the hands of modern humanity. When someone activates a curse (by violating a location or taking a relic from its rightful place), a malevolent spirit possesses the trespasser. Such phantoms exercise their influence by forcing their subject to draw others' attention away from the cursed object or site and causing general mischief while exploring the strange new world.

Random Spirits

Roll 3D6 on the table below to randomly determine the former personage of a possessive phantom. To determine whether the presence manifests itself as benign or malevolent, roll 1D6: 1–4 benign, 5–6 malevolent. Assign other personality traits (playful, philosophical, gloomy, regal, sinister, subservient) as needed.

3D6	Spirit's Former Identity
2	Pharaoh/Queen
3	Sorcerer
4–6	Priest/Priestess
7–8	Nobleman/Courtesan
9–11	Soldier
12–13	Scribe
14–15	Artisan
16–18	Commoner



Possession and the Player's Free Will

One must take care when forcing spirit possession onto a player character. The player naturally seeks to exercise his free will for the character's benefit, yet phantoms often vie to control a living person to carry out their agenda. Gamemasters run the risk of railroading a character's actions or simply taking over that character during times of possession. While this helps move a story along, it pushes the player into a corner and might exasperate him with the lack of control he has over his character.

The key for spirits manipulating player characters lies in the descriptions of situations encountered. Gamemasters can alter the perception input to suit the possessive spirit's goals and rationalize actions running contrary to the character's personality and beliefs. For instance, the gamemaster tells a moral character who wouldn't normally steal that he notices a bazaar vendor handing out free trinkets; naturally the hero thinks nothing of taking one for himself as a souvenir, but in reality he's discreetly making off with an amulet from a vendor's table. In another example, a malevolent presence inhabiting a character might convince him that another person has turned violent and is trying to attack him; the hero might naturally react in self-defense, inflicting harm on the supposed aggressor, who in reality might simply be minding his own business.

Describe situations modified to elicit the desired response from the player character. A hero's perceptions described by the gamemaster rationalize the specter's goals in the player and character's mind. These incongruities can help uncover evidence of spirit possession and lead to some interesting interaction with fellow heroes and other characters.

Haunted Site: Some ghosts linger in particular places that played a vital role during their life. An ancient priest's spirit could haunt the temple where he served, an artisan's soul would remain near his workshop, a soldier's phantom could lurk near the spot where he was slain in battle, and the ghost of the deceased would haunt its tomb. Weak-willed hosts become susceptible to possession in these locations; sometimes the spirit manifests itself within the subject only when near the site, while other times the presence permanently inhabits the host.

Host Artifact: Some spirits remain bound to a particular artifact significant to their lives or identities (a funerary object, amulet, personal possession, statuette, weapon, sacred relic). By touching the object or persistently keeping it in one's presence, a potential host creates a conduit through which a specter can enter his consciousness. The subject quickly becomes reluctant to part with the artifact, for it enables the spirit to constantly inhabit the host's body. Breaking such an attachment requires separating the host from the artifact and quite often destroying the item.

Spirit Motivations

Each possessive spirit has a different motivation based on its position and personality, goals from its past life, and the means by which it entered the host.

Return to the Afterlife: Wandering souls haven't yet reached the afterlife, so most phantoms possess a subject to better enable them to find some path to the hereafter. They guide their host along a quest for anything enabling them to reach the afterlife—magical spells contained in ancient scrolls, a sacred lake with a portal, a temple sanctuary, the site of their earthly demise, arcane relics—all offering passage to the fabled paradise, the Field of Reeds.

Make A Pilgrimage: To fulfill an unrealized goal from his past life, the specter must travel (in the guise of the host) to a particular location that will realize a promise made millennia ago. Pilgrimages served several ends in the ancient world: they inspired faith in the gods among the people; they served to punish petty criminals (who could reform their ways on the journey and temporarily distance themselves from the community where their crime took place); and they encouraged generous offerings to support various temples. Many temples at cult centers honored individual gods; Abydos, legendary burial place of Osiris, was the most famous sacred pilgrimage site. Some made journeys to gaze upon the pyramids (already ancient wonders by Egypt's New Kingdom). Successfully making the pilgrimage and offering a prayer, hymn, or other ceremony frees the spirit from its host and puts it at peace.

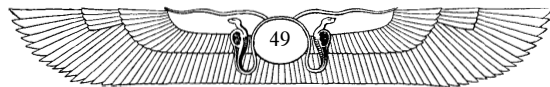
Retrieve an Artifact: The ghost employs its host in a quest to recover an ancient artifact of personal significance. It might intend to put the object back in its rightful place, or destroy it as some arcane relic opposed to the spirit's overall philosophies. This mission leads the subject and his companions on a hunt for the artifact, the only way they can satisfy the phantom and induce it to depart from their presence.

Exact Revenge: The spirit seeks revenge against a rival who wronged it in antiquity, the injustice usually involving the loss of a loved one, prestige, treasure, or life. The specter pursues another living person possessed by the presence of his ancient antagonist. The spirit dissipates only when satisfied by the punishment dealt to his adversary's ghost.

Exorcising Spirits

Most possessive specters depart once the host (often with assistance) meets certain conditions. Distancing the subject from a haunted location or an artifact imbued with the phantom's essence often helps, though the host retains a certain attachment to the item or site and seeks to gain it at every available opportunity. Helping the spirit fulfill unrealized goals from its ancient life remains the best way to encourage it on its journey to the afterlife.

Priests of most contemporary religions practice rites to exorcise malevolent spirits from individuals, though these have varying degrees of effectiveness against specters who



worshipped an entirely different and arcane pantheon. Some Egyptian scrolls exist with formulae and spells meant to drive off spirits and rid people of their influence. Purifying rituals, bed rest, medication, and a host of other remedies serve only as temporary treatments to the greater problem of satisfying an ancient spirit's longings.

Adventure Idea: Ancient Thievery

The heroes realize that a close friend or even one of their own number starts acting strangely after acquiring an ancient Anubis amulet from a bazaar vendor. The person starts displaying signs of kleptomania, initially pilfering small bits, but quickly graduating to larger items. He becomes obsessed with finding lost tombs, looting their contents, and selling them for profit. The heroes must uncover the reason for the onset of this sudden obsession: the amulet once belonged to an ancient tomb robber, whose spirit now inhabits their friend's consciousness. The characters must curtail their friend's illicit activities, uncover the source of the fascination with thievery, and find some way to exorcise the specter and destroy the amulet.

Oracle of Amun-Re

In ancient times priests, pharaohs, and even commoners sought advice from the gods. Most simply prayed to particular deities to find solutions to their problems, but some journeyed to temples where oracles of the gods lived in the deepest sanctuaries. Commoners consulted oracles during a god's annual feast celebration, when the deity's image (often on a model boat carried aloft by priests) undertook a short journey around the temple's locale; the god answered simply phrased requests by tilting one way or another, usually effected by the priests on whose shoulders the divinity's shrine rode. More secretive oracles were consulted by the high priest in return for a generous donation to the temple community. Such oracles answered pressing questions, provided inspiration and advice, and generally offered prophecies to influence events that maintained order or brought about beneficial change. In some cases the god's avatar manifested itself to hear pleas or immediately act to aid supplicants.

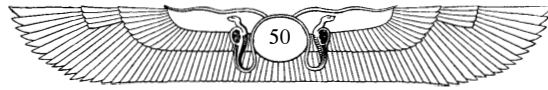
Oracles came in many different forms. Some were colossal statues from whose mouths the gods spoke. Small statues of the deities answered questions with a nodding head, raised arm, or turn to one side or another. Sometimes a priest, often holding the title "Mouth of the God," voiced the deity's decrees after a display of seizures and speaking in tongues to convince others the god had taken possession of his mortal body. A sense of divine mystery shrouded oracles; they rarely emerged from the deep temple sanctuaries, did not speak too frequently, and often made heavy pronouncements of impending doom or dire decisions.

The oracle of Amun-Re at the temple in Siwa Oasis was among the most famous of ancient prophets. A dedicated core of priests called the Ammonians maintained the temple, carried out rituals to please Amun-Re, and controlled access to the oracle. Today the temple remains little more than a dilapidated ruin atop a hill, but in its prime it served as the center of the thriving Siwa Oasis. Supplicants knelt in the main sanctuary and offered their pleas to a tall statue of the god against the farthest wall. The priests claimed Amun-Re inhabited the colossus when suitably appeased by offerings and ceremonies, and spoke to those whose prayers merited reply. Many believed the god spoke through this statue, but recent archaeological evidence exposed the secret of the deity's pronouncements: a concealed side chamber enabled a priest to squeeze behind the colossus, manipulate eyes on the face, and speak for the god through a hole carved in the stone.

Exposing this ruse in modern times still does not explain some of the supernatural occurrences attributed to the oracle of Amun-Re at Siwa. During the Persian invasion in 525 B.C. King Cambyses sent an army against the oasis, which served as a shelter for those Egyptians fighting the tyranny of the invading force. The Ammonians begged the oracle of Amun-Re to provide some relief from this overwhelming force that would annihilate the last bastion of Egyptian resistance to the Persian invasion. The god purportedly raised an immense sandstorm that consumed Cambyses' legion as it marched across the desert toward Siwa. At the beginning of the Greek reign over Egypt, Alexander the Great

"The mode of delivering the oracles is not uniform, but varies at the different shrines."

—*Herodotus, Histories*



made sacrifices at the oracle, who recognized him as the legitimate son of Amun-Re and thus rightful ruler of Egypt.

The oracle of Amun-Re at Siwa remains perhaps the best-documented oracle from ancient times; however, this doesn't preclude the existence of other oracles representing various gods at cult centers throughout Egypt. The ancients consulted the cult statue of Amun-Re at the great temple of Karnak, sought advice on life and love from Hathor at her vast temple at Dendera, and observed the Apis bull kept at Memphis for portents from the mouth of Osiris.

Adventure Idea: Pilgrimage to Siwa

The characters require some information vital to their mission but which lies beyond their ability to obtain. Indulging an urge to dabble with the supernatural, they decide or accept advice that the oracle of Amun-Re at Siwa is the only means of obtaining the information they require. They must research the ceremonies and obtain the offerings required to summon the oracle. After enduring a difficult desert journey to the oasis, they explore the crumbling temple and enact the rites to summon the god; however, Amun-Re, angered at dealing with infidel unbelievers, sends various trials (sandstorm, animated statues, swarms of scarab beetles) to test them before answering their questions.

Cambyses' Lost Legion

After the Persian invasion of 525 B.C., when foreigners gained control of much of Egypt, a small outpost of rebels gathered around the temple of Amun-Re at Siwa Oasis. Determined to eradicate any resistance to Persian rule, King Cambyses sent an army to subdue the group—called Ammonians by Herodotus for their fanatical devotion to their god—and eliminate any dissent that might inspire other Egyptians along the Nile to revolt. The legion left the Nile with guides, heading west into the vast desert. The army simply disappeared, though the Ammonians claim Amun-Re answered their appeals for aid and sent a vast sandstorm to swallow the entire legion. According to the Greek historian Herodotus, "As [the Persians] were at their midday meal, a wind arose from the south, strong and deadly, bringing with it vast columns of whirling sand, which entirely covered up the troops, and caused them wholly to disappear." The Ammonians viewed this as a great military victory and a sign of favor from their god.

Modern attempts to locate remains of the lost army have proven unsuccessful. Several desert expeditions in the 1920s and early 1930s found caches of broken Greek pottery and cairns marking routes leading toward Siwa Oasis, but no definitive evidence of a Persian legion buried in the sands. Most such journeys fall prey to the natural difficulties of long-range desert travel: lack of accurate maps, shifting sand dunes, excruciating heat by day and bitter cold by night, mechanical breakdowns, and sudden sandstorms reminiscent of the one that destroyed the army centuries ago.

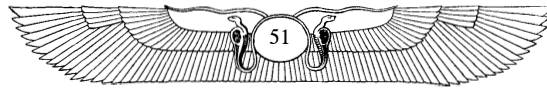
Today interest still persists in finding the lost legion. Several desert explorers view it as one of the unsolved mysteries of the ancient world and one of the few legendary sites still awaiting discovery in the western deserts. The archaeological implications of finding such a mass grave of ancient soldiers appeals to many historians. Dry desert conditions help preserve clothing, armor, and weapons, and even naturally desiccate flesh. Recovering such artifacts would prove a breakthrough as great as Howard Carter's unearthing of King Tutankhamun's tomb. Less legitimate groups with ties to the supernatural also maintain a watchful interest in the lost legion, hoping to use such a large reserve of dead remains should they gain the ability to animate the deceased soldiers for their own nefarious purposes.

Adventure Idea: Cambyses' Compass

The heroes join forces with a mysterious Bedouin who claims he can lead them to Cambyses' lost legion. He possesses a fist-sized, clouded crystal globe with a faint inner light which, he believes, points in the direction of the ancient army and shines brighter in its presence. The characters mount a desert expedition, make the perilous trek across the dunes, fend off competitors eager to steal their discovery, and ultimately find the remains

"It is certain they never reached the Ammonians, nor even came back to Egypt."

—*Herodotus, Histories*



of the buried legion. As they establish a camp and begin their excavations, their Bedouin friend starts acting suspiciously. Soon his comrades arrive, a gang of Egyptian cultists who possess an ancient spell to raise the dead; before they animate the skeletal legions of a fully outfitted Persian army to march on the Nile and forcibly oust foreigners ruling their land, the cultists require human sacrifices...a role for which the heroes are best suited.

Undiscovered Tombs

Every archaeologist dreams of finding a new and unspoiled tomb in Egypt, whether that of a pharaoh, noble courtier, famous general, or lesser underling. Throughout the ages—from Greek and Roman times until the 1920s—adventurers, treasure-seekers, and archaeologists have uncovered crypts of most of Egypt's recorded pharaohs and many noble personages. With the discovery of Tutankhamun's tomb by Howard Carter in 1922, even excavation of the fruitful Valley of the Kings ended.

Nobody knows how many tombs remain as yet undiscovered in ruins along the Nile. Given the emphasis the ancients placed on reaching the afterlife, anyone of status and wealth could make arrangements for elaborate burial accommodations, usually near the nobles, gods, and royalty they served. Although not as sophisticated or vast as tombs of the pharaohs, these sepulchers still contain grave goods, mummies, wall paintings, and other artifacts shedding light on the life of the deceased and ancient Egyptian civilization.

Modern historians know the location of most Egyptian burial fields the Valley of the Kings, the tomb fields of Sakkara surrounding the Step Pyramid, and the vast fields of tombs around the Pyramids of Giza. Most ancient settlements had their own cemeteries, usually to the west of any town or village. These necropolises remain fertile hunting grounds for those seeking unspoiled tombs.

Unfortunately a black market still thrives on authentic antiquities looted from tombs clandestinely unearthed by robbers. While archaeological expeditions uncovering new tombs make the headlines, other discoveries remain closely guarded secrets among thieves more concerned with clearing out artifacts and selling them discreetly to wealthy buyers. Criminal gangs carefully dole out these illicitly obtained treasures, selling them when the market seems right. They take care not to reveal too many artifacts at once lest someone at an official level take interest in their sale and investigate the suspected opening of a previously unknown tomb. The rules established by the Egyptian Department of Antiquities forbid the unauthorized export of ancient antiquities without prior arrangement with the authorities. Such agreements between the department and officially sanctioned archaeologists often makes allowance for a split of artifacts (at the department director's discretion) between the Egyptian Museum taking the majority and the excavators receiving a few choice items. Modern tomb robbers seek to circumvent these measures to profit enormously from foreigners' desires to obtain new pieces for museums and private collections abroad.

Tomb Architecture

Most Egyptian tombs share several architectural aspects, whether the crypt was intended for royalty, nobility, or highly placed priests. Sepulchers sit beneath the ground, cut from the living rock in a structure intended to last for eternity. Elaborate frescoes decorate the walls with scenes from the life of the deceased, texts from the Book of the Dead and other funerary literature, and images of the gods intended to protect the soul on its journey to the afterlife.

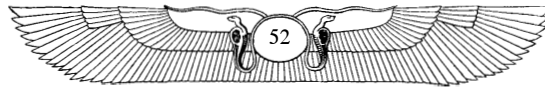
Old Kingdom tombs, especially those found near pyramids, have a stone-block superstructure called a *mastaba*, after the Arabic word for "bench," which the squat, square



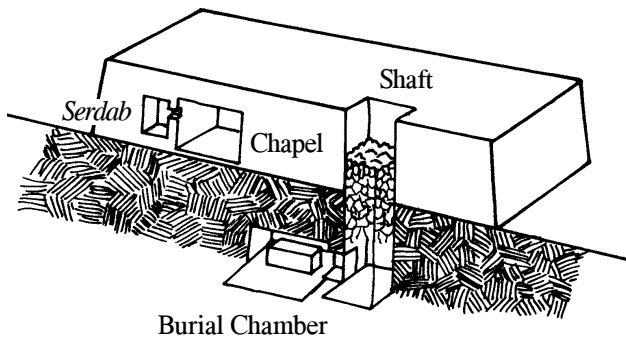
For millennia the Valley of the Kings has held the tombs of Egypt's greatest pharaohs.

"I fear that the Valley of the Tombs is now exhausted."

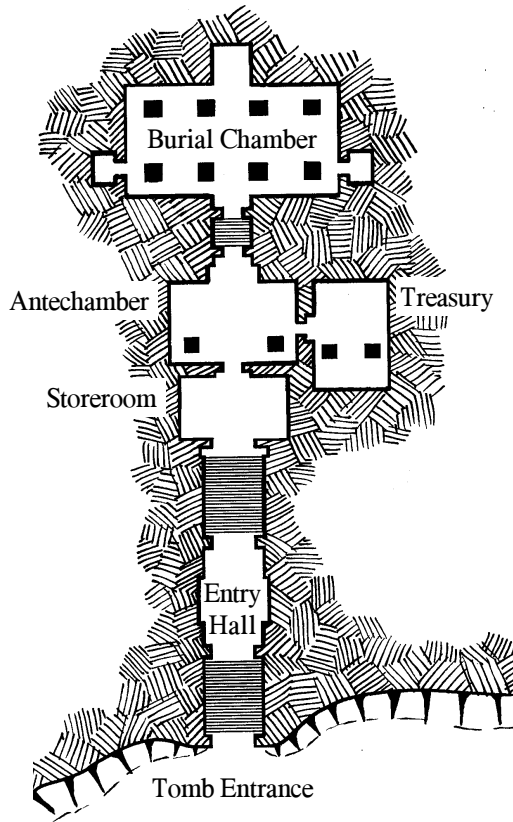
—Theodore Davis,
Archaeologist



Old Kingdom Tomb



New Kingdom Tomb



buildings resemble. The structure contains one or more chapels and a *serdab*, a walled-off chamber containing a statue of the deceased; a small hole leading into the chapel allows the soul to pass from the afterlife to the current world through the statue. A sealed burial chamber lies deep beneath the *mastaba*, accessible through a rubble-filled vertical shaft leading down from the roof.

Middle and New Kingdom tombs delve directly into rock faces of cliffs or dry valleys. Builders hid the entrances to royal tombs beneath rubble from the natural surroundings. The tombs of many nobles, however, had sealed entrances in plain view, though many have since collapsed into heaps of debris or stand gaping in the wake of looters. Some were simple “staircase” tombs with stairs leading down a corridor to the burial chamber and one or two side storage rooms. Most in the Valley of the Kings, however, contained several treasuries, chapels, and storerooms connected by a central stairway or sloping corridor and terminating in the burial vault.

Egyptian tombs of all ages share some of the same components:

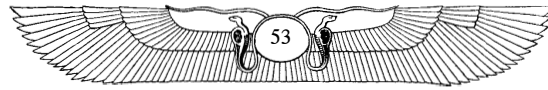
Sealed Entrance: Ancient priests sealed the portal leading directly to a rock-cut tomb or at the base of a burial shaft (in the case of *mastaba* tombs). Once filled with stone blocks, the priests and officials responsible for maintaining the necropolis pressed their seals into a final, thick layer of plaster, formally sealing the crypt. Sometimes they inscribed curses in the plaster or around the doorway, dooming anyone violating the tomb to the wrath of the gods, tortuous death, and any number of other horrid demises.

Deep Shaft: Vertical tunnels delved down into tombs, often leading to sub-levels containing the actual burial vault. In Old Kingdom *mastaba* tombs rubble-filled shafts led from the roof of the structure housing the chapel and *serdab* to the crypt, while in New Kingdom tombs (such as the Tombs of the Nobles in Thebes) such shafts sank from the floor of the chapel itself to the tomb chamber. Some open shafts, usually located midway down a staircase or sloping corridor, served to drain water seeping through the tomb entrance, diverting it from treasures that might corrode in the moisture.

Stairway or Slope: Long corridors containing stairs or smooth slopes led down into the deeper portions of ancient tombs. Wide stairways often included a ramp down the middle over which slaves lowered sledges containing funeral goods, the sarcophagus, and the mummified body into the sepulcher. Such stairways and corridors sometimes contained traps to waylay robbers (consult the table for traps in “Giza Catacombs” above).

Chapel: Decorated chapels of every style provided a place where descendants of the deceased could make offerings and honor the memory of their revered ancestor. Old Kingdom chapels contained a false doorway that symbolically led to the afterlife, with a stone step upon which priests and relatives left offerings of food, drink, and incense. New Kingdom chapels celebrated the tomb inhabitant with vibrant wall paintings of domestic and official life. Side passages or shafts filled with rubble and covered to resemble the floor led to treasuries and the burial vault.

Treasury: While only the tombs of pharaohs and queens contained vaults filled with amazing treasure, the crypts of other prominent nobles and priests held small chambers which stored their earthly wealth, favorite possessions (including mummified pets), and



necessities for survival in the afterlife. Sometimes the more mundane grave goods—food and drink, household furniture, personal articles, and ushabti figures to provide labor and servants in the afterlife—spilled out into the chapel or subsidiary storerooms.

Burial Vault: The crypt held the stone sarcophagus, inner coffins, and the mummified body of the tomb's inhabitant, usually surrounded by religious talismans and wall paintings depicting the pathway through the underworld, the judgment of the gods, and the pleasures of the afterlife. Although the ancients did not store any treasure here, the numerous ritual objects, ornately crafted coffins, and the amulets adorning the mummy remained among the greatest prizes anyone could retrieve from the tomb.

Adventure Idea: Tracing the Tomb

The heroes intercept goods from a previously undiscovered tomb heading for the black market in Cairo. They must trace these artifacts back from crooked antiquities dealers to the transporters and thieves ransacking the grave, find clues leading to the tomb, and save it for archaeological investigation and preservation. Along the way they must not only evade robbers intent on safeguarding their hidden hoard, but a criminal gang seeking to cash in on the action, a band of cultists who hope to use the burial vault for their wicked rituals, and a greedy buyer seeking to acquire the tomb's entire contents.

Missing Mummies

Despite years of excavating crypts, policing tomb robbers, and monitoring the illegal antiquities trade, Egyptian authorities still have yet to recover the missing mummies of several prominent historical figures from ancient times.

Mummies, particularly those of Egypt's ancient royalty, remain a great fascination among foreigners. The desiccated remains were once so plentiful that they were used as firewood to fuel boilers on trains and steamers. They appeared as sinister objects in literature and film, including the popular Boris Karloff film *The Mummy*. Even today one can purchase mummies in the bazaars, though clever craftsmen manufacture them from far more recent materials purely for sale to tourists and gullible collectors.

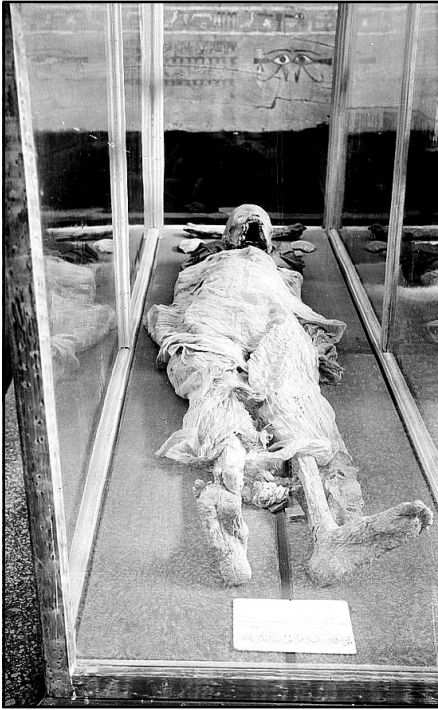
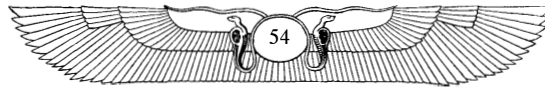
Archaeologists have discovered few royal mummies in their original tombs. The Valley of the Kings fell prey even in ancient times to determined tomb robbers, who carefully broke into and looted many sepulchers. Although the mummified bodies of kings and queens had no value, thieves ripped them apart seeking precious gold amulets believed to hold magical powers. Toward the end of the Egyptian empire's reign, dedicated priests collected what royal mummies they could find, restored them as best they could, labeled them, and hid them in several secret tombs near the valley. Officials of the Egyptian Antiquities Department discovered one such mummy cache in 1881 after exposing a ring of modern-day tomb robbers—the infamous *abd el-Rassoul* gang—which stumbled onto one of the hidden locations in a cliff near Hatshepsut's mortuary temple at Deir el-Bahri. Another discovery in 1898 in the tomb of Amunhotep II (in a *wadi* west of the Valley of the Kings) uncovered several more royal mummies. These two caches contained almost 50 mummies, including the remains of such notable Egyptian pharaohs as Seti I and II, several Tuthmosids, Merenptah (the so-called “Exodus” pharaoh), and Ramses the Great. These discoveries and other excavations recovered the bodies of most of the New Kingdom rulers, but some distinguished personages still remain missing.

Hatshepsut: The remains of the Pharaoh Queen who raised herself to Egypt's throne as regent for her young son, Tuthmosis III, were never recovered. She possessed two tombs, one near the Valley of the Kings intended for her as queen and wife of Tuthmosis II, and one within the valley itself for her as pharaoh. Neither held her mummified body. Some speculate that her son, exacting vengeance on her for usurping his throne and opposing his rule, destroyed her body (along with many of her statues and any inscriptions mentioning her role as pharaoh).

Akhenaton: Controversy surrounds the disposition of the heretic king's body and the remains of two key players in his reign, his influential wife Nefertiti and his mother (and

“Altogether we now have in the flesh the series of the Theban monarchs of the New Kingdom almost complete.”

—Francis Llewellyn Griffith



The most famous mummies reside in glass cases within the Egyptian Museum in Cairo.

wife of pharaoh Amunhotep III) Queen Tiye. Although tombs existed for them in the dry valleys east of the Akhenaton's new capital at el Amarna, most archaeologists agree these were never used, or if they were, had been cleared out and their contents relocated in antiquity. (Only Akhenaton's daughter Meketaton, who died of sickness during his reign, definitely inhabited the tomb, though her mummy has also gone missing.) Ancient allies of the heretic king might have reburied the mummies, or angry priests of the traditional Egyptian gods might have desecrated and destroyed the corpses. Scholars continue arguing whether the body found in a despoiled sarcophagus in Tomb 55 in the Valley of the Kings—a crypt which contained funerary goods dedicated to Queen Tiye—is that of Akhenaton, his mother, a lesser wife called Kiya (possibly the mother of Tutankhamun), Nefertiti, or Smenkhkare, a short-lived co-regent and successor of Akhenaton. Some believe unidentified mummies from the two caches discovered in the 1880s might belong to this royal family, but archaeologists may never identify them with any degree of certainty.

Ay and Horemheb: Although these two successors to Tutankhamun possessed tombs in or near the Valley of the Kings in Thebes (and Horemheb had another one at Sakkara), neither of their mummies have resurfaced. Both served as close advisors to the boy-king, and quite possibly carried on a discreet rivalry to ascend to the throne after his death.

Pyramid Builders: Archaeologists recovered the bodies of many Old Kingdom pharaohs, but the mummies of Khufu, Khafre, and Menkaure have eluded discovery. Those who believe the pyramids they built possess supernatural cosmic powers also claim the remains of these pharaohs were transported to another dimension or even restored to life after sitting at the center of their pyramids.

Known, recovered mummies also run the risk that those who restored and hid them mislabeled the remains, or that those who discovered them misidentified the bodies. The controversy surrounding the body found in KV 55—be it Queen Tiye, Akhenaton, some lesser queen, or a complete unknown—only illustrates the difficulty of positively identifying mummified remains decayed over the millennia, defaced, and quite possibly even swapped. More superstitious people believe missing mummies somehow became animated and walked off, either in their decrepit state or restored to their lifelike majesty in some unknown manner.

Adventure Idea: Akhenaton's Daughter

The heroes obtain an unidentified mummy—in an excavation, from a dealer, in a raid on tomb robbers—and find evidence on the coffin, wrappings, and some small funeral goods found nearby that the remains belong to a princess named Meketamun. Is this the lost, restored, and renamed body of Akhenaton's daughter Meketaton, who died of illness during his reign? The characters must research the mummy's provenance, possibly unwrapping the body and examining the amulets and corpse for further evidence confirming its identity. Unfortunately their discovery and investigations rouse the suspicion of those who seek to forcibly acquire the mummy for their own purposes: jealous antiquities collectors, the tomb robbers who initially discovered the body, and a cult bent on resurrecting devotion to the ancient gods and eradicating any monotheistic religions, including worship of the Aton promoted by Akhenaton and his family.

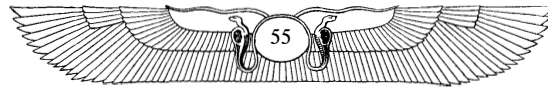
Ancient Curses

Although popular culture asserts that the ancient Egyptians placed protective curses on many of their tombs, mummies, and artifacts, archaeological evidence cannot prove that such measures were little more than superstition. Coincidence and supernatural occurrences, however, often lend credence to the myth of deadly curses.

To protect the contents and sanctity of some royal tombs, ancient architects inscribed doorways, seals, and walls with magical texts they believed would bring misfortune, pain, and even death upon those who dared intrude on pharaoh's eternal sleep. Sometimes coffins, treasure chests, and individual artifacts contained inscriptions warning against theft or misuse. Such curses promised judgment and death at the hands of various gods

“All sane people should dismiss such inventions with contempt.”

—Howard Carter



and demons. Such inscriptions often proved useful against superstitious tomb robbers anxious that they might incur divine wrath for their trespassing. Even today credulous Egyptians cower at the mere mention that the excavation they're working might hide some curse.

Legends also describe unconventional methods of embedding supernatural defenses within tombs. Some claim ancient priests took a slave or vagabond, apprenticed him to those mummifying the royal body, then, just before burial, tortured him to near-death and bound his soul to the tomb in some hidden chamber near the entrance. Such spirits inflict emotional torment on those violating a sepulcher and often manifest themselves as destructive ghosts or specters capable of possessing those who ignore warnings.

Most curses threaten death for those who violate the tombs or possessions they protect. The method of this ultimate demise varies from a seemingly natural death to slow deterioration of health, death at the hands of some supernatural creature, or a descent into madness. For a list of sample curse effects, consult the table in the "Fantastic Elements" section of Chapter 2: Archaeology Campaigns.

Modern scholars dismiss curses as superstition. Most sicknesses and deaths related to Egyptian curses have perfectly rational explanations: poisonous fumes gathered in tomb chambers, stale air in deep crypts, spores, molds, and bacteria from ancient plants interred with the deceased, natural hazards, and common disease. Academics view the deaths of people associated with a cursed tomb or object as coincidences picked up and exaggerated by newspaper reporters seeking sensational stories.

Obviously the best way to evade a curse is to avoid violating a cursed object by intrusion or theft. Without the ability to read and understand hieroglyphics, however, the average person has a greater chance of triggering a curse through simple ignorance while wandering into tombs and pawing ancient treasures. Tomb robbers—a suspicious breed by nature—often carry talismans to protect them against general misfortune and ancient curses; usually these consist of Islamic verses inscribed in or on an amulet, but some thieves wear ancient charms against harm, including *wadjet* eyes, ankhs, and other symbols of the gods. Ancient texts sometimes contained spells to prevent or lift curses, and most modern religious cleansing ceremonies purportedly remove curses from one's soul.

Sample Egyptian Tomb Curses

"As for any one who enters this tomb unclean, I shall seize him by the neck like a bird, he will be judged for it by the great god!"

"I will kill all those who cross this threshold into the sacred precincts of the royal king who lives forever."

"Death comes on wings to he who enters the tomb of a pharaoh."

"One who is coming in order to grab, never will I let you grab me. One who is coming in order to attack, never will I let you attack me. It is I who will grab you, it is I who will attack you."

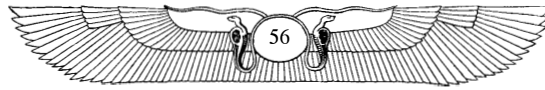
"As for any one who enters this tomb unclean and do something evil to it, there will be judgment against them by the great god."

Tutankhamun's Curse

To most scholars the case of King Tutankhamun's curse illustrates how rumor expands into truth; to others it shows how subtly ancient magic and superstition work to guard the remains of Egypt's sacred past. Howard Carter discovered the tomb in the Valley of the Kings in November, 1922, the last significant archaeological find in the region to date. He and a dedicated team of specialists spent the next decade clearing the tomb, cataloging its contents, and restoring the artifacts. Although the work was surrounded by political controversy between Carter, the Egyptian Government, and the Department of Antiquities, it was perhaps better known as the source of the pharaoh's curse that took the life of Carter's patron, Lord Carnarvon, several months after they opened the tomb. Each event could just as easily have resulted from violating the tomb as it could come from simple circumstance:

- On November 26, 1922, Carter, his friend and colleague Arthur Callender, Lord Carnarvon, and his daughter Lady Evelyn Herbert entered the tomb's antechamber; two days later they broke through and entered the burial vault.

- On the day the expedition enters the tomb, a cobra consumed Carter's pet canary, a menacing omen of the curse at work.
- On April 5, 1923, Lord Carnarvon died in the Continental-Savoy Hotel in Cairo from an infection from a mosquito bite.
- At the moment of Carnarvon's death, lights went out throughout Cairo from an unexplained electrical failure.
- Lord Carnarvon's terrier, Susie, howled and dropped dead at his estate in England at the moment of her master's passing.
- An x-ray specialist hired to examine Tutankhamun's mummy died on the journey to Egypt.
- Jay Gould, an American railroad baron, died of pneumonia which developed from a cold he contracted while visiting Tutankhamun's tomb.
- Arthur Mace, Carter's chief assistant at the dig, suffered a steep deterioration of his health and passed away in 1928 before the excavation work cleared the entire tomb.
- Carter's secretary Richard Bethell perished in unusual and unpublicized circumstances in 1929.



The efficacy of such methods relates to the victim's belief in ancient magic, arcane curses, and the faith in ritual ablution.

Adventure Idea: The Accursed Friend

A desperate associate approaches the characters seeking help for a physical and mental illness consuming his body. He believes he's cursed for having visited a tomb and begs them to help remove it from his soul. He hears voices in his head, has visions of shadowy figures following him, and worries he's in mortal peril. The heroes must ascertain the source of the curse (a small amulet their friend picked up from some debris within the tomb), then endeavor to put things aright (returning stolen goods to the tomb, consecrating the mummy again according to ancient protocol, sealing the burial vault, conducting a purification ceremony) before time runs out and their friend dies of fright or allows his insane paranoia to harm others.

Arcane Artifacts

"As I was near the place where the kings of Egypt were buried, I thought I might have a chance of discovering some of their relics."

—Giovanni Belzoni, *Explorer*

Egyptian history tells of many artifacts of vast magical power or religious significance that supposedly exist hidden away from common humanity today.

Bark of Amun-Re

At the heart of the vast temple at Karnak sat a shrine containing the sacred bark of Amun-Re, one of the most holy treasures guarded by the god's vast priesthood centered at Thebes and focus of one of ancient Egypt's most elaborate festivals.

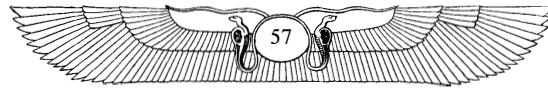
According to ancient reports and depictions on the walls of the great Temple of Karnak, the god's bark was a scale model of a Nile boat gilded in gold, inlaid with wood, inscribed with divine symbols, and draped with flowers. The heads of rams, the god's sacred animal, stood guard on the prow and stern. A golden image of the deity majestically sat within an ornately decorated shrine pavilion that stood in the middle of the deck.

Most of the time this relic sat hidden in one of the temple's innermost sanctuaries, but twice a year—for the sacred Festival of Opet and the Beautiful Feast of the Valley—the god ventured outside on his bark to visit other shrines, speak with gods housed there, and parade before the common people. It took 30 priests to carry the ship of Amun-Re aloft. They processed along a set route among the temples of Karnak, Luxor, and Thebes, accompanied by chanting priests, musicians, singers, and dancers, all performing for the god's entertainment. Princes, priests, dignitaries, and courtiers raised hymns of praise and offerings to the god. Each festival had a set route and several overnight stops at various sacred sites where priests performed brief ceremonies and Amun-Re supposedly held mystical "consultations" with other gods installed there.

These spectacles, which lasted anywhere from two to three weeks, gave the people a time of merriment and rejoicing where priests often shared food and liquid offerings made to Amun-Re with commoners and amused crowds with stories of the gods. The parades enabled the common people to glimpse the usually hidden divinity in his golden splendor. Brave souls who stepped forward could present questions to the god at this time; the cult statue



Worshippers at the mosque of Abu el-Haggag, nestled in the ruins of the Luxor temple, carry on the ancient tradition of parading a boat to various landmarks as part of a religious festival.



answered simple requests by leaning one way or another, more often the result of the priests carrying the divine bark than the deity's power.

As the culmination of the Opet Festival—which celebrated the birth of the king as the divine and legitimate offspring of Amun-Re, therefore solidifying his authority—pharaoh himself consulted the bark of Amun-Re when it finally returned to its temple sanctuary (see the “Oracle of Amun-Re” above). Legend states that in response to the rightful pharaoh the idol could raise its hand or nod its head to answer questions.

The Opet Festival lives on today in a Moslem ritual. A mosque built into the walls of the Luxor temple honors a local Islamic saint, Abu el-Haggag, and houses his own, more humbly decorated ritual bark which annually emerges on the shoulders of his devoted followers on his saint's day. The model boat represents the one he used during his journeys, but its appearance and the festive procession accompanying its circuit around the town of Luxor reminds one of the ancient ceremonies dedicated to Amun-Re.

Other ancient gods maintained sacred barks at other important temples along the Nile. They, too, took similar journeys from their inner sanctuaries out into public, sometimes traveling a route through a nearby city, and other times boarding ornate river barges to visit other deities. The emergence of divine barks and cult statues occurred only on regular festivals throughout the year.

Adventure Idea: Recreating Opet

An obscenely wealthy patron hires the characters to research and recreate the ancient Opet Festival, complete with musicians and dancers, “priests” conducting rituals at various shrines along the procession route, and a replica of the sacred bark of Amun-Re. As they assemble their research—finding ancient scrolls, deciphering details from the Karnak temple walls, protecting their bark against thieves, making arrangements for the parade in Luxor—the heroes gradually learn that their patron seeks to use the festival to actually summon Amun-Re's presence to earth. Whether the god manifests himself benevolently or malevolently nobody knows, but summoning his presence at all depends on how far the characters allow the ritual to proceed without interference from fanatical cultists, aggressive newspaper reporters, and local Muslims in Luxor outraged at this pagan ceremony.

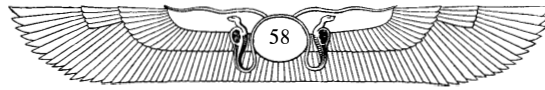
Canopic Jars

During the ancient ritual of mummification, embalmers removed four major organs, desiccated and wrapped them separately from the body, and placed them in four decorated stone or ceramic jars. Priests ensured these containers accompanied the mummified corpse into the tomb; without them the soul of the dead could never become whole in the afterlife. Simple stoppers or ones crafted to look like human heads adorned early examples of these macabre containers. By the New Kingdom, however, the stoppers took on the likenesses of the heads of the Four Sons of Horus: baboon-headed Hapi held the lungs; jackal-headed Duamutef guarded the stomach; human-headed Imsety contained the liver; and falcon-headed Qebennuef watched over the intestines. Most consisted of simple pottery, but rare specimens, usually belonging to royalty, were crafted from milky alabaster or other fine stone.

Archaeologists rarely recover complete sets of canopic jars, and antiquities dealers charge immense sums for them, even those made from common materials. The mummified organs turned to dust long ago, but they still contain some spiritual essence of the deceased and act as shrines for the four most revered organs (embalmers mummified the heart separately, though they replaced it in the body cavity; they removed and discarded the brain as useless organic material).



The ornate, gold-gilt shrine that protected Tutankhamun's canopic jars now resides in the Egyptian Museum.



Some claim canopic jars exert some influence over the body and soul of the deceased, and are possibly useful in controlling its animated mummy or interrogating its summoned spirit. Their separation from a corpse often creates a tormented spirit that aggressively seeks to retrieve its missing pieces to become whole again in body or spirit. Someone withholding even just one jar can control the spiritual essence with promises to return the relic for favors or threats to destroy it with lack of cooperation. Such arrangements inevitably anger the phantom and give fuel to its revenge at a later time.

Adventure Idea: Jar of Imsety

One of the characters acquires a calcite, human-headed canopic jar as a souvenir, but soon realizes the original owner (as a phantom spirit or animated mummy) seeks to reclaim it. Perhaps the spirit's cooperation might help the heroes in their current mission, and they must carefully convince it to aid them, lest they incur its vengeance later. Returning it to the original owner proves no simple matter; even if a mummy seeks it, they must still perform a ritual in an ancient ruin to reunite the spirit with its ancient flesh. Aside from the antagonistic specter, the characters' adversaries might also include greedy collectors seeking to steal the canopic jar and secret sorcerers hoping to control the spirit for their own foul purposes.

Scroll of the Slaves

Historians constantly debate the connections between ancient Egypt and the Israelites. No definitive proof exists linking the two, yet the biblical story of Exodus clearly indicates Israelite slavery in Egypt. Only one known artifact even mentions the people of Moses, the so-called Israel Stele, an inscribed slab of stone upon which the name "Israel" appears. Dedicated during the reign of Merenptah, son of Ramses the Great and possibly the "Exodus Pharaoh," it mentions Israel in a list of people defeated during one of Egypt's frequent military expeditions into the Middle East. Some believe the heretic pharaoh Akhenaton was another name for Moses, though they base this theory solely on evidence that the two advocated worship of a single god instead of Egypt's numerous deities. None of the biblical events involving Moses or the Israelite slaves appear anywhere in the known body of Egyptian inscription.

Documentation linking ancient Egypt with the biblical accounts of the Israelites remains the holy grail of archaeology. Rumors abound that a papyrus exists with a comprehensive narrative of the Israelites' time in Egypt, from the coming of Joseph and his interpretations of pharaoh's dreams to the calls of freedom from Moses and the 10 plagues that befell the land. Although the scroll has no magical significance, it has historical implications in finally offering concrete evidence linking ancient Egyptian history with biblical accounts of the period.

Adventure Idea: Zionist Proof

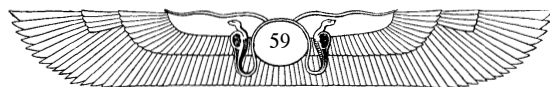
While traveling through the Nile Delta, the heroes come to the aid of Sol Meyers, a lone archaeologist under siege at his own excavation by a mob of angry Egyptian villagers. Apparently he discovered an ancient papyrus relating the account of Israelite slaves, including mention of Moses and his debates with pharaoh. Meyers desperately needs help to transport the scroll back to Cairo where he can further analyze it and share it with friends in the Zionist movement, who can use it to further prove the existence of an ancient Jewish kingdom and justify the need for a Middle Eastern homeland for the world's Jews. But word of his discovery leaked out; not only are the local Islamic villagers upset, but the militant wing of an Egyptian nationalist movement seeks to eliminate Meyers and the scroll as a threat to their own goal of establishing free Islamic states throughout the region.

"Israel is laid waste, its seed exists no more."

—*Inscription on the Israel Stele*



Ancient Egyptians viewed Israelites as one of numerous peoples its armies could conquer and enslave.



Spear of Horus

The legendary Spear of Horus remains one of the only notable weapons mentioned in all recorded Egyptian mythology and history. The god wielded the weapon in his confrontation with Set, using it to vanquish the usurper of Egypt's throne and the murderer of Osiris. Blessed by Neith, a minor goddess of war, the spear served Horus as his principle means of protecting Egypt and slaying its enemies. Carvings within Horus' temple at Edfu show him using the spear to harpoon hippopotami, beasts sacred to his rival Set and embodying of the chaos god's destructive powers.

Priests included small models of such spears in tombs as talismans the deceased could use to ward off the powers of Set and others in the underworld seeking to inflict harm. Those who put stock in ancient magic believe these small amulets actually protect the bearer from injury at the hands of enemies, though they cannot scientifically prove this.

Scholars assume the spear served as an element in the myth of Horus and Set and does not exist as a physical artifact beyond those miniature spears supposedly imbued with talismanic attributes to protect the occupants of tombs. Egyptian texts in papyrus and architectural decoration do not mention any such artifact as the focus of veneration as the god's weapon. Still, those who indulge in more fantastic theories about ancient Egypt claim the Spear of Horus actually exists, most likely hidden in a secret vault beneath one of the god's temples or in a previously unknown sanctuary still awaiting discovery. They believe the powerful relic embodies the divinity's power and endows it upon any worthy individual who brandishes the weapon.

Adventure Idea: Destiny's Spear

The characters learn that a massive, well-equipped German expedition has left Cairo to an undisclosed location in the western desert. Such a large operation has alarmed British authorities, who hire the heroes to discover the mission's intentions, observe the scope of their dig, and sabotage it before the Nazis can cause any trouble. During their investigations the characters learn that a German scholar somehow obtained a papyrus that revealed the location of an ancient temple to Horus somewhere between the Siwa and Bahariya Oases. The temple name, "House of the Spear," inspired the Nazis to seek the legendary Spear of Horus there. In their zeal they merged the myths of the Spear of Horus with the Spear of Destiny (the legendary weapon that wounded Christ's side during his crucifixion) and Grungnir (spear of Odin, chief of the Teutonic gods), believing that it could give any army whose general brandished it overwhelming power over their enemies. The heroes must uncover this plot and stop the Nazis from finding the spear.

Sistrum of Hathor

Ancient Egyptian religious ceremonies often employed sistrum as instruments. They consisted of a handle and a loop of some material across which were strung several metal disks; when shaken, the sistrum produced a pleasant rattling or jingling sound. Most artwork shows women shaking sistrum, though pharaoh was said to use one in rituals dedicated to Hathor, goddess of love, romance, poetry, music, dance, and revelry. The instruments often included decorative motifs reminiscent of the goddess, including the visage of a wigged, cow-eared woman, horns framing a sun-disk, and a small shrine. Sistrum often appear as grave goods in the tombs of women who served as priestesses of Hathor.

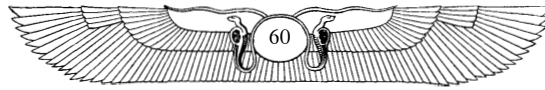
Modern believers in Hathor's divine power can use sistrum—along with sacred scrolls once used by her priestesses—to consult Hathor or summon her avatar. Such arcane magic requires a dedicated regimen of study, preparation, and ritual. One must first find the proper scrolls detailing the process by which one con-

"Its barbs are the rays of the sun, its tips are the claws of punishment."

—Ancient Text



Columns in the temple of Hathor at Dendera incorporate elements also found in divinity's sacred instrument, the sistrum, including the face of the goddess surmounted by a small shrine.



“See her, her hands here shaking the sistrum, to bring pleasure to god, her father Amun. How lovely she moves, her hair bound with fillets, Songstress with perfect features, a beauty in double-plumed headdress, And first among harem women to Horus, Lord of the Palace.”

—*Ancient Poem to Queen Nefertari*

structs and consecrates a sistrum for use during the ceremony; if available, one can use an instrument already dedicated to the goddess recovered from an archaeological site. One must also find a copy of the papyrus scrolls describing the liturgies, hymns, and enchantments necessary to summon Hathor, and study the rituals. The actual ceremony requires the presence of a still pool, mirror, or other reflective surface where the goddess manifests herself. Correctly performing the ritual using the scrolls and sistrum briefly summons Hathor into the presence of worshippers, where she answers questions about love, happiness, and relationships. When the goddess departs, she temporarily blesses those present with greater comeliness and influence.

Adventure Idea: Secret of Youth

A very elderly yet stately lady hires the characters to investigate a legend of a sacred pool dedicated to Hathor, possibly located in a secret catacomb beneath the vast temple at Dendera, or in some as-yet undiscovered sanctuary to the goddess. The myth states that by conducting a ritual at the pool (involving the scrolls of sacred liturgies, the ringing of sistrum, and singing of hymns to Hathor), the waters can restore a living body immersed in them to youthful splendor. Can the heroes find the enchanted pool and gather all the components necessary for the spell? If they succeed, they might discover their elderly patron pursues a hidden agenda beyond reviving her own youth that ultimately spells the characters' demise.

Wadjet Eye

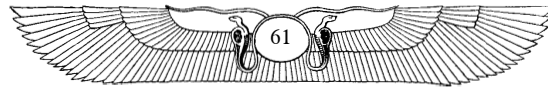
Commoners in ancient times wore numerous amulets to attract good luck and ward off evil. Religion, medicine, and superstition worked hand-in-hand with practical advice woven with divine wisdom and credulous folklore. These talismans served as concrete measures against disease and ill fortune. Most people wore small clay, stone, glass, or faience images of gods whose favor they wished to court: Thoth for medical aid and general wisdom, Isis for protection, Horus for strength, Ptah for creativity. Others wore amulets shaped like hieroglyphic symbols, such as the *djed* pillar for stability or the ankh for life.

The *wadjet* eye was among the most powerful talismans which incorporated several different Egyptian myths with elements of strength and protection. According to some legends the stylized eye represented the Eye of Horus lost in his battle with Set to reclaim the throne of Egypt. Since the sun and moon were also considered Horus' eyes, the *wadjet* eye also symbolized the sun-god Re and his power over all things. Wadjet was a local Delta goddess, the cobra who protected pharaoh by lashing out at his adversaries.

Many believed, and still accept in modern times, that the *wadjet* eye was an all-purpose talisman against evil and misfortune, as ubiquitous an amulet on the faithful in ancient times as the cross is among Christians today. Most of its power came from the confidence it gave wearers through their belief in such talismans. Whether the amulets actually warded off bad luck, either actively or passively, remains a subject for debate. Those who believe in the ancient gods and their magic claim that certain spells found in papyrus scrolls can enchant amulets and give them real powers to steer the bearer out of harm's way, rapidly heal injuries, and even repel attacks. Modern visitors to Egypt, however, simply see such talismans as pretty souvenirs to purchase from bazaar merchants, whether authentic antiquities or cheap reproductions.

Adventure Idea: Bad Luck Workshop

The heroes follow news of a string of gruesome accidents, the victims of which all wore souvenir amulets they bought at a bazaar merchant who specializes in copies of ancient jewelry. During their investigation of these unfortunate incidents they learn the amulets all came from the same manufacturer, Sahaal, a fellow who runs a small workshop in the Delta not far from Cairo. Following a papyrus about amulets he found, Sahaal has secretly been dabbling in ancient Egyptian magic, experimenting on some pieces in an attempt to endow them with true powers of protection and healing. Unfortunately he misinterpreted some of the enchantments in his scroll and has in fact created cursed items that inevitably bring bad fortune on those who wear them. The characters must track down



Sahaal, discover the reason behind the cursed amulets, and retrieve them all from their unsuspecting owners before another deadly accident befalls them.

Book of the Dead

Egyptian papyrus contained a vast variety of subjects: folktales, legends, inventories, sacred rituals, medical knowledge, philosophy, historical accounts. The Book of the Dead remains among the most common scrolls in the antiquities market, probably because its burial with a mummy was required for the soul to reach the afterlife. It serves as an instruction manual guiding the dead through the underworld and judgment before the gods. Its contents evolved from similar texts inscribed within pyramids and on sarcophagi. The details about embalming and burial, list of about 200 spells necessary to pass the various guardians and hazards, and the depictions of divine judgment and the afterlife all help round out the modern view of ancient religious beliefs.

Complete copies remain rare thanks to aging, damage, and mishandling. Enough whole and fragmentary copies remained that Wallis Budge, curator of the Egyptian collections at the British Museum, translated and published the entire liturgy (including several variations) in 1895; his work remains the cornerstone for modern understanding of this ancient, mystical document.

Some see the Book of the Dead as more than a memorial to the deceased and a map to the afterlife. They claim it contains supernatural elements still effective in the modern world. The most commonly accepted myth asserts that the complete scroll serves as the repository for all Egyptian funerary magic, particularly such enchantments enabling communication with the spirits of the dead and resurrection of their bodies. More radical theorists purport the Book of the Dead serves as a literal map through the underworld to the afterlife, or some alternate dimension of eternal happiness and wealth. Using the spells inscribed within and the solutions to evading the underworld's dangerous denizens, they believe one can cross time and space to reach the place where the spiritual essence of ancient Egyptians resides.

Adventure Idea: Nebka's Scroll

A furtive foreign patron pays the characters handsomely to acquire a Book of the Dead recovered from the recently opened tomb of Nebka, a New Kingdom priest of Osiris at Abydos. He compensates them to obtain it by any means necessary, including legitimate sale and outright theft. The patron claims the spirit of the long-dead priest inhabits his body, and he suspects he shared a past life with Nebka. His beliefs, however, simply mask his true intentions; he works for the Nazi government, and seeks to acquire the scroll, learn its secrets, and use it in gruesome experiments to raise recently killed bodies. The heroes must obtain the Book of the Dead, discern their patron's hidden agenda, and prevent him from carrying out his hideous research on the spells contained within the scroll.

Egyptian Bestiary

"The worm has taken half the grain, the hippopotamus has devoured the rest."

—Ancient Text

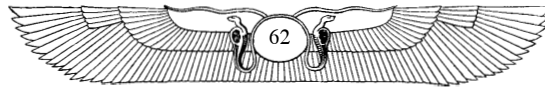
Animals and monsters played a large part in the ancient Egyptian understanding of the universe. Different animals represented various aspects of the numerous gods. Fantastic beasts guarded the gates to the afterlife and haunted the forbidden places of the world. Some survive to this day, while others appear only at the behest of modern sorcerers who think they understand the ancient enchantments.

Natural Beasts

The Nile river and delta provided an abundant habitat for natural creatures. Animals inspired many aspects of Egyptian life; in these creatures the ancients saw behaviors and characteristics that mirrored their perception of the gods and the world around them.

"Hear ye this judgment. The heart of Osiris hath in very truth been weighed, and his soul hath stood as a witness for him; it hath been found true by trial in the Great Balance."

—Book of the Dead



COBRA (Henchman)

Competent Skills:

fight _____

sneak _____

spit _____

track _____

Expert Skill:

intimidate _____

Natural Defenses:

fangs _____

venom _____

Cobra

This serpent still inhabits the marshy delta and wetlands all along the Nile. The image of a cobra rising with flared hood came to represent the deity Wadjet, guardian of lower Egypt (the delta region), who remained coiled and ready to strike with bite and venom at pharaoh's enemies. The ancients considered the cobra a creature with great powers of protection, despite its poisonous nature. It appears as a decorative motif throughout Egyptian art—a talismanic symbol protecting the person or place displaying its image—adorned crowns, shrines, even earrings.

Handlers gather serpents for sale in bazaars or use by curb-side snake charmers. Slipping a cobra into a victim's room, luggage, bed, or automobile remains a rather dramatic invention; to provoke an attack the victim would have to come so dangerously close to the serpent that he couldn't possibly miss the creature's characteristic hissing.

The cobra's best weapon remains the poisonous glands beneath its fangs. Each successful attack (either biting or spitting) has a 50 percent chance of affecting the target with venom that inflicts painful damage until the antidote is administered or the victim perishes.

Crocodile

The Nile crocodile could grow upwards of 15 feet from snout to tail. The ancients ascribed to the crocodile both benevolent and malevolent qualities. They considered it an aspect of Set for its ferocious demeanor and ravenous appetite, yet they also believed it paid homage the sun-god Re as it lay on the shores of the Nile basking in the morning sunlight. Worshippers presented mummified crocodiles as offerings to the god Sobek, who represented the beneficial powers of water and the Nile. Crocodiles appeared in Egyptian art; archaeologists have even recovered toy crocodiles whose jaws could snap open and shut.

Persistent hunting drove the crocodile out of its fertile delta habitat, but it still survives along some of the more remote shores of the Nile.

Hippopotamus

The hippopotamus formerly roamed in herds along the entire Nile, feeding on abundant underwater plants and emerging onto shore to graze on wetlands fauna and cultivated crops. The immense animals could remain underwater for extended periods of time, and often floated with only eyes and nostrils peeking above the river's surface.

The ancients called this rotund mammal the river cow, for its numbers were as abundant as the herds of cattle the Egyptians depended on for sustenance. They viewed the hippopotamus as a manifestation of Set since the beasts frequently ambled ashore to trample and consume crops. They often attacked anyone foolish enough to confront them or wander into their waterborne herds while boating or swimming. Artwork often depicts Egyptians hunting hippopotami from reed boats, a frequently organized occurrence to cull herds and reduce the threat they posed to crops. During the Middle Kingdom artisans produced thousands of blue faience hippopotamus figures, each with stalks of aquatic plants painted on their sides, a quaint decorative motif and possibly even a form of representational magic that kept real hippopotami in the wetlands instead of roaming the cultivated fields. These figurines might also have served as fertility talismans; female hippopotami embodied the concept of motherly fertility, affection, and protection, all aspects of the hippopotamus-shaped goddess Taweret, a popular household deity.

The ancients thoroughly hunted the hippopotamus out of its Nile habitat by the time of the Roman Empire. They now inhabit the uppermost reaches of the Nile, between Khartoum and the river's source, Lake Victoria. Specimens exist in zoos and might inhabit private preserves. The beasts possess a ravenous appetite and require a body of water for their comfort. Encountering a wild hippopotamus in Egypt today remains an extremely rare occurrence meriting investigation.

CROCODILE (Boss)

Competent Skills:

intimidate _____

forage _____

Expert Skills:

fight _____

strength _____

Signature Skill:

swim _____

Natural Defenses:

tail _____

teeth _____

tough skin _____

HIPPOPOTAMUS (Boss)

Competent Skills:

intimidate _____

forage _____

Expert Skills:

fight _____

strength _____

swim _____

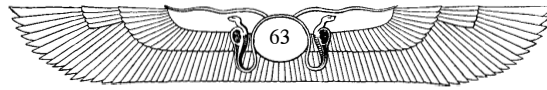
Signature Skill:

trample _____

Natural Defenses:

teeth _____

tough skin _____



Jackal

Jackals inhabit dunes, canyons, and other desert wastelands scavenging for food. They look like wild dogs and share many behavioral characteristics with those of dingoes and hyenas. Jackals occasionally prey on the weak at the edge of civilization, but they seldom leave their desert habitat to roam freely through Egypt's cultivated lands or her cities.

Jackals haunted the ancient cemeteries built at the edge of the desert or in dry watercourses called *wadis* and thus became associated with jackal-headed Anubis, patron of embalming, guard of the necropolis, and guide to the dead on their westward journey to the afterlife. Unlike other animals sacred to particular gods, jackals rarely received preferential treatment (like cats) or had their bodies mummified upon death as offerings to Anubis.

Rat Swarm

Rats infest Egypt today as they did in ancient times. They lurk wherever filth, food, and debris collect, breeding into vast hordes that overrun areas left in disrepair. Rats swarm over trash piles from Cairo's back alleys to the midden heaps behind village homes. They breed in underground caverns where the remains of the dead offer abundant nesting materials. Although seemingly harmless, they carry disease and can prove overwhelming foes when angered as a swarm.

When the pharaohs ruled rats posed the greatest risk to the harvest so diligently cultivated and so desperately needed to feed the kingdom; this explains the profusion and veneration of cats, which, left free to roam, kept the vermin population in check.

Scorpion

Egypt hosts two species of scorpion: the darker ones remain relatively harmless, but the paler ones have a more potent and deadly sting. This desert arachnid lurks beneath rocks, though some people capture them for use as instruments of assassination, slipping them into the clothing of an intended victim.

The ancients revered the poisonous power of the scorpion in the minor goddess Selket, a protective deity (similar to other gods represented by poisonous creatures, like Wadjet and the cobra) who offered cures those affected by toxins and other general injuries.

The claws inflict minimal damage against human-sized targets. If it successfully stings, the scorpion injects a toxin that slows the victim and eventually paralyzes him unless someone administers an antidote.

Legendary Monsters

Like any civilization ancient Egypt maintained its share of mythological creatures and fictitious monsters. Some walk today through the intervention of sorcerers, spiritualists, and those who still strongly believe in ancient myth and magic.

Ammut

Perhaps the most infamous of all monsters in the Egyptian pantheon, Ammut always waited nearby when Thoth and Anubis weighed one's heart before Osiris, eager to consume souls whose evil deeds during life kept them from entering the afterlife. The Egyptians called this demon "Devourer of the Dead" and "Great of Death." With the head of a crocodile, mane and foreparts of a lion, and hindquarters of a hippopotamus, Ammut combined all the ferocious, loathsome qualities from beasts the ancients feared. The monster carried out the judgment of the gods, who weight the heart of the deceased against the feather of truth.

Ammut rarely manifests herself on the earthly plane. No ancient literature mentions her appearing outside of the presence of the divine judgment hall, though Arabs often use tales of the beast to scare little children. Superstitious people believe Ammut appears at night to hunt down those who have egregiously offended the gods. Those who practice ancient magic claim they know complex and dangerous spells to summon the creature and cause her to do their bidding. Such enchantments run the risk of angering the gods, who might send Ammut only to cause gratuitous destruction, devouring anyone nearby in

JACKAL (Henchman)

Competent Skills:

fight _____

forage _____

sneak _____

track _____

Expert Skill:

run _____

Natural Defenses:

teeth _____

RAT SWARM (Henchman)

Competent Skills:

climb _____

jump _____

run _____

Expert Skill:

bite _____

Natural Defenses:

teeth _____

SCORPION (Henchman)

Competent Skills:

fight _____

sneak _____

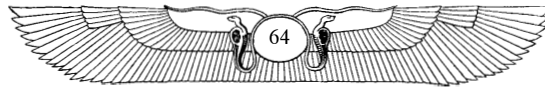
Expert Skill:

climb _____

Natural Defenses:

claws _____

stinger _____



AMMUT (Mastermind)

Competent Skills:

intimidate _____

Expert Skills:

fight _____

track _____

Signature Skill:

strength _____

Natural Defenses:

teeth _____

tough skin _____

trample _____

ANIMATED STATUE (Boss)

Competent Skills:

intimidate _____

Expert Skills:

fight _____

Signature Skill:

strength _____

Natural Defenses:

stone fists _____

stone skin _____

GIANT ASP (Boss)

Competent Skills:

sneak _____

track _____

Expert Skills:

fight _____

spit _____

strength _____

Signature Skill:

intimidate _____

Natural Defenses:

fangs _____

venom _____

a raging frenzy against those who tampered with the ancient ways. No recorded incidents of such a monster appearing remain; whether because it never happened or such occurrences proved so horrid nobody knows. Those who claim familiarity with the spell summoning and controlling the beast cannot state for certain Ammut's size when called. Most believe she stands as large as a lion or hippopotamus, though a few who put stock in apocalyptic legends think Ammut could appear as a towering giant, tramping entire cities beneath her feet.

Animated Statue

"I stand that I may protect thee, smiting down for thee thine enemies, taking vengeance upon the doer of evil."

— *Inscription on an Ancient Statue*

Statuary plays an important role in ancient Egyptian architecture. Sculptures of gods and pharaohs flank the pylon gateways to temples, idols of sacred animals line avenues leading to temples and other holy sites, and figures of the deceased reside in their tombs.

Statues often serve as symbolic guardians; many bear inscriptions warning trespassers away. Sometimes ancient sorcerers actually enchanted sculptures near important sites, imbuing them with the awareness and power to awake and confront intruders. Obviously none remain near any of the frequently visited ruins anymore, but some still lurk in lost monuments, hidden tombs, and subterranean catacombs. Instead of enchanting small figurines which could do little to hinder interlopers, magicians worked their spells on colossal statues that stood at least as tall as people, and often taller. They slowly come to life in the presence of trespassers, their stone joints grinding as they move; but their powerful blows fall heavily, and their rocky skin makes them difficult to succumb to even modern sidearms. These guardians return to their pedestals only once they have dispatched intruders.

Giant Asp

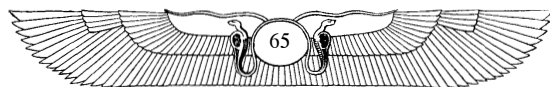
Bedouin and suspicious Arabs spread legends of enlarged cobras dwelling in remote areas. Some haunt the dry riverbeds along the desert edge, while others lurk in the dunes and mountains deep within the wastelands. Relic hunters who claim they've encountered such monsters believe the ancient gods, arcane magic, or cursed artifacts have encouraged their unnatural growth to enable them to guard underground tombs, sanctuaries, and treasure vaults.

Like their smaller cousins, giant asps use their size, hissing, and flared hoods to ward off anyone nearby who threatens them. They prefer to frighten opponents than lunge into combat, using any distraction to cover their swift escape. When confronted near their lairs, however, these serpents aggressively defend their turf from intruders. Each successful attack (either biting or spitting) has a 50 percent chance of affecting the target with venom that inflicts painful damage until the antidote is administered or the victim perishes.

The ancient Egyptians believed a giant, demonic serpent named Apophis threatened the sun-god Re at dawn and dusk. A god standing in the prow of the boat upon which Re rode through the sky (usually Anubis or Set, though sometimes Re himself in the form of a cat) killed the snake to enable the god to safely pass; the ancients claimed the red sky as the sun rose and set came from the serpent's blood. Whether giant asps share some relation with the ancient serpent demon and thus its embodiment of evil and chaos remains open to speculation.

Monstrous Scorpion

Although no ancient texts or legends refer to giant scorpions, a few treasure hunters claim they've encountered such beasts lurking in long-lost underground passages or remote ruins. Since scorpions remain sacred to the goddess Selket, most believe the creatures gained their immense size through direct intervention by Selket or enchantments summoned by priests petitioning her. Many believe that, as the sacred animal of a divinity



devoted to protection, monstrous scorpions serve as sentries to hidden shrines, concealed tombs, and other secret sites.

Monstrous scorpions venture from their territory only to find food. They nest near the site they guard and aggressively defend it against unauthorized trespassers. On exceptionally good hits, the creature injects its victim with a toxin that slows the character and eventually paralyzes him unless someone administers an antidote. (For variety in a game, use the monstrous scorpion stats to represent a giant scarab beetle guardian; simply cut the stinger from its natural defenses.)

Mummy

Through various means all or part of an ancient spirit can return to its mummified earthly remains, animating the corpse briefly or permanently to perform various tasks. This supernatural force often inhabits a body desiccated by embalming processes, hacked apart by tomb robbers, and otherwise despoiled by the passage of time. The process of reanimating a mummy often produces a grotesque shadow of a human operating with an incomplete body, partial mind, and raging emotion.

Scholars still debate exactly why ancient Egyptians mummified their dead. Perhaps they hoped to symbolically preserve the body, embalm the corpse to prevent disease, or prepare it for resurrection in the afterlife. Examining the religious texts, however, proves they were not meant to rise again in the world of the living.

Mummies can rise under several circumstances. Ancient priests sometimes enslaved mummies and their associated souls, creating undead guardians who slept in lost tombs or secret temples as sentries who could wake to attack trespassers. Soldiers, servants, and priests might also rise to perform duties they had in life. Spirits cursed to haunt the earth forever, never reaching the afterlife, sometimes empower their mummies to take vengeance on the living. Those possessing the ancient knowledge often attempt enchantments to summon spirits and reanimate mummies, often of notable people; but such rituals incorporate so many complexities that such experiments rarely restore an intelligent, sane entity to the mummy. Various scrolls, artifacts, and spells purportedly raise people from the dead, though this more often results in the creation of horrifying mummies with a jealous impulse to destroy anything living they encounter.

Embalmed and ancient flesh provides mummies some limitations and advantages. Depending on the condition of their corpse they might suffer loss of mobility or limited action from missing or damaged limbs. Injuries to their heads might impair their senses, though a supernatural awareness of the surroundings might compensate for this loss.

Mummies prove persistent adversaries thanks to their embalmed flesh. They possess the strength of an energetic youth. Their mummified flesh feels no pain and continues functioning until hacked to pieces and burned. Bullets tear harmlessly through this flesh, though shotguns and machineguns can quickly shred them (they sustain only half damage from most weapons, but take full damage from shotguns, machineguns, and fire). The dried mummy remains particularly susceptible to fire.

In modern times three distinct kinds of animated mummies exist, each created and driven by different circumstances.

Shambling Mummy

The most commonly encountered and the easiest for sorcerers to create, shambling mummies consists of embalmed corpses, whole or dismembered, with a basic sense of awareness and a raging, insane spirit. Such mindlessly violent creatures can do little more than inspire fear and attack anyone nearby. Those with intact legs shamble about by night, seeking living souls to quench their thirst for senseless vengeance. Such monsters cannot clearly communicate anything, nor do they possess any knowledge as such. They operate solely on beastly instinct to destroy those who torment them and thus remain incapable of following commands, carrying out basic objectives, or serving any reliable purpose.

MONSTROUS SCORPION (Boss)

Competent Skills:

sneak _____

strength _____

Expert Skills:

climb _____

track _____

Signature Skill:

fight _____

Natural Defenses:

claws _____

stinger _____

hard carapace _____

SHAMBLING MUMMY (Henchman)

Competent Skills:

intimidate _____

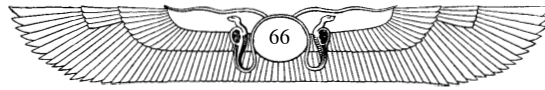
notice _____

Expert Skill:

fight _____

Natural Defenses:

claws _____



LESSER MUMMY (Henchman)

Competent Skills:

intimidate _____

notice _____

track _____

Expert Skill:

fight _____

Natural Defenses/Weapons:

claws _____

weapon _____

Lesser Mummy

More sophisticated mummies combine a more stable spirit clinging to some remnants of a basic memory with a relatively intact embalmed corpse. They pursue simple objectives, usually ones ingrained in their basic identity: soldiers guard special sites and attack intruders, priests seek to retrieve lost artifacts, servants attempt to collect the possessions of their masters and preserve the integrity of his tomb. Despite this basic intelligence they retain only the most basic skills from their previous lives. Some communicate with simple gestures and grunts, but limit their statements to attaining their very narrowly defined goals. Most simply attack adversaries with their claws, but those who were buried with appropriate grave goods such as weapons, scepters, shields and other personal items can use them without too much trouble. Unfortunately lesser mummies still retain an intense hatred for living humans, though they react to them more according to their personal motivations than their basic instinct for vengeance.

Greater Mummy

The most dangerous of all mummies retain the better part of their intellect and identity along with a well-preserved corpse. They have full ability to communicate, can remember all of their former knowledge to full effect (including any spell-casting abilities), have a capacity to comprehend and learn new concepts and procedures, and function very much as they did when alive. Unfortunately their bodies still remain in a mummified form, which can limit their mobility and dexterity depending on the condition of their corpses.

Greater mummies aren't simply shambling corpses with basic motivations; they preserve all the motivations, emotions, and personality of their former selves. Unlike the other kinds of mummies, they act as individuals who prove worthy adversaries against

Greater Mummies

HIGH PRIEST (BOSS)

Competent Skills:

endurance _____

intimidate _____

investigate _____

notice _____

strength _____

Expert Skills:

command _____

identify magic _____

intellect _____

read hieroglyphics _____

Signature Skill:

cast magic _____

Natural Defenses/Weapons:

claws _____

weapon _____

WARRIOR (BOSS)

Competent Skills:

dodge _____

endurance _____

intimidate _____

notice _____

strength _____

Expert Skills:

command _____

shoot _____

tactics _____

track _____

Signature Skill:

fight _____

Natural Defenses/Weapons:

claws _____

weapon _____

NOBLE (BOSS)

Competent Skills:

cast magic _____

endurance _____

fight _____

intimidate _____

investigate _____

notice _____

read hieroglyphics _____

strength _____

Expert Skills:

bargain _____

bluff _____

command _____

intellect _____

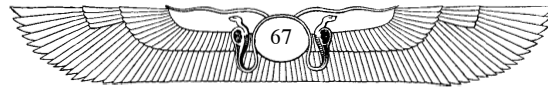
Signature Skill:

bureaucracy _____

Natural Defenses/Weapons:

claws _____

weapon _____



Mummy Motivations

All mummies can pursue objectives beyond simple ambling about attacking people without any reason beyond their hatred of all things living; they simply possess different levels of expressing and achieving them given the state of their corpse and the spirit within them.

Vengeance: Mummies often seek vengeance against living people for various reasons. Some lash out at the first human they see upon waking, assuming that person bears responsibility for disturbing their slumber. Those mummies who retain more of their former memories might pursue individuals they mistake for those who wronged them in antiquity, or whose mortal bodies are possessed by such ancient spirits. Other mummies pursue individuals to avenge some actual or perceived wrong, such as violating a tomb, stealing treasured relics, or damaging their embalmed corpses.

Retrieval: A mummy might rise simply to retrieve something it lost in ancient times or an artifact taken from it in modern

times. Sometimes it seeks to reclaim an item required to make it whole or return it to rest, such as a missing canopic jar, amulets taken from its mummy, or other funerary equipment. Those summoned by sorcery and commanded by enchantments could undertake any mission to retrieve whatever their masters seek.

Pilgrimage: The mummy must physically travel to a site to fulfill its mission. The spirit within might remain tormented until its body returns to its original tomb, a particular temple, or the site of its death.

Full Resurrection: The mummy seeks to fully resurrect its embalmed body, completely merging its rejuvenated corpse with its spirit, by pursuing some magical means. It may track down those capable of researching the spells and rituals required to enable this transformation, or, assuming it possesses this knowledge itself, it seeks to collect the scrolls, artifacts, and components necessary to perform the magical ceremony itself.

even the most cunning of modern people. They understand the limitations of their decrepit form, yet know they must use their cunning to recruit loyal followers who believe in the ancient ways or share similar goals to achieve their own often complex objectives.

A greater mummy's skills reflect the range of talents and degree of expertise enjoyed during life. Thus the mummy of a high priest would probably focus on magical and knowledge skills; a warrior would possess fighting skills and other abilities useful in combat; a member of Egypt's ancient nobility, from a modest advisor, powerful minister, all the way to pharaoh himself, would retain diplomatic skills necessary to function in a complex governing bureaucracy.

Sand Ghoul

Superstitious Arabs believe ghouls haunt cemeteries and desert canyons seeking the flesh of the living and the dead to satisfy their ravenous appetites. Such monsters exist deep in the deserts, undead scavengers created from those who die slow, lonely deaths in the arid wastelands. The tormented souls remain trapped within the dried out corpses, ghouls that wander the dunes craving human flesh instead of water. At night they wander alone or in loose packs, raiding expedition camps, foraging in graveyards, and preying on lone travelers. They creep up on their quarry and attack at the most advantageous moment, preferring ambush over outright confrontation. During the day they disappear, burying themselves in sand, crawling into caves, and seeking shelter among the rocks.

Sand ghouls despise living humans, and prefer fresh flesh to corpse remains. Unlike their former selves, which required water for sustenance, these monsters shun water. A desert rarity, the liquid acts like acid upon their dried flesh; unfortunately few living souls know this secret, and fewer still carry enough water to use as an effective weapon against sand ghouls. Their tough, desiccated bodies can withstand many conventional attacks (sand ghouls sustain only half damage from most weapons, but take full damage from water as if it were acid).

Scarab Swarm

The ancient Egyptians—who's religious lore often conflicted with itself—believed a creator scarab god called Khepri rolled the solar disk across the sky, much like modern beetles roll balls of dung along the sand to their nests to feed their larvae.

SAND GHOUL (Henchman)

Competent Skills:

endurance _____

search _____

track _____

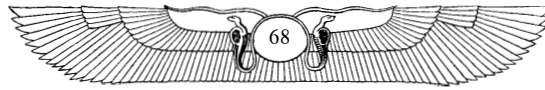
Expert Skill:

fight _____

Natural Defenses:

claws _____

teeth _____



SCARAB SWARM (Henchman)

Competent Skills:

climb _____

jump _____

run _____

Expert Skill:

fight _____

Natural Defenses:

mandibles _____

The beetles remain common today, crawling over garbage, animal dung, and anywhere filth collects. The insects rarely bother others unless someone attacks them first or disturbs their nest. They also lurk in ruins, especially in ancient containers, and swarm when unwary intruders rummage through chests and pots seeking treasure. Sometimes they act as servants of Re, swarming up from the sand to protect sacred sites and other secrets from outsiders. The bite from one scarab stings, but the cumulative gnashing from an overwhelming horde of beetles can cause serious injury.

Egyptian Campaign Themes

Three major themes dominate pulp campaigns set in Egypt: archaeological investigation, discovery, and recovery; espionage operations against competing foreign governments, secret societies, and political factions; and criminal activities capitalizing on the diverse nature of Egypt's inhabitants and resources.

Elements of each campaign often appear in others. Archaeologists, spies, and criminals all frequent Cairo's posh hotels, seek resources and a confusing atmosphere in the bazaar, and mingle with the social and bureaucratic elite. At times different groups might function as contacts or adversaries.

Few storylines remain pure in their theme; they often veer into other campaigns for variety. For instance, the members of an archaeological expedition might spend most of their efforts uncovering a tomb and preserving its treasures, but they might also find themselves involved with Nazi spies intent on stealing an artifact rumored to have ancient powers, and thieves seeking to pilfer antiquities and smuggle them out of the country for their own profit.

Above all gamemasters should consult with their players to see what kind of pulp Egyptian campaign they wish to play based on what characters they choose. When needed, gamemasters can enhance that core theme with ideas, contacts, adversaries, and locations from other campaigns.

Chapter 3

Archaeology Campaigns

“I found an even greater number of mummy cases...their gold covering and their polished surfaces reflected my own excited visage that it seemed as though I was looking into the faces of my own ancestors.”

—Emil Brugsch, *Archaeologist*

Museums and universities still send expeditions to Egypt to uncover, record, and preserve its ancient past. Gone are the days of treasure hunters wantonly removing vast quantities of artifacts to collections in Europe. By the 1930s most expeditions pursue loftier goals of recording, preserving, and studying monuments and artifacts to learn more about ancient Egyptian life. Governed by the Egyptian Antiquities Service—which operates from offices in and near the Egyptian Museum in Cairo—they dig in designated, approved areas away from competing expeditions.

Archaeologists still enjoy a great degree of freedom. Some sprawling sites offer the opportunity for smaller groups to investigate isolated ruins. An archaeologist on one project might tour other ancient sites along the Nile, assist on another dig, or conduct research at libraries and museums in Cairo. Newly discovered ruins in the desert oases promise exciting finds and well-preserved artifacts. Wealthy patron institutions provide funds to live comfortably and enjoy Egypt’s finer amenities even if expedition personnel aren’t members of the elite.

Despite employing more scientific methods—carefully measuring grids, photographing and drawing relief carvings, architectural elements, and artifacts, sifting debris, brushing dust from relics before gently packing them in shipping crates—archaeological research still instills the excitement of discovery. Researchers chase down references in papyrus, old travel accounts, and recent expedition journals to find evidence pointing to new areas in which to dig. Tomb and temple inscriptions, papyrus scrolls, and even markings on small objects might reveal new information about how ancient Egyptians lived, or provide clues leading to a valuable find. Those exploring ruins must overcome obstacles of crumbling structures, uncover hidden passages and chambers, identify and preserve precious artifacts, and sometimes even confront the supernatural. Competing archaeologists, tomb robbers, smugglers, and others bent on stealing antiquities often add a degree of exotic danger to an expedition.

Campaign Elements

“The excavator is a destroyer; and the object which he destroys is a part of the record of man’s history which can never be replaced or made good.”

—George Reisner, *Archaeologist*

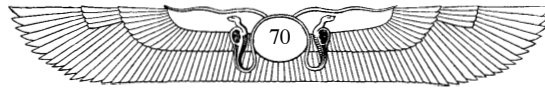
Several challenges frequently confront archaeologists working in Egypt. They offer inspiration for various encounters or adventures during an expedition.

Research

Before setting out on even the smallest expedition, archaeologists research a site, uncovering information about its true location, ancient inhabitants, function in antiquity, mysterious legends, past robberies, and previous digs. Here they employ every contact and resource at their disposal. Cooperative colleagues at museums, universities, and other digs can provide anecdotal clues, excavation reports, and advice on traveling to and digging in a particular location. Historical accounts of earlier expeditions, from ancient times to the modern era, reveal old myths, provide maps of dubious accuracy, and hint at treasures possibly hidden at a site. Artifacts retrieved earlier from a region might provide additional clues. For instance, the noted archaeologist Howard Carter real-



The vast collection housed in the Egyptian Museum represents the efforts of countless archaeologists working at excavations to improve current understanding of ancient Egypt.



Research Resources in Egypt

During their adventures, characters can use several institutions that can provide information about ancient Egypt:



The American University campus provides all the resources of a western college right in the heart of Cairo.

American University in Cairo: Established in 1920 in a former khedival palace, the university offers a western-style collegiate experience to Egypt's wealthiest citizens, primarily affluent foreigners. Its library swells with donations from foreign educational institutions and prosperous benefactors.

Egyptian Museum: The showpiece of ancient Egyptian culture contains a wealth of knowledge in its exhibits, storehouses of catalogued items, and a small library reserved for serious researchers. It serves as a nerve center for Egyptologists: one can consult erudite curators or confer with colleagues examining the collections.

el-Azhar University: Accessible only to Islam's faithful, the library in this sprawling, labyrinthine university—arguably the oldest in the Moslem world—contains medieval manuscripts, ancient papyrus scrolls, and a bewildering array of esoteric books.

Geographical Society: Situated next to the Egyptian Parliament building, the society offers displays about Egyptian culture, a library, and a collection of detailed topographic maps. The Society served as the starting point for several expeditions to find the source of the Nile.

ized a previously unknown pharaoh existed—and thus should have a tomb in the Valley of the Kings—despite his absence from official king lists because Tutankhamun's name appeared on several artifacts recovered separately by earlier expeditions.

Research does not come without its hazards. Archaeologists might rouse the attention of others seeking the same information for their own sinister purposes: competing archaeologists hoping to scoop the expedition; cultists searching for long-lost relics related to their cause; smugglers trying to cash in by stealing antiquities; even spies intending to use the dig as cover for their covert activities. Secret guardian organizations might plant false clues to divert archaeologists coming too close to discovering a cursed shrine, tomb, or artifact that should remain buried. Research materials themselves might have curses placed upon them, and some, even if interpreted correctly, might lead an expedition astray or even directly into danger.

Fellahin Workers

Managing the native Egyptian peasants, called *fellahin* (singular: *fellah*), offers many challenges. Often hired from nearby villages, *fellahin* provide menial labor digging trenches and hauling debris for low wages. Usually a *fellahin* foreman—someone of high stature in the village or family—directs and oversees work on behalf of archaeologists. Some *fellahin* are fiercely loyal, but others take every opportunity to pilfer trinkets, avoid work, or even conspire against employers (usually for bribes paid by competitors). Sometimes they don't show up for work, or hire themselves to other archaeologists willing to pay higher wages and provide better working conditions. They often flee at the first sign of danger. Many foster superstitions about the ancient sites and uncovered artifacts, promoting rumors of "Pharaoh's Curse," living mummies, and tombs filled with spectacular riches. When the team makes an especially rich discovery, the *fellahin* often demand bonuses, or even a share of the goods.

Getting the most out of workers requires a fair hand in wages, rewards for individual discoveries, and frequent days off for holidays and rest. Diplomacy, a cool head, and a knack for understanding the Egyptian way of life also help smooth relations. Hiring an

FELLAHIN WORKERS (Henchmen)

Competent Skills:

bluff _____

gossip _____

sleight of hand _____

superstition _____

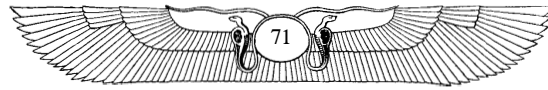
Expert Skill:

labor _____

Equipment:

shovel _____

dirt basket _____



expert foreman gives the workers an immediate boss whose reputation commands the respect and obedience of his peers.

Funding & Supplies

Although expeditions often receive funds from a patron institution (a university or museum), they sometimes overspend their resources or lose purchased equipment to thieves, accidents, or other mishaps. Pleading with a benefactor for more cash takes time and isn't always successful. Patrons often expect to see results before investing more money in an expedition, even if those results consist of good publicity, a few artifacts for display, and published monographs by eminent scholars involved with the project.

If they're hot on the trail of an amazing discovery and run out of money, archaeologists might have to compromise their ethics and seek additional funding from less-than-legitimate sources: antiquities dealers who expect a percentage of items uncovered; smugglers working for affluent foreign collectors; cultists or Nazis (usually in disguise) secretly seeking powerful relics.

Those seeking to waylay the expedition (for whatever purpose) often sabotage essential equipment and supplies. Replacing matériel often requires a trip to the nearest city (Cairo in the north, Luxor in the south) and immediate funds with which to purchase goods. Finding delicate surveying and photographic equipment involves a trip to Cairo to either purchase it from a dealer or order it for import from Europe. Friendly archaeological colleagues sometimes loan equipment from their dig to other scholars who experience the misfortune of losing their instruments.

Desert Conditions

Most digs uncover sites in or near the harsh desert that flanks the Nile River. Most expeditions operate during the "cooler" season from October to April, when daytime temperatures dip below 100 degrees Fahrenheit; however, intense heat often fatigues those not accustomed to working in such conditions. Traveling or working in the desert without water brings weakness, delirium, and eventually death. The dreaded sandstorms from the western desert seem so ferocious that the Arabs ascribe to it magical qualities of jinni. They can easily bury recently uncovered ruins and the expedition's encampment.

Although lions and hippopotami long ago became extinct in the Nile valley and surrounding wastelands, other creatures pose dangers to the unwary: packs of jackals, spitting cobras, malaria-carrying mosquitoes, scorpions, crocodiles, and horned vipers. See the "Egyptian Bestiary" in Chapter 2: Egyptian Exotica for more information about these creatures.

Thieves & Saboteurs

Since archaeologists focus on retrieving ancient artifacts and a lucrative market exists for even the most insignificant object among wealthy foreign collectors, expeditions and their finds remain constant targets for antiquities thieves. Some pose as *fellahin* to get near items and pilfer them, while others simply make contacts among the dig's workers, paying them to walk off with whatever looks valuable. A master thief crafts a false identity and joins the expedition as a team member to gain frequent, unquestioned access to the most valuable or difficult objects to remove. The most daring sneak into camp after dark to rummage through storage areas containing antiquities, or even conduct their own nighttime excavations right under the noses of archaeologists. Others seek to steal artifacts on their journey from a dig site to Cairo, intercepting trucks, raiding warehouses, even posing as British army personnel conducting checkpoint searches. Artifacts aren't the only temptation for thieves. More devious villains seek to steal research information about new sites and treasures—including expedition maps, journals, and photographs—for their own secret agenda.

No Workers Today

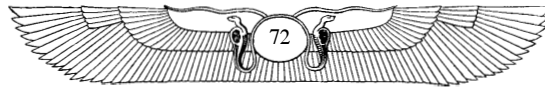
Fellahin have several primary reasons to avoid the day's work at a dig. When this occurs only the most loyal workers, including the *fellahin* foreman overseeing them, show up with explanations for everyone's absence. Roll or choose from the table below when you need a reason for *fellahin* to skip work.

D6 Excuse for Stopping Work

- 1 Religious holiday demands workers' attendance.
- 2 Competitors pay *fellahin* to stay home.
- 3 Rumors of evil spirits at the site have frightened the *fellahin* away.
- 4 One man has taken ill and the others believe it the work of a curse.
- 5 *Fellahin* suddenly decided they deserve a pay raise.
- 6 Competitors hire away *fellahin* for their own dig.

"It is particularly interesting to observe the ancient rope by which the plunderers ascended, fastened around one of the columns, and still hanging down the well."

—Arthur Weigall,
Archaeologist



Archaeologists also face trouble from saboteurs intent on disrupting their excavations. Competitors hope frequent drawbacks will drain an expedition's funding—or even seriously injure or kill essential personnel—forcing it to pack up, abandon a site, and leave it open for exploitation. Cult groups may seek to frighten workers away to dig for a prized object themselves. Secret guardian organizations might plague an expedition with problems to prevent it from uncovering a long-buried evil, curse, or dangerous artifact. Spy rings or crime syndicates might take measures to discourage digging near a site they use for storing supplies or conducting secret meetings.

Fantastic Elements

Pulp campaigns aren't limited to the realm of pure historical elements. Gamemasters should confront their players with the supernatural or inexplicable to throw them off balance. Egypt's exotic nature provides many opportunities.

Tombs may contain deadly hazards to deter robbers and hinder delving archaeologists. Drainage pits drop hundreds of feet into the earth to siphon off any water entering the tomb. The ancient Egyptians sometimes employed traps to protect their dead. Chambers where combinations of vegetable matter and manure decayed now contain pockets of

flammable or poisonous gas. Some pyramid architects included massive stone blocks that fell from the ceiling and closed passages behind unwary intruders. Natural and magical guardians protect tombs, including snakes, resurrected mummies, animated statues, and swarms of scarab beetles. Curses inscribed on doorways, sarcophagi, treasure chests, and individual objects may doom defilers to devious fates.

Mummies can rise—of their own volition or through spells cast by those versed in ancient magic—pursuing their own objectives of revenge, power-mongering, or personal gain. Some are little more than mindless zombies (“shambling mummies”), while others embody the true soul, ambitions, and intelligence of the departed.

Modern-day sorcerers hold arcane ceremonies in surviving temples, tapping into the supernatural powers inherent in the sanctuaries. Underground catacombs offer shelter to spies, criminals, and cultists who often modify these spaces to their own purposes. Some temples, most notably the Temple to Amun-Re in Siwa Oasis, had prophetic oracles in antiquity that might still exist.

Occasionally artifacts are more than simple archaeological finds to catalogue, study, and shelve in a storehouse or museum. Rare magical objects can grant amazing powers and arouse the jealousy of cults, spies, thieves, and others who seek to harness such supernatural power. See the “Arcane Artifacts” section in Chapter 2: Egyptian Exotica for samples of potent relics.

Ancient Curse Effects

Choose or roll on the table below to determine the nature of a curse on those defiling a place or object. Cleansing oneself of a curse often requires returning a stolen item, resealing a despoiled tomb, or performing some arcane purification ritual.

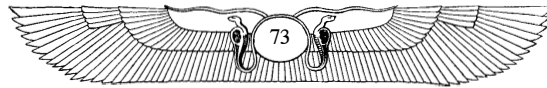
D6 Curse Effect

- 1 Bad luck in even the simplest of circumstances seems to follow the character everywhere.
- 2 Crazy visions of ancient tortures plague the offender's dreams; lack of sleep induces fatigue.
- 3 A supernatural creature (mummy, animated scarab statue, jackal-headed demon) stalks the character.
- 4 Various afflictions torment the character's body: hair loss, foul stench, flaking skin, boils.
- 5 The defiler slowly weakens, aging in appearance and fading in strength.
- 6 The character becomes afflicted with bouts of tremors that cause the hands to shake uncontrollably.

Base of Operations

Archaeological expeditions, even those consisting of a sole amateur scholar, require some location in which to base their activities. This headquarters serves as a haven from the dig site, a place to rest, examine discoveries, and store supplies and artifacts. This home base can serve as a default backdrop to some of the more mundane happenings during the campaign.

Most operations often maintain several base locations, usually an encampment near the dig site and a hotel suite in a nearby city offering more civilized amenities. Scholars might also maintain offices or carrels at a research institution where they can examine materials that do not go on loan. The largest expeditions maintain permanent quarters or camps near an excavation, such as Chicago House in Luxor (home of the Oriental Institute's epigraphic survey team) and Harvard Camp (base for George Reisner's activities near the pyramids).



Smaller expeditions with limited resources often maintain a sole base. In the field a small camp might suffice, but off season the operation retires to a hotel or office. Amateur archaeologists such as dilettante travelers and hobbyists work from their hotel room or a private study in their home.

Encampment: Most expedition camps consist of canvas tents arrayed around a common area offering seating at a central cook fire. A large tent or awning provides the primary work space where archaeologists can clean, examine, record, and pack uncovered artifacts. Several smaller tents offer quarters for the team, while another tent near the fire houses the cook, foreman, and other essential worker personnel. (*Fellahin* laborers return home to nearby villages every night and hopefully report for work promptly the next morning.) Supplies might occupy a tent or sit beneath a secured canvas. A camp ideally stands within walking distance of the actual dig site, though the terrain might affect its placement.

Hotel Suite: Archaeologists often seek a more secure, serene, and civilized base for engaging in scholarly work and safeguarding important notes and relics. Hotels offer all the amenities of polite society: running water for baths, comfortable furniture, close proximity to research institutions, fine restaurants, and parlors, bars, and cool gardens for leisurely academic discussions. They entertain patrons and colleagues in hotel venues and take care of official business at nearby ministries.

Expedition House: Some archaeologists find habitation in a house rented or built near a dig site and modified to suit their needs. Such bases range from simple homes with several rooms off a central corridor to entire mansions complete with reception rooms, libraries, offices, workrooms, and storage vaults. Most offer private quarters, a sitting room, kitchen, storeroom, and work room. Here they can take their meals away from the heat and sand of the dig site, relax in more comfortable surroundings, and enjoy a night's sleep on a bed instead of a camp cot. Specialized chambers serve as parlors, artists studios, offices, and even darkrooms.

Archaeology Contacts

"I am still of the opinion which I expressed to you before Carter was engaged as your agent, that he is probably the most desirable ally you can have in Egypt."

—Henry Kent, *Secretary, Metropolitan Museum of Art*

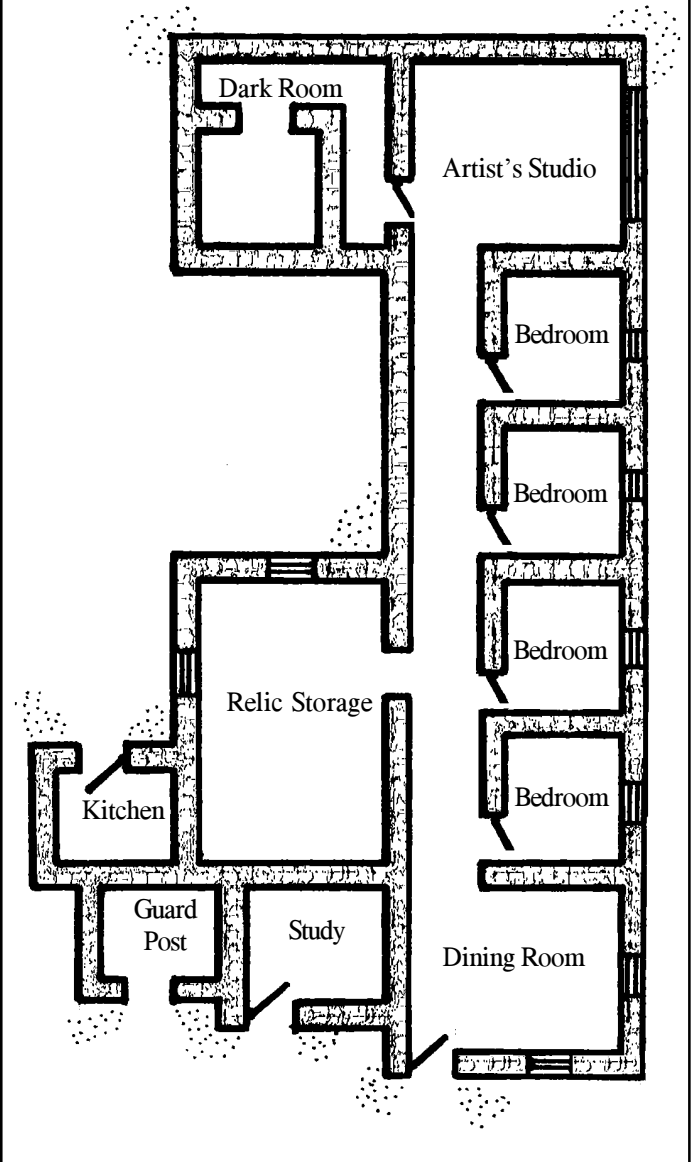
Archaeologists working in Egypt have many allies in their efforts to uncover and preserve the past. A character can gain these through some background advantage (which may limit their usefulness or power) or while playing the campaign and interacting with individuals who may repay a favor with assistance in the future. Each includes a general description plus an individual gamemaster character representative of the type.

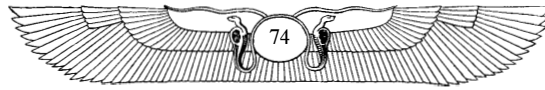
Fellow Archaeologists

Throughout the 1930s archaeologists from around the world worked at sites throughout Egypt. A character would know several colleagues at least by reputation, having read their monographs and papers, followed their research, and heard them present lectures. Some might have been past students, mentors, employers, or even partners. These per-

Expedition House

This floorplan is based on the dwelling Theodore Davis and his team used during their excavations in the Valley of the Kings in the early part of the century.





Events Affecting Archaeological Activities

1810–1850: European “adventurers” survey Egypt’s ancient treasures and compete in “recovering” them for great museums and collectors.

1858: Veteran archaeologist Auguste Mariette appointed director of the Egyptian Antiquities Service to protect ancient sites, create an Egyptian museum, and limit the number of artifacts leaving the country.

1881: Emil Brugsch uncovers a vast cache of royal mummies in a tomb hidden near Deir el-Bahri.

1902: Egyptian Museum collection consolidated from several exhibit and warehouse locations into present building in Cairo.

1905–1942: George Reisner leads the Harvard-Boston expedition to explore various sites on the Giza plateau.

1905: Edward Ayrton and James Quibell, working the Valley of the Kings concession for the rich American dilettante collector Theodore Davis, uncovers the tomb of Yuya and Thuya, parents of Queen Tiye, who ruled with Amunhotep III.

1907–1938: Metropolitan Museum of Art sponsors expedition to clear and preserve Hatshepsut’s funerary temple at Deir el-Bahri.

1914: Theodore Davis gives up his concession to excavate in the Valley of the Kings, claiming nothing remains there to uncover. Lord Carnarvon receives the concession and employs Howard Carter as his archaeologist.

1922: Carter discovers and begins clearing the tomb of Tutankhamun, a forgotten pharaoh who ruled shortly after the heretical Akhenaton.

1924: Oriental Institute of the University of Chicago establishes “Chicago House” in Luxor from which it conducts its epigraphic survey to record inscriptions on ancient monuments.

1925: Reisner’s team uncovers the burial of Queen Hetepheres, mother of Khafre.

1929: Pierre Montet begins his excavations at Tanis, site of Ramses’ ancient capital in the Delta.

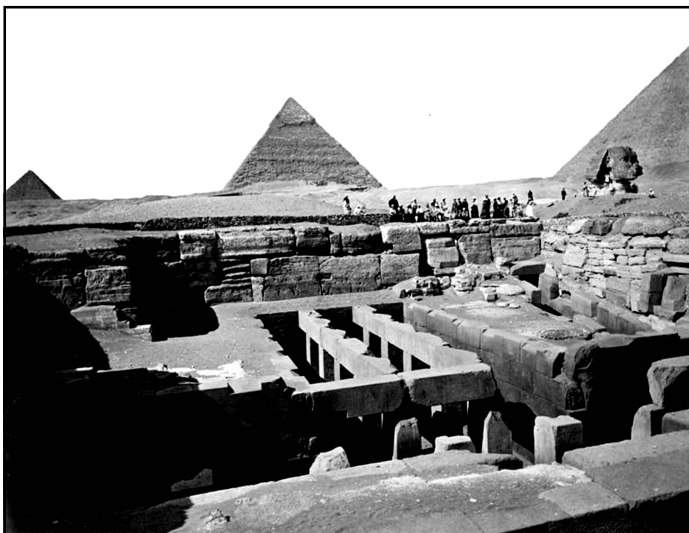
sonal ties and their overall love of Egyptology bind them in an academic fellowship. They share similar concerns, face the same obstacles, and come from a common scholarly background that promotes cooperation in research.

These colleagues can offer various forms of assistance. They have a wealth of academic and experiential knowledge about Egyptology. They know how to approach the challenges of working in Egypt’s ancient ruins. Each is an expert on their particular subject, site, and period. Their expedition team has equipment, supplies, and other resources a colleague might borrow or share should some misfortune befall his own dig. Many have their own network of acquaintances and contacts.

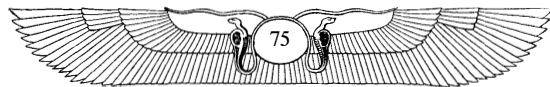
Most work near their excavation site, at either a nearby encampment, hotel, or expedition house. Many spend the first weeks of the dig season in Cairo, making preparations, conducting last-minute research, socializing with potential patrons, and enjoying the city’s amenities.

George Reisner, Fellow Archaeologist

Anyone seriously interested in studying the Pyramids at Giza cannot help but run into George Reisner. The energetic archaeologist leads the expedition funded by Harvard University and the Museum of Fine Arts in Boston to explore, excavate, and record the ruins of the Old Kingdom cemeteries surrounding the three great pyramids. He and his team work from nearby Harvard Camp, a collection of low buildings where the expedition staff lives, catalogs finds, and stores antiquities. They foster a friendly yet professional atmosphere, even welcoming visitors willing to tour the site with a running monologue from excitable scholars. Reisner is an expert on the Old Kingdom, its pyramid culture, and the ruins surrounding the Pyramids of Giza; of course, he’s quite knowledgeable about ancient Egypt and its culture.



Working on behalf of Harvard University and the Boston Museum of Fine Arts, George Reisner oversees the massive archaeological excavations surrounding the pyramids at Giza.



Reisner is a new breed of archaeologist, one that emphasizes orderly excavation, careful record books, extensive photography, and a catalog of every minute find, however seemingly fragmentary or insignificant. He trusts each operation in his vast excavation to a loyal, competent individual: archaeologists trained in the world's finest universities as well as Egyptians who strive to uncover and preserve their nation's heritage.

In his younger days Reisner traveled throughout Egypt and the Sudan studying ancient monuments and conducting smaller excavations, besides overseeing the Giza dig. Perhaps he is best known for discovering and clearing the tomb of Queen Hetepheres—mother of the Great Pyramid builder Khufu—including an alabaster canopic chest, sarcophagus, and a gilded wooden chair, bed, and canopy frame. Throughout the 1930s Reisner spends more time at Harvard Camp, supervising operations, cataloging artifacts, deciphering hieroglyphic inscriptions, and compiling notes, despite his failing eyesight.

Resident Scholars

Not every Egyptologist spends the season out on some dusty excavation. Many pursue a purely academic path conducting research in museums, libraries, and universities, and serving as repositories for knowledge about ancient Egypt. They conserve artifacts in workshops, catalogue them for museums, decipher hieroglyphic texts from papyrus scrolls and drawings of inscribed monuments, teach undergraduates, and write books about Egyptology for students, fellow intellectuals, and the general public.

Some retired archaeologists who cannot shake their love of Egypt remain in Cairo, affiliated with a scholarly establishment that offers them access to libraries, artifacts, and other resources to write their memoirs, expand old excavation reports, and generally remain close to the latest developments in their field. A few oversee institutions, like the director of the Egyptian Antiquities Service, the Egyptian Museum staff, and the professors of the American University in Cairo. Even these administrators possess specialized knowledge, expertise in Egyptology, and experience in the field according to their personal interests.

Helpful resident scholars can offer assistance in academic fields relating to Egyptology. They have nearly photographic memories for maps, references, manuscripts, and all information pertaining to Egypt's ancient history and culture. On the off chance they can't find the answer to a question, they know where in their vast resources to find it. They keep abreast of different expeditions operating along the Nile, worldwide developments in Egyptology, and any other news that affects archaeological research. Those working in museums are particularly good at appraising antiquities from the historical and scholarly perspective (as opposed to the profitable viewpoint most dealers naturally take).

Unlike archaeologists, most scholars work from a comfortable base near civilization, usually a home, office, or institute in Cairo or Alexandria. They seldom venture into the field. Many enjoy celebrity status in Cairo's European society, and receive frequent invitations to mingle with the privileged elite at clubs, restaurants, and private receptions.

Jacques Riboulet, Librarian

An excitable French national serves as chief librarian at the Geographical Society in Cairo. His sprightly manner shines through his aging body and he cannot help befriending anyone who approaches him for assistance. Although keeper of the library's vast holding of books and maps, Riboulet specializes in ancient Egyptian language and literature, being an expert at deciphering and translating hieroglyphic writing and its more common hieratic "cursive" form. If he isn't wandering his own stacks at the society, he's pouring over inscribed antiquities at the Egyptian museum or one of its storehouses, scribbling in his notebook. Riboulet claims he's compiling a translation of the greatest works of ancient Egyptian literature, but he's easily distracted by his urge to talk incessantly with visitors about their research, the latest expeditions, and new archaeological discoveries.

GEORGE REISNER (Mastermind)

Competent Skills:

art _____
business _____
charm _____
command _____
forge _____
navigate _____
persuade _____

Expert Skills:

determination _____
excavate _____
intellect _____
read hieratic _____
read hieroglyphics _____
research _____

Signature Skill:

Egyptology _____

Equipment:

fountain pen and pad
personal journal
magnifying glass
brush

JACQUES RIBOULET (Boss)

Competent Skills:

charm _____
deduce _____
forge _____
navigate _____

Expert Skills:

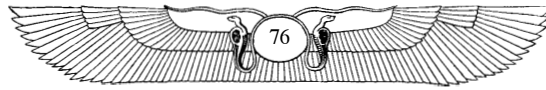
intellect _____
read hieratic _____
read hieroglyphics _____
research _____

Signature Skill:

Egyptology _____

Equipment:

fountain pen
magnifying glass



Suppliers

Although archaeology aspires to scholarly goals, its pursuit in Egypt requires interaction with more practical types, like those who can outfit an expedition. Suppliers provide teams with the great quantities of material required for a dig: precision surveying instruments, drawing supplies, photographic equipment, packing crates and straw for artifacts, tents, food, water, camp stoves, baskets for moving earth, picks, and shovels. Most can even make arrangements with teamsters to supply trucks, wagons, draft animals, and even such vehicles as automobiles if required.

Suppliers are businessmen, not benefactors, so they require payment even from the best customers. For their closest archaeologist friends, however, they cut generous deals and make the extra effort to obtain unusual quantities of supplies or particularly rare equipment.

Most suppliers are European entrepreneurs catering to substantial business concerns in Egypt; with the slow growth of a native upper class, however, some Egyptians have enough wealth to start such businesses of their own. Few risk their hard-won enterprises by dealing in illegal activities—they know attracting attention from government officials and vengeful smugglers isn't good for commerce.

Suppliers maintain offices in and around the European quarters of Egyptian cities as a convenience to clients. Here they discuss a customer's needs and prepare an order, later

Current Excavations

From 1933 to 1939 several expeditions conducted archaeological activities at various sites throughout Egypt.

Tanis: The Frenchman Pierre Montet has the concession to excavate Ramses the Great's northern capital and ruling seat of late dynasties in the Nile Delta. In 1939 Montet and his team discover six regal tombs from the 21st and 22nd Dynasties containing several royal sarcophagi, including a silver coffin.

Giza Plateau: Based at nearby Harvard Camp and the Mena House Hotel, George Reisner's Harvard expedition carries out principle work relating to the pyramids, sphinx, and the tomb fields, though he sometimes engages other archaeologists to undertake specific digs. Selim Hassan of the Egyptian Antiquities Service is among a growing number of native Egyptian archaeologists emerging in the field, and his institution gives him priority to pursue independent excavations at various locations around the Giza plateau.

Sakkara: The Frenchman Jean-Philippe Lauer has become an expert on pyramid construction techniques by conducting research and excavations at Sakkara. His efforts focus primarily on uncovering and understanding the vast Step Pyramid complex built by the architect Imhotep for pharaoh Zoser. Walter Emery of the British-based Egyptian Exploration Society also works at Sakkara's early dynasty tomb fields beginning in 1936.

el-Ashmunein: Working on behalf of the Pelizaeus Museum in Hildesheim, Germany, Gunther Roeder conducts excavations of the ancient site of Hermopolis in Middle Egypt. Although the area hosts many temple ruins, including a late-dynasty temple to Thoth and a small sanctuary to Amun-Re, Roeder focuses his efforts on uncovering and recording a ruined pylon from a temple built by Ramses the Great containing in its fill more

than 1,500 inscribed blocks from the dismantled temples of Akhenaton at el-Amarna across the Nile to the southeast.

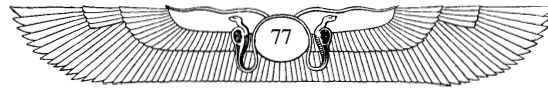
el-Amarna: Henri Frankfort and John Pendlebury of the Egyptian Exploration Society continue excavating sites associated with the heretical Akhenaton's capital city, including the Great Palace, record office, Aton temple, the home of the vizier Nakht, and the rock-cut tombs deep in the eastern desert valleys.

Luxor: Although no excavations take place at the Temple of Luxor proper, the Oriental Institute of the University of Chicago conducts its epigraphic survey to record inscriptions on ancient monuments, beginning with those in Luxor, Karnak, and Thebes. Harold H. Nelson directs the ambitious survey from Chicago House, the institute's base in Luxor town.

Karnak: A seemingly endless stream of excavators, photographers, and artists from French Institute of Oriental Archaeology clamor over the extensive temple ruins at Karnak, recording inscriptions, surveying monuments, conducting sample digs in various locations, and attempting to restore parts of the main temple.

Deir el-Bahri: Primarily under the direction of Herbert E. Winlock, the Metropolitan Museum of Art expedition clears, records, and preserves Hatshepsut's funerary temple. It also undertakes other short excavations throughout the neighboring Theban ruins.

Valley of the Kings: Russian scholar Alexandre Piankoff spends time here studying the texts, symbols, and scenes painted in the numerous open tombs, but this was the only archaeological activity the valley saw after Howard Carter's fantastic discovery and lengthy clearance of Tutankhamun's tomb in the 1920s.



drawing equipment from a storehouse facility in a nearby dock district. Goods arrive shortly at the client's hotel, office, steamer, or railway station platform for shipment to their final destination.

Safid el-Hammal, Supplier

This native Egyptian entrepreneur opened his outfitting business in the 1920s with savings from his own and his late father's years managing excavations for various archaeologists. The middle-aged fellow still maintains the muscled physique required for working on digs. Having spent years in the field, el-Hammal knows exactly what equipment an expedition needs, making him an excellent choice for those planning to excavate in Egypt for the first time. He also serves as a knowledgeable resource on where to find cooperative, loyal workers along the Nile, and about rumors that persist about different ancient sites.

The affable Egyptian welcomes clients to his offices on the edge of the European quarter near the Ezbekiya gardens. He always conducts business over small cups of thick, sweet coffee. el-Hammal dresses the part of an affluent European entrepreneur, so has little difficulty entering western hotels and restaurants to meet customers on their own turf. He maintains his stock in two adjacent warehouses in the dock district of Boulak, in Cairo's northwestern corner.

el-Hammal stocks his inventory with all manner of goods required for operating a successful expedition. Whenever possible he buys products manufactured by fellow Egyptians, though he imports European wares if quality becomes a concern. He maintains a good rapport with a long list of suppliers to better serve his customers. Should a client require items he doesn't usually stock, el-Hammal often turns to Egyptian merchants to find material he needs in a pinch. His warehousing, purchasing, and delivery networks employ only trusted family members, thus resisting corruption, domination by smugglers, and infiltration by radical Egyptian nationalists.

Secret Guardians

Those who've encountered Egypt's magical places or artifacts might have inadvertently met members of secret guardian organizations created to preserve ancient locations, protect powerful relics, and safeguard cursed sites from intruders. They live among the Egyptian populace, pursuing normal careers, yet constantly remaining vigilant to protect their ancient heritage. Many slip away during the day or gather at night to discuss threats, monitor excavation progress, and covertly guide archaeologists and other meddlers away from sensitive areas.

Guardians could have provided characters assistance in the past or required favors of them in the course of protecting ancient sites and artifacts. Some go about at night shrouded in dark cloaks and robes, flitting furtively among the shadow; but most conceal their true identities, preferring to offer support, guidance, and aid in their guises as excavation foremen, *fellahin* workers, bazaar merchants, itinerant holy men, and other native Egyptians.

Whether posing as helpful souls or mysterious messengers, secret guardians can offer a variety of assistance. The easiest method of rendering aid—and one that least exposes their organization—is providing information in the form of guidance, warnings, and clues intended to steer archaeologists along a particular course (usually those most beneficial to the guardian's mission, though recipients seldom realize this). They impart this information through cryptic notes, scrawled maps, and an occasional hushed meeting when least expected. Such societies offer more tangible clues when necessary: pertinent books, parchment scrolls, small artifacts, protective amulets. Only in the most dire of circumstances do they give secrets pertaining to mystical, ancient powers.

SAFID EL-HAMMAL (Boss)

Competent Skills:

lift _____

notice _____

Expert Skills

charm _____

deduce _____

persuade _____

street smarts _____

Signature Skill:

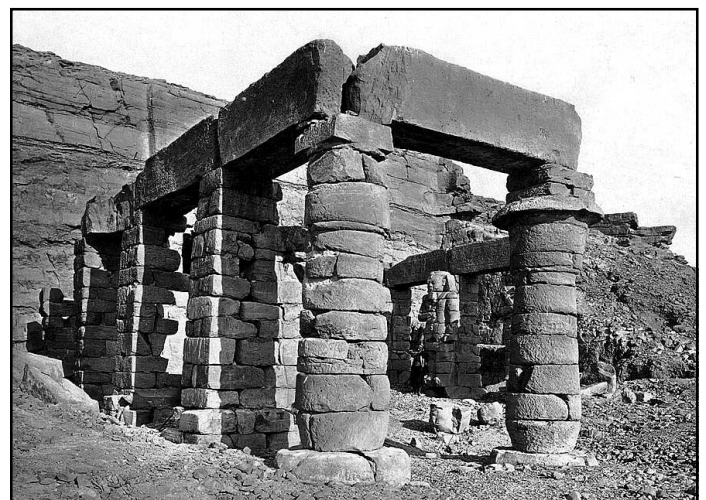
business _____

Equipment:

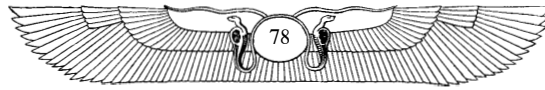
fine European suit

fountain pen

invoice pad



Secret guardians discreetly protect hidden or magical sites, from long-lost desert temples to undiscovered tombs.



ABU KHARABA (BOSS)

Competent Skills:

climb _____

deduce _____

dodge _____

forge _____

pick locks _____

sleight of hand _____

track _____

Expert Skills:

fight _____

notice _____

stealth _____

street smarts _____

Signature Skill:

disguise _____

Equipment:

dagger _____

vial of chloroform and cloth

pencil and pad

voluminous dark cloak

FELLOWSHIP OF ANUBIS MESSENGER (Henchman)

Competent Skills:

bluff _____

disguise _____

notice _____

sleight of hand _____

track _____

Expert Skill:

stealth _____

Equipment:

dagger _____

pencil and pad

robe with secret pocket

Finding guardians can prove difficult; they typically turn up when they seek to impart information or guide individuals according to their own purposes. Some have frequent haunts where they might linger at night, others appear if given a pre-arranged signal. Intruding into territory they protect seems the best way to summon these mysterious sentries.

Abu Kharaba, Secret Guardian

This mysterious Arab coordinates the covert efforts of the Fellowship of Anubis, a secret society charged with guarding various as-yet-undiscovered sites, mysteries, treasures, and curses hidden among the many temples and tombs of Thebes. When he appears—usually at night, from dark corners in ruins and city alleys—he seems like an ominous, floating shadow.

Beneath his hooded cloak he wears a dark *kaffiyeh* and robe. His intense, dark eyes easily transfix anyone peering into them. A sinister hawk nose leers over a well-trimmed mustache and goatee peppered with gray hairs. He speaks with an exotic Middle-Eastern accent tinged with precise enunciation typical of foreigners educated in Europe. Abu Kharaba does not threaten violence from him or his followers, but warns of ancient curses, concealed dangers, and unscrupulous enemies menacing the characters. He prefers to gently guide others, but offers material resources or manpower when hard pressed.

Few glimpse Abu Kharaba during the day; but his agents abound throughout the Luxor area, prepared to deliver messages or otherwise intervene on the fellowship's behalf. Members of this secretive society pose as any helpful Egyptian the characters encounter: the ferryman guiding their boat across the Nile; their waiter at the Winter Palace Hotel; the generous fruit merchant in the *sūk*; the blind beggar at the temple entrance.

Guardian Societies

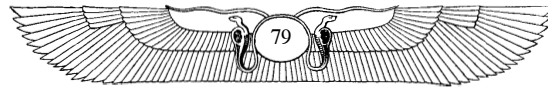
Several secret organizations exist to protect Egypt's ancient sites, treasures, and magic. Gamemasters can develop those briefly described here or create their own to add a mysterious element to their campaigns.

Brotherhood of the Scroll: In the tradition of the keepers of the great Library in Alexandria, these guardians seek to retrieve manuscripts and scrolls lost when that great institution burned in 391 A.D. They prefer to infiltrate museums, libraries, and private collections to hand-copy texts, but they have no qualms stealing materials they cannot access. Rumors claim they store their collection in a hidden underground library accessed through the Kom el-Shogafa catacombs in Alexandria, though others believe they maintain a secret temple to Thoth elsewhere.

Medjay: Descended from pharaoh's bodyguards, these formidable fighters guard the legendary treasure city of Hamunaptra and other royal sites, including the Valley of the Kings. Those watching desert sites often belong to Bedouin tribes, while others protecting locations within the bounds of civilization infiltrate the corps of tomb sentries and museum guards.

Sisterhood of Isis: This all-female association works to ensure that the secret supernatural powers of the Cult of Isis remain hidden from the world. They steer people away from exploring and uncovering sites sacred to Isis, protect shrines still used by the cult today, and attempt to retrieve (or steal) relevant magical objects recovered by archaeologists.

Society of Shen: With members throughout Egypt, and at several foreign museums, this group strives to preserve ancient heritage by conserving decaying monuments and artifacts, rescuing those facing destruction, and ensuring new discoveries receive respectful treatment. Many followers work at digs or in museums where they have better access to objects requiring their aid.



Archaeology Adversaries

“The pleasure of excavating is spoilt by Davis’ interference—generally ignorant inexperience of the nature of things and of the workmen. He is old and I might almost say stupid at times through his stubborn arrogance.”

—Harold Jones, *Archaeologist*

Many unscrupulous people seek to steal the knowledge and artifacts archaeologists unearth for their own sinister or greedy purposes. Most work in secret, using cover of darkness or disguises to get close to the treasures they seek. Sometimes they wait until a dig unearths, catalogs, and packs antiquities for shipment to Cairo; other times they move in before anyone expects to excavate on their own and snatch objects right from beneath archaeologists’ noses. Gamemasters can use these adversaries as principle foes in a campaign, or to harass characters with enemies lurking in their backgrounds.

Competitors

Many archaeologists have concessions to dig at different sites throughout Egypt; not all of them have the same high standards of scholarly integrity or moral character. Some operate as legitimate scholars, seeming to operate within the bounds of the Egyptian Antiquities Service, but circumventing all its guidelines for keeping most uncovered artifacts within Egypt. Others pose as dilettantes and independent researchers who prefer the more romantic life of a treasure hunter.

Like any archaeologist running an excavation, competitors maintain a staff of variable size. A lone treasure hunter might simply have a single assistant or a network of contacts (suppliers, buyers, informers). A more established competitor might have the backing of a scholarly institution like a museum, university, or research institute, or could operate under the patronage of a wealthy, private benefactor. They have their own resources both human and material that they can use to try to attain their goals.

Competing archaeologists go to any length to unearth treasures and make important discoveries ahead of anyone else. They achieve this by digging in choice areas without permission, excavating covertly in other people’s concessions, forcing expeditions away from rich areas, and outright stealing artifacts others discover. Although they might appear as academic archaeologists, they hide an unscrupulous nature, lack any respect for scholarship, proper research, and preservation, rely on underhanded tricks, and interact far too often with the criminal underworld. They pursue their objectives not to enrich the world’s knowledge and understanding of ancient Egypt, but to profit handsomely, promote their careers, and increase their fame.

Harry Snyder, Competitor

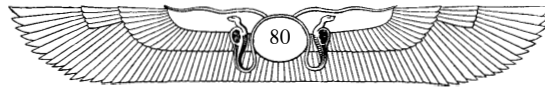
A wealthy yet anonymous American collector employs Harry Snyder in obtaining, by any means necessary, interesting Egyptian antiquities that suit his tastes. He appears as a commoner in a regal role: his suits are too fine for his occupation or his mean attitude; his archaeological “methods” border on sheer pillaging; and his vocabulary, manners, and awful American accent belie his common upbringing. Few scholarly archaeologists take Snyder seriously, but he still receives concessions from the Egyptian Antiquities Service to dig on his patron’s behalf. He prefers to work near more promising sites from whence he can sneak in and grab what he likes, then claim he found it in his own excavation. Snyder conveniently explains away any evidence implicating him in illegal activities or underhanded deeds, blaming the native Egyptians and their lazy, corrupt nature (a prejudice many westerners easily believe).

Competitor’s Dirty Tricks

Need some ideas on how a competitor can delay, harass, or even derail an excavation? Choose or roll 2D6 on the table below:

2D6 Dirty Trick

- | | |
|----|--|
| 2 | Pays <i>fellahin</i> workers to join his own dig or simply stay home. |
| 3 | Sabotages vital piece of equipment. |
| 4 | Releases wild animal or insect swarm into the camp at night. |
| 5 | Taints or destroys expedition’s food stores. |
| 6 | Sends crazed “holy man” to decry, berate, and harass excavators. |
| 7 | Steals or breaks an important artifact. |
| 8 | Accuses team of smuggling artifacts out of Egypt. |
| 9 | Plants illegal substances on team member and alerts police. |
| 10 | Spreads rumors of treasure, curses, or superstitions to stir up workers. |
| 11 | Slips cursed item into dig area or artifact storage. |
| 12 | Summons magical entity to haunt the site. |



HARRY SNYDER (Boss)

Competent Skills:

climb _____
deduce _____
dodge _____
fight _____
forge _____
pick locks _____
stealth _____
shoot _____
search _____
street smarts _____

Expert Skills:

command _____
intimidate _____
notice _____
persuade _____

Signature Skill:

bluff _____

Equipment:

Derringer _____
pocket knife _____
nice suit and fedora

EL-RASSOUL GANG MEMBER (Henchman)

Competent Skills:

bluff _____
climb _____
deduce _____
fight _____
intimidate _____
run _____
stealth _____
street smarts _____

Expert Skill:

search _____

Equipment:

shovel _____
rope _____
satchel

Snyder employs several individuals when obtaining antiquities. Miss Allenby serves as his personal assistant, taking notes, making arrangements, and otherwise organizing the logistics of Snyder's current operation. Rumors claim the cagey young woman was a cat burglar caught looting the benefactor's estate. Omar el-Rassoul, a known tomb robber from Thebes, serves as his foreman on digs, hiring and bullying *fellahin*, determining which objects are trash and which seem valuable, and conducting the excavation in Snyder's absence. Two hulking thugs, Murad and Melek, serve as Snyder's muscle for intimidation, sabotage, and other dirty tricks.

Antiquities Thieves

Common thieves dedicated to stealing and fencing antiquities have existed since the era of the pharaohs. Kings periodically posted necropolis sentries to guard sacred royal burial grounds from tomb robbers. Entire families of thieves pillaged rich sites to sell finds to visiting tourists and wealthy collectors. Many gangs of criminals still exist today specializing in pilfering antiquities from excavations and storage facilities in the field.

The ranks of thieves know no bounds. They include the rich and poor, clever and brutish, European and Egyptian. All engage in looting for sheer profit. Their ways aren't always subtle. Most simply break into storehouses, grabbing whatever seems valuable. The more daring conduct their own excavations at night, avoiding sentries patrolling the site and errant archaeologists working late. Entire gangs even pose as *fellahin* workers, pilfering items in the course of their labors at a dig. Thieves always keep their ears open for news of previously undiscovered sites; they investigate any rumors, digging randomly until they find some pit, cave, or tomb to loot.

Some sell directly to prospective buyers—wealthy collectors and unsuspecting tourists—while others market to illicit antiquities dealers and smugglers who fence merchandise to their own shadowy clientele. Most have expensive and addictive habits to fund, and have little concern for the historical value of the antiquities they steal.

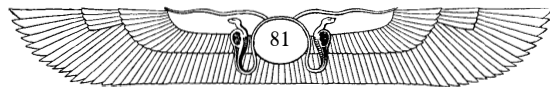
Gangs of thieves pose immediate threats to archaeologists. They might plunder a proposed excavation site before an expedition can arrive, or pilfer items recovered at a site after the archaeologists do all the hard work. Some even scheme to hijack deliveries of packed antiquities en route to the museum or warehouses in Cairo.

el-Rassoul Gang

The el-Rassoul family comes from a long line of tomb robbers probably dating back to the ancient New Kingdom. They hail from the village of Kurna, in Thebes, within easy range of the rich Valley of the Kings and numerous funerary temples. The town is built atop ancient sepulchers of nobles; some homes even incorporate tombs in their construction. So the people of Kurna, and the el-Rassouls in particular, knew how to plunder ancient riches and enjoy the gains they brought. Fifty years ago Antiquities Service authorities forced two brothers in the family to reveal the location of a secret tomb cache from which they'd slowly drawn treasures as they needed cash over the years. The tomb was, in fact, an ancient repository for the contents of plundered royal tombs in the valley and contained a host of royal mummies.

Such legends still fuel the el-Rassoul tradition of thievery. They pursue this profession on the sly, following rumors of possibly forgotten tombs, probing in remote areas for signs of ancient construction, pilfering objects forgotten in lesser-known graves, and nipping artifacts left unguarded at nearby excavations. They sell their ill-gotten loot to unscrupulous antiquities dealers and smugglers based in Luxor, across the Nile, to cover numerous family debts accrued over the years.

The devious Habib el-Rassoul leads the gruff gang of brothers and cousins. For the moment they continue their clandestine activities quietly, but are ever on the look-out for new opportunities. They can quickly muster to run off into the hills, ready to dig away at some pile of rubble suspected of concealing a tomb entrance. They take keen interest in any discoveries local archaeologists make; they try to snatch newly unearthed artifacts from excavation storehouses, or conduct their own excavations under cover of dark.



Master Criminals

A handful of individuals rise above the throng of petty thieves to steal only the choicest artifacts for their secret buyers, personal collection, or individual vanity. These master criminals employ disguises to hide their true identities; they spend much of their time living as normal citizens, often planning future thefts in the regular course of their routines. These affluent dilettantes, bored aristocrats, and young geniuses possess the criminal talent and romantic personality to live a dangerous life of an expert thief. Some rely on a network of followers carefully constructed to conceal their own identity; but most work alone to insulate themselves from discovery and cultivate the myths surrounding their thieving prowess.

No location is too secure from these accomplished felons. They slip in and out of excavation sites, museums, storehouses, and private collections with ease, circumventing locks, guards, and alarms, and knowing exactly what to take. Some leave evidence of their entry and exit—aside from the obvious absence of their target artifact—while others pride themselves on leaving no hint of their presence at all. Scheming criminals take time to carefully craft forgeries of the objects they intend to steal, replacing the original with the fake and allaying any suspicion of a theft until long afterward. The more flamboyant leave signs encouraging their mysterious identity: cheap but distinctive objects that define their style (feather, three pennies, satin ribbon), symbols painted or drawn near the crime scene, or cryptic notes from fantastically named aliases.

Most master criminals operate from some base that serves as the usual haunt for their true identity: a posh hotel suite, well-appointed apartment, business office, estate along the Nile. They do not display their illicit gains, but lock them away in secret galleries (assuming they don't sell them to carefully screened buyers).

The most successful thieves develop notable characteristics apparent in their crimes, usually some penchant for stealing under certain conditions or grabbing particular kinds of artifacts. They possess a quirky sense of honor, even to the point of admitting defeat, assuming they can retain their freedom and protect the identity of their criminal alter ego for future heists.

Archaeologists might attract master criminals if they work on artifacts that fall within a thief's sphere of interest. More daring scholars give up trying to capture them and instead seek to foster some rapport (through secret notes and couriers) to use them as contacts in stealing back artifacts lost to other thieves.

el-Harami, Master Criminal

In public life Bethany Paddon seems like a bored spinster permanently ensconced in a comfortable home in Cairo's European quarter. She carefully chooses her clothing and demeanor to give the impression she is a middle-aged biddy—yet few suspect the young woman lives a daring life as el-Harami, a master criminal blamed for the thefts of several priceless pieces of Egyptian jewelry.

In public Paddon pursues the life of an amateur Egyptologist, visiting dig sites and ancient ruins at her leisure, wandering the Egyptian Museum galleries, and mingling with the scholars, excavators, and the socially who support their work. In reality she's busy seeking new treasures to add to her collection, mapping out locations she intends to infiltrate, and generally gathering information to improve her chances of a successful heist. She excels at breaking and entering, often through high windows and skylights. el-Harami prefers taking small pieces of jewelry in fine condition, sometimes even avoiding pieces constructed from precious materials in favor of well-preserved, simpler trinkets. Paddon always leaves her trademark, the Arabic characters spelling "el-Harami" inscribed on some nearby surface. By taking a male, Arabic name, Paddon deflects suspicion from a seemingly upstanding, prim European woman.



Many master criminals lead double lives straddling the criminal underworld and the luxurious company of high society.

BETHANY PADDON/EL-HARAMI (Mastermind)

Competent Skills:

deduce _____
sleight of hand _____
search _____
street smarts _____

Expert Skills:

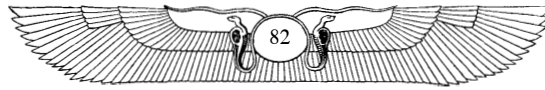
acrobatics _____
bluff _____
charm _____
disguise _____
fight _____
climb _____
dodge _____
jump _____
persuade _____
pick locks _____

Signature Skill:

stealth _____

Equipment:

pocket knife _____
light rope and grapple _____
lock picking tools _____
black outfit with cloak _____
chalk _____



Her trusted servant woman Maryam keeps her adventurous life secret from others. She averts visitors' queries in Paddon's absence, runs errands to gather information or supplies for heists, and even disguises herself as her mistress as a necessary diversion. Paddon keeps her treasures in her large, well-appointed bedroom in a chest filled with other jewelry. With the ancient pieces mingled with mundane baubles, she can easily explain that she purchased the high-quality copies of Egyptian-style jewelry in the bazaar. She is not foolish enough to wear them in public, but sometimes admires them in the nighttime sanctuary of her bedroom.

Foreign Occult Agents

Several governments around the world take keen interest in Egypt's past, particularly the legacy of magic believed practiced by high priests and prominent ministers. Agents posing as scholars, archaeologists, reporters, diplomats, and tourists visit Egypt and its ancient sites seeking insight into the occult for their own secret agendas. Some seek arcane cures for disease or magical advancements in technology, while the more sinister hope to find unnatural means of controlling their populace, weakening their foes, or strengthening their armies.

Agents visit significant sites where arcane rituals were practiced, seeking clues in hieroglyphics and architecture to unlock supernatural or divine powers. They pour over papyrus scrolls and other ancient texts seeking insight into taming magical forces for their own use. Operatives seek to gain access to relics to study their role in performing certain ceremonies or measure their magical capabilities; many times they resort to theft to obtain an artifact belonging to overly-protective owners.

In 1933 the Nazis appear as the only political faction actively seeking occult artifacts to use in their plans for future military action. This does not preclude other governments from running their own research programs and operatives concerned with identifying, locating, and obtaining magical objects: the United States army's G2 Intelligence Historical Research Branch; the French occult agency *Ministère d'Investigation Surnaturelle*; the Soviet NKVD Special Investigations Administration; the Italian *Dipartimento di Origini Avito*; and the esoteric British Early Cultures Commission.

Most occult research agents have expertise in scholarly pursuits and covert operations; a rare few actually have magical abilities that aid them in their investigations. These individuals rise quickly within their organization's ranks, wielding formidable resources to obtain the information and artifacts they seek using any means necessary.

Ahnenerbe Agent

Upon rising to power in 1933, Hitler established a quasi-scholarly agency called the *Ahnenerbe* ("ancestral inheritance") to explore the mysteries of the Aryan race: its ancient origins, the spiritual energies affecting its past, and its hidden potential for super-human feats. Anthropological and archaeological expeditions set out across the world to such exotic places as Tibet, Central America, India, and Egypt. They seek to collect information about descendants of great warrior-nations, search out realities behind cultural legends, and collect relics of ancient civilizations that may have symbolic or occult powers. These "scholars" are less circumspect than other occult research agencies. They grab anything that might prove magical, and track down clues, rumors, and myths with the tenacity of guard dogs. The *Ahnenerbe* activities intensified with a sinister military drive when in 1937 it was absorbed into the SS, Hitler's personal "Protection Detachment" that grew into a political police and intelligence force.

Most *Ahnenerbe* agents combine some basic academic training (however conditioned by self-important Nazi propaganda) with finesse in political and social maneuvering to obtain their goals. As members of a German cultural agency, they have such Aryan characteristics as blond hair, blue eyes, and exceptional physiques. Operatives blindly promote many false beliefs in the Nazis' connection to ancient cultures, avidly pursue highly speculative lines of research, and arrogantly claim they have authority to take any actions—even those that circumvent the law—in pursuit of their investigations for the

AHNENERBE AGENT (BOSS)

Competent Skills:

climb _____
dodge _____
fight _____
intimidate _____
notice _____
pick locks _____
stealth _____
street smarts _____
track _____

Expert Skills:

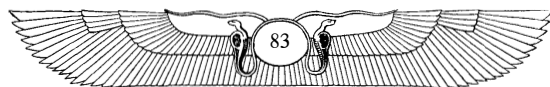
charm _____
deduce _____
disguise _____
history _____
shoot _____

Signature Skill:

bluff _____

Equipment:

Luger 9 mm pistol _____
pen and notebook _____
agency identity disk _____
false papers _____



Third Reich. Before their incorporation in the SS, *Ahnenerbe* agents work openly, taking pride in their role as Hitler's historical and cultural scientists. Operatives later learn SS discipline and the need for covert action; they act under assumed identities, conceal their activities behind professional cover stories, and behave with the same caution as espionage agents. The closer to 1939—the year Hitler plans to unleash war on Europe—the more aggressive their tactics in acquiring ancient artifacts.

Sinister Cultists

Gamemasters can add an extra layer of the fantastic in their Egyptian campaigns by introducing a sinister cult as an adversary. Fanatical sects with roots in ancient religions seek a return to the old customs and revive worship of their primordial gods. They hope to achieve this by practicing arcane rites, preserving or reclaiming holy sites, rescuing significant artifacts relevant to their dogma, and tapping spiritual powers associated with their deity. Some claim direct contact with their god through divine ceremonies, while others interpret their agenda through sacred texts from antiquity.

Most cultists live normal lives by day, but at night descend into a secret world of forbidden research, thievery, murder, and dark rituals performed in hidden shrines. Many use their legitimate professions as cover for their clandestine activities: excavation workers hope to palm sacred artifacts or sow fear among their fellows to abandon the site; shopkeepers maintain secret chambers for rituals or supply storage; academics access ancient tomes and catalogued antiquities; criminals and businessmen use their contacts to further the cult's aims. Depending on their access to ancient sites, cells may meet in secret sanctuaries within one member's home or business, or at some ruined temple void of meddling archaeologists and tourists.

The typical cult member secretly subscribes to some form of ancient religion, has freedom to pursue clandestine activities, and harbors a deep belief that resurrecting the power of the gods can bring them power and authority. This tempts many native Egyptians seeking to eliminate all foreign influence in their country and control world events, as well as fanatical madmen bent on magical world conquest. The more prominent cult leaders have some degree of arcane ability and access to spells representative of their god's characteristic powers and manifestation. By acquiring artifacts essential to their cult, they may tap into greater power and spread their influence beyond their circle of loyal followers.

Legion of Set

This shadowy cult seeks to pursue its nationalist agenda by reviving the worship of Set, god of chaos, destruction, and wastelands. It hopes to use the powers granted to those in Set's favor to rid Egypt of foreigners, rebuild a Nile empire, and enslave nearby countries to broaden its power base and resources.

The cult has members in cities and villages throughout Egypt, from influential administrators to peasant *fellahin*. Each secret enclave consists of no more than 25 members, mostly "Warriors of Set" led by a handful of charismatic sorcerers called "Priests of Set" (usually about one priest for every 10 warriors). Only the leaders know the identities of cultists in a few other cells, but never enough to expose the entire organization.

Cult members regularly gather to conduct arcane rites associated with Set: prayers for Set to grant them power and authority; meditations to divine the intentions of their enemies; worship ceremonies to unleash Set's powers on earth. The leader-priests also direct their warriors in carrying out on cell activities, including deciphering ancient texts, undermining or misdirecting adversaries, recruiting new members, stealing important artifacts, and researching the mysteries of supernatural powers. Since Set had no center of worship in ancient times, members also search for hidden sanctuaries dedicated to their god.

Most members carefully conceal their secret identities. All have a hidden tattoo on their body in the shape of the hieroglyph of their seated god, a badge of initiation into the sect. When carrying out cult business they wear a sinister curved dagger in a sheath



Sinister cultists seek to pursue their hidden agendas by reclaiming the powers behind ancient sites like the temple Seti dedicated to Osiris at Abydos.

WARRIOR OF SET (Henchmen)

Competent Skills:

bluff _____

climb _____

disguise _____

dodge _____

intimidate _____

notice _____

stealth _____

street smarts _____

strength _____

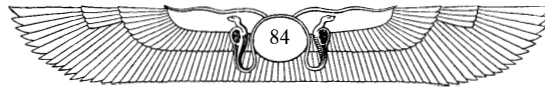
track _____

Expert Skill:

fight _____

Equipment:

curved dagger _____



PRIEST OF SET (BOSS)

Competent Skills:

deduce _____
disguise _____
dodge _____
intimidate _____
notice _____
pick locks _____
street smarts _____
track _____

Expert Skills:

bluff _____
command _____
fight _____
read hieroglyphics _____
stealth _____

Signature Skill:

cast magic _____

Equipment:

curved dagger _____
bag with spell ingredients _____

hidden somewhere amongst their clothing. When meeting in disguise or contacting other members whose identities remain concealed, they typically refer to the “Lord of the Wastelands,” one of Set’s ancient epithets.

Legion of Set Spells

Priests of Set learn various spells to aid them achieve their goals. Each brief description below also offers guidance on the difficulty for casting the spell.

Veil of Red Sand: (*Routine*) A priest casts this spell to obscure his features (face, clothes, height) in the mind of observers so they cannot accurately describe, remember, or identify the priest in whatever guise he appears. The ritual requires a simple incantation intoning the deceptive virtues of Set while the caster wafts incense smoke over his face and head. The spell lasts 1–6 hours.

Set’s Foul Breath: (*Routine*) Upon uttering the incantation “By Set’s foul breath!” and crushing a piece of rotting fruit in one outstretched hand, the caster creates a cloud of fetid, green gas with a radius of two meters, projected from his extended hand. Anyone within this cloud immediately succumbs to coughing fits and generally becomes disoriented. The dense green vapors increase the difficulty to hit anyone in combat by one level. Priests of Set use this spell to hinder pursuers and to escape under cover.

Malevolent Guardian: (*Hard*) Priests of Set use this spell to protect entrances to hidden shrines, secret passages, and chests containing vestments and artifacts the cult uses. The priest inscribes a door, chest, or portal with a protective hieroglyphic ward that strikes anyone touching it with a bolt of red lightning. The ward lasts seven days before it fades from sight. Those who know the key word or phrase (customized to each ward) may utter it and enter the portal without threat of red lightning.

Spear of Retribution: (*Challenging*) This offensive spell empowers the caster to shoot bolts of red lightning at opponents that inflict painful burns. The priest must focus all his energy on the target, summoning the power from within himself and the chaotic forces of Set that might linger nearby. To discharge this energy, the caster points his hand at the target and cries, “Set has inflicted suffering, he has repeated injury!”

Other Sinister Cults

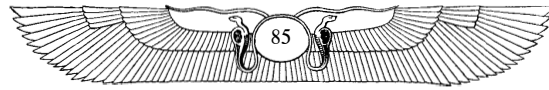
The Legions of Set isn’t the only secret cult operating in Egypt. Gamemasters can use these brief descriptions as the basis for other ancient religious societies, or develop their own to suit their campaign style.

Priesthood of Osiris: This furtive society hopes to recapture their land’s former empire by raising Egypt’s ancient rulers, scholars, and sorcerers using the magic contained in the Book of the Dead. They primarily focus on experimenting with arcane spells to resurrect the dead and call their spirits back from the afterlife; to do so, they also require the subject’s physical remains, which inevitably leads to schemes to uncover or steal mummies of prominent figures from the past. Although agents exist throughout Egypt, they revere the ancient ruins of Abydos, once the center of worship for Osiris.

Sorcerers of Amun-Re: Although few in number, those belonging to this organization all possess powerful magical abilities gained through years studying ancient texts and practicing arcane rituals. These self-styled sorcerers conduct research and

experiments to unlock the mysteries of Egyptian magic. They hope to employ arcane spells to dominate the world again, as the ancient priesthood of their patron god once did at the height of Egypt’s power. Karnak long served as the focal point for worship of Amun-Re, and the cult still uses its ruined temple on lonely nights. Most of its members cluster around Luxor and Cairo where they can easily access important sites, research archives, and artifacts in museums.

Servants of Khaemwaset: Named after Ramses the Great’s son, the versatile minister-priest Khaemwaset, this group seeks to control Egyptian politics through magical means. They investigate spells and artifacts to subvert key people in the Egyptian and British government administration, launch plans to affect political events and opinions, and secretly support underground nationalist movements that might not subscribe to their secretive religion. The organization recruits well-educated Egyptians who believe in the power of ancient religions and the right of their nation to rise above others.



Sky-Temple of Khaemwaset

Archaeological Campaign Outline

“He made it as a monument for his father Amun...making for him a splendid temple.”

—Ancient Text

The following adventure outlines sketch a short campaign for a team of characters working as archaeologists in Egypt. Assume they receive enough funding and other support from a major foreign institution to maintain both a work camp near their excavation site and a suite of rooms at one of Cairo’s fancy European hotels, plus various contacts in Egypt to aid their endeavors.

Adversaries

In the early stages the characters might face several opponents, but as the story advances one or two central antagonists emerge to hound the heroes during the course of this campaign. Their true identities and motivations might not become immediately apparent to the heroes, but they eventually come out into the open as the hunt for a previously unknown temple ruin intensifies. Here are a few options for primary adversaries:

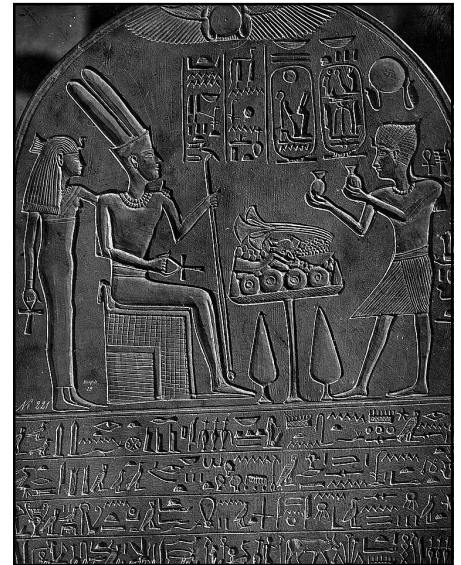
Harry Snyder, Competing Archaeologist: With ties to antiquities smugglers in the criminal underworld, Snyder and his modestly sized expedition pose the most mundane threat to the heroes. He has a small entourage of minions to aid him, including Miss Allenby, his personal assistant and rumored cat burglar; Omar el-Rassoul, overseer of workers and known tomb robber; and the hulking thugs Murad and Melek who take care of Snyder’s dirty work. His resources include two lorries, supplies for a modest excavation encampment, some light firearms, and a few sticks of dynamite. Depending on the stakes, he can call in favors to obtain more supplies from his underworld contacts. Use his stats found under the “Archaeology Adversaries” section of this chapter.

Gunther Diebner, *Ahnenerbe* Agent: The German Reich takes great interest in new and potentially supernatural discoveries in Egypt that might aid its goal of world domination. Diebner poses as a dilettante scholar, but actually seeks to steal the discoveries of other archaeologists. With discreet support from the German consulate, Diebner can obtain enough supplies to mount almost any clandestine operation or desert expedition, including paramilitary ruffians, guns, explosives, and even an airplane. Use the stats for the generic *Ahnenerbe* agent found earlier in this chapter.

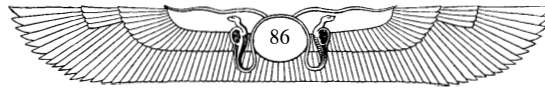
Shenseba, Sorcerer of Amun-Re: In public, Mustafa abu Gharb seems like a learned guide for Europeans touring the monuments. He pursues a secret agenda as a member of the Sorcerers of Amun-Re, leading a small team of loyal cult followers in uncovering ancient Egypt’s magical secrets and using them to overthrow the British administration occupying his country. His small entourage includes thieves and murderers. Shenseba has access to modest resources: a few pistols and rifles hidden from the authorities, and enough camels, tents, and supplies to mount a small desert expedition. He has modest magical powers, mostly relating to disguising one’s personal appearance and creating minor illusions to deceive others.

The Lorry Pit

While driving the expedition lorry on a shortcut over several dunes near their dig, members of an archaeological expedition feel a sudden lurch as the front portion of the vehicle cracks the surface and teeters on the brink of a deep pit. After carefully exiting the cab and stabilizing the truck, the heroes realize they nearly plunged into a forgotten burial shaft. They explore the shaft, retrieve several artifacts, research their find, and fend off competitors eager to steal their discoveries.



This relief from the Temple of Karnak shows pharaoh Ramses the Great making offerings to the god Amun-Re.



Resources: The characters have the labor and equipment normally assigned to their expedition, which proves ample enough to explore the shaft and recover artifacts. Their base camp offers a work tent where they can further examine relics. The museums, private societies, and libraries at various institutions in Cairo provide research opportunities.

Tomb Pit

Once the heroes stabilize the lorry and pull its front end out of the pit, they can climb down and explore the simple tomb. The shaft only descends 30 feet before it reaches the bottom. After clearing some sand and rubble that fell down the shaft, and removing a large stone that crashed from the ceiling long ago, they discover an opening through which they can crawl into a chamber with a claustrophobically low-ceiling. Here they discover a carved wooden sarcophagus and a decorated chest, presumably containing the four canopic jars housing the innards of the deceased. The undecorated, rough-hewn walls indicate the inhabitant was either hastily buried or of low status, but examination of the two artifacts reveals the artistic style of the New Kingdom. Inscriptions on both the chest and coffin name the deceased as Menhed-Ptah, a lesser priest of Ptah, god of industry and craftsmen.

Researching Menhed-Ptah

To learn more about Menhed-Ptah the characters can more closely examine the artifacts back at camp and research his past at various institutions around Cairo. Dedicated efforts reveal that the lesser priest served as an assistant to Khaemwaset, son of Ramesses the Great, high priest of Ptah, architect of many monuments, and scholar of ancient knowledge. Menhed-Ptah was credited with supervising efforts to build a previously unknown temple to Amun-Re located somewhere in the remote desert west of the Siwa Oasis, near the modern-day border with Italian-controlled Libya. To their surprise, the heroes discover the chest does not contain mummified viscera, but four papyrus scrolls further detailing Menhed-Ptah's accomplishments.

Examining the Scrolls

Those who can read the hieroglyphics on the scrolls realize they form an account of the lesser-priest's life written just before his death. He goes on at great length about helping his master design, construct, and equip something called the "Sky-Temple of Khaemwaset." Upon one of the scrolls Menhed-Ptah inscribed a hymn or spell which, when uttered with the proper formula for the current astrological date, causes the temple's true secret to emerge out of the "course of time and space." Unfortunately he does not describe the earthly location of the temple in the papyrus, instead referring readers to the maps in the tomb of Khaemwaset, located somewhere amidst the ruins of Sakkara.

Thieves!

During their musings over the scrolls the heroes suddenly find themselves under attack by masked adversaries intent on stealing the decorated box, coffin, papyrus, and anything they can get their hands on before they lose the element of surprise.

Epilogue

The heroes realize they're not the only ones interested in the scrolls and ultimately the mysterious temple to which they refer. They must plan to take measures to protect their discoveries and pursue the clues they've uncovered.

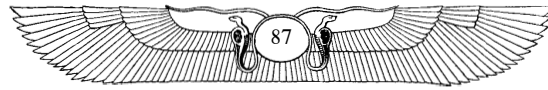
Khaemwaset's Tomb

Following clues from the papyrus retrieved from the pit tomb of the lesser priest Menhed-Ptah, the heroes wander the ruins of Sakkara seeking the lost tomb of Khaemwaset. They only suspect that sinister forces intent on usurping their discoveries lurk nearby.

Resources: The heroes may use their usual research venues in



Khaemwaset supposedly supervised construction of such architectural monuments as Ramses the Great's mortuary temple in Thebes, the ruins of which still stand today.



Cairo, though the Egyptian Museum and the Geographical Society might prove most useful. When they venture into the field, they have at their disposal all the equipment and laborers they can fit in the expedition's lorry.

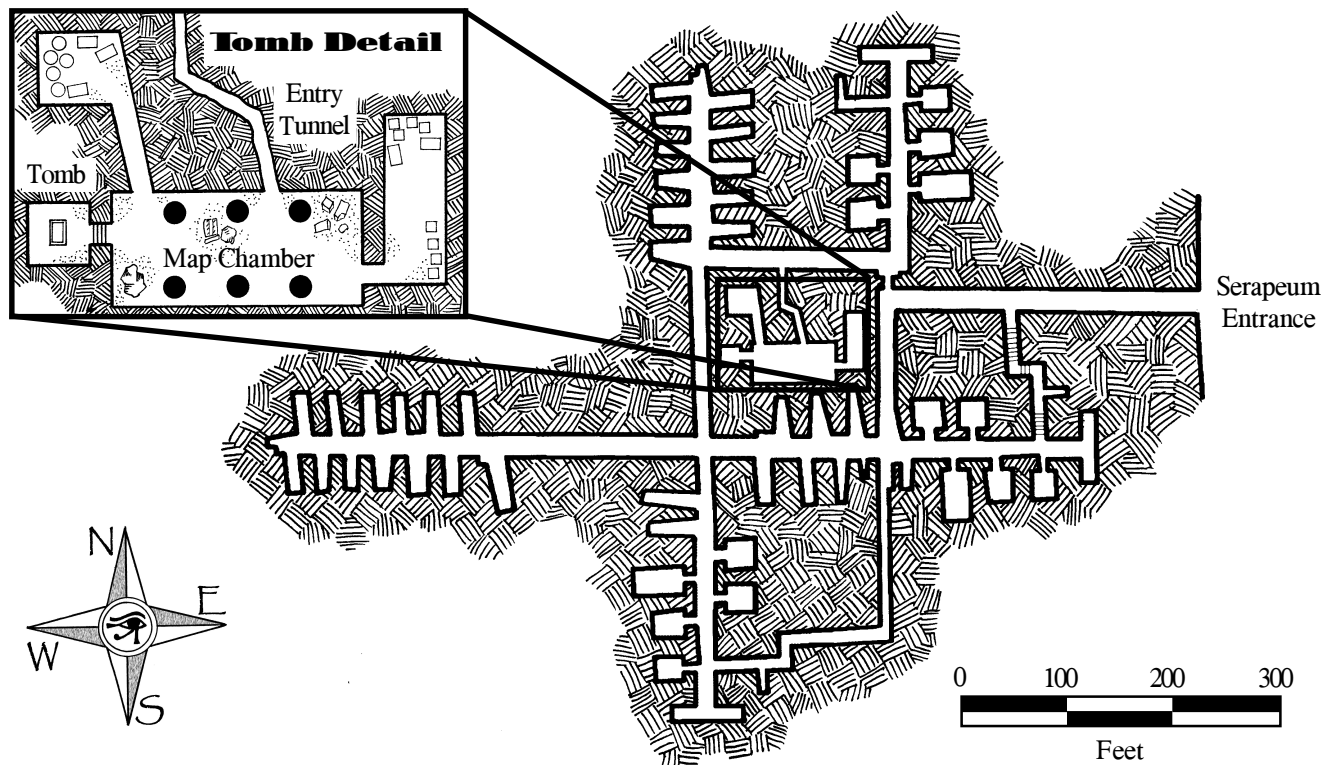
Shadowed Research

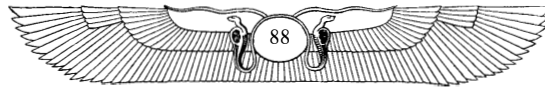
The heroes undertake research to determine the location of Khaemwaset's tomb at Sakarra. While visiting their usual academic haunts in Cairo, they slowly uncover details about the tomb site. Although Auguste Mariette, the noted mid-nineteenth century archaeologist, supposedly uncovered the tomb in the Serapeum and retrieved a mummy (long since lost), no record remains of the precise burial site. The most concrete evidence points to the ruin of a small funerary chapel near the entrance to the labyrinthine Serapeum near the desert's edge. Pouring over Mariette's papers at the Egyptian Museum might give the heroes some advantage to finding the chapel. During this time their adversaries covertly follow their trail and ultimately try waylaying them by tipping over heavy bookshelves, setting fires, and letting cobras, scorpions, or other deadly creatures loose in their path.

Funerary Chapel

Upon arriving at Sakkara the heroes easily find the ruins of Khaemwaset's funerary chapel. Little remains but the bases of a few columns, ruins of stone walls outlining the foundation, and the flagstones, all hastily cleared of sand and other debris rather recently, as if someone beat them here and surveyed the foundation. Close examination of the fragmentary carvings on the surviving columns and walls yields little insight about the location of Khaemwaset's tomb. Those sweeping the floor clear, however, notice a pattern in the unevenly cut stones: they form a simple mosaic map any archaeologist recognizes as a plan of the nearby Serapeum. It shows several previously unknown chambers, including one marked with the mummiform hieroglyphic for Ptah denoting Khaemwaset's own tomb.

The Serapeum & Khaemwaset's Tomb





Into the Labyrinth

The Serapeum served as the resting place for the sacred Apis bulls of nearby Memphis. A labyrinth of corridors leads past great vaults where immense stone sarcophagi once held the mummified bull bodies. The passages slope and turn in a seemingly endless maze. Only by carefully consulting their notes of the chapel's floor do the heroes eventually come upon a solid wall breached by a hole large enough for one person to crawl through. They emerge into a large chamber with intricate carvings decorating the walls. Several narrow passages lead off to the tomb and storage chambers, while large pieces of debris litter the floor from ancient collapses. The carvings on the largest wall show an astrological chart and calendar superimposed over a map of ancient Egypt and the western desert. Hieroglyphic notations show Memphis, the Nile, Thebes, the oases, and, in the middle of the desert, the symbol for a temple. An hour or two of examination and note-taking yield adequate navigational information to find the site.

Buried Alive

Unfortunately the heroes arrive after their competition has uncovered the tomb, photographed the walls, taken their notations, and vacated, only to lurk in a nearby burial vault to spring an ambush. While the characters explore Khaemwaset's tomb, their adversaries collapse the narrow access tunnel, trapping them inside! The heroes must find some escape before their light and air run out. They might find a small side-passage in one of the tomb's other chambers, use a support column to smash through a wall to a nearby vault, or attempt to dig out the access passage.

Epilogue

Despite their successes, the heroes emerge from the Serapeum aware their adversaries not only know about Khaemwaset's secret desert temple, but possess the means to find it in the vast desert waste. They must act quickly to organize an expedition to discover the "Sky-Temple of Khaemwaset" first.

Desert Trek

The heroes race 400 miles across the western desert, following their directions to the supposed site of Khaemwaset's mysterious temple. They must overcome the harsh terrain as well as their competitors' numerous attempts to eliminate them.

Resources: Aside from what they can pack into their expedition's lorry and any hired vehicles, the heroes are on their own.

Khamsin

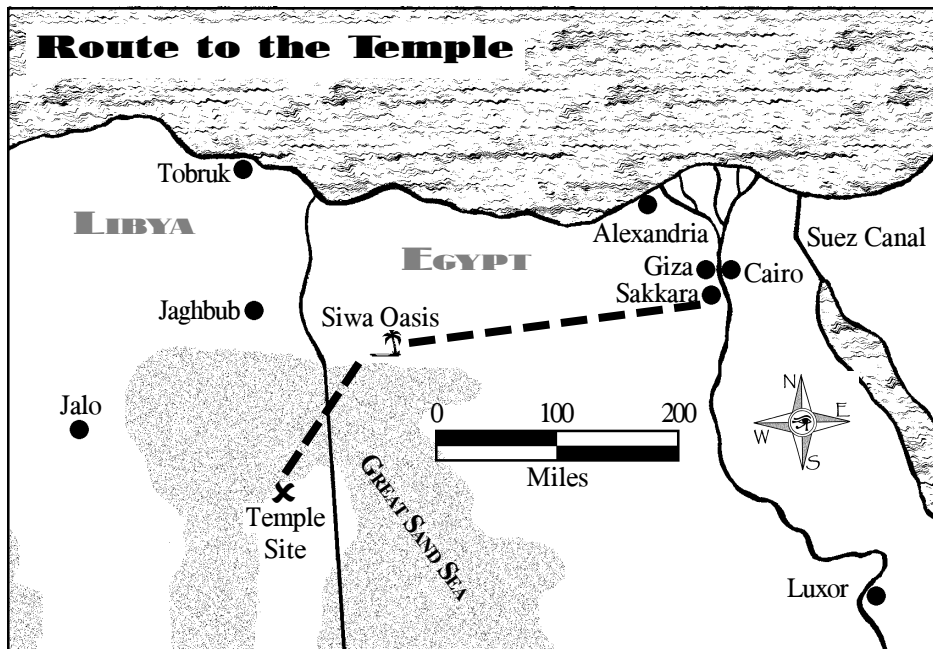
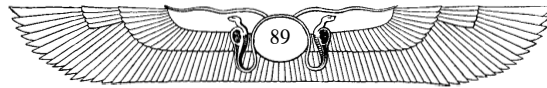
The heroes travel less than a day from civilization when they spot an approaching sandstorm on the horizon. If they don't immediately seek shelter behind a dune or in a *wadi* (a dried-up streambed) and secure their vehicle, the sand gets into the engine and inflicts major damage. The high winds might also scatter unsecured provisions and whip sand at anyone who isn't somehow secured in even a makeshift shelter. A convenient cave might offer a safe haven, but could also include unseen dangers (unstable ceiling, poisonous desert creatures, a cursed burial).

Competition Arrives

The characters' adversaries might show up just as the storm clears, or might wait until they get under way again, attacking from a distance with carefully chosen terrain giving them the advantage. This ambush should serve to delay the heroes and destroy some of their equipment, giving their antagonists a chance to take a few pot shots and escape into the desert.

The Sand Sea

Their course brings the characters beyond the gravelly desert, where their lorry finds somewhat firm footing, into a vast sand sea. They must take care to avoid "soft" sand that can mire the truck, or even tip it over on unstable dune ridges. This delay offers their



adversaries another chance to attack, or provides an opportunity for the heroes to encounter a strange desert entity (jinni, ghosts, giant desert insects) intent on investigating or destroying them.

Border Patrol

As the characters near the site of Khaemwaset's lost temple they spot a trail of dust on the horizon. An Italian armored patrol car from the outpost at nearby Jaghbub races to intercept and interrogate them, turn them around, or even arrest them for crossing the border into Italian-controlled Libya without authorization. The heroes can try outrunning the patrol (and evading fire from the vehicle's machine guns) or might simply try to bluff their way past the Italians. Perhaps their competitors bribed the sentries to waylay the heroes, though a hefty counter-bribe could solve that problem.

Epilogue

Once they evade the Italian patrol, the heroes reach a huge mesa atop which they expect to find the lost ruins of Khaemwaset's mysterious temple.

The Temple Ruins

After climbing the rocky mesa's slopes, the heroes discover a vast field of ruins, the remains of the supposed Sky-Temple of Khaemwaset. They explore the intact chambers while dodging their persistent adversaries.

Resources: The heroes can bring only that expedition equipment they can carry up the steep path to the mesa's summit.

Exploring the Temple

Scholars surveying the ruins realize the temple follows the general plan of many such structures remaining in Egypt: a central temple with alternating pylon gates, courtyards, and columned halls leading toward an inner sanctum; support structures (libraries, scriptoriums, chapels, kitchens, living quarters, storerooms); and an enclosing outer wall. Although not quite as sprawling as the great temple at Karnak, the ruins easily rival some of Egypt's lesser temples. The characters can wander the site seeking to gather lost artifacts, record inscriptions, or survey the basic architectural plan. Loose sand and fallen debris block some areas, making explorations difficult. The heroes might possibly be the first humans to enter the temple since ancient times.

AUTOBLINDA LANCIA: Armored Patrol Car

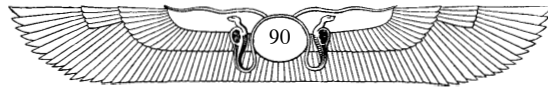
This rugged vehicle serves the Italian colonial forces in both Libya and Ethiopia. It mounts armored plating and a small turret on light truck chassis. Two of its three machineguns sit in the turret, while the third faces the rear. Wire-cutting rails along the front surfaces allow it to more effectively crash through border fences.

Top Speed: 37 mph

Driver: 1

Passengers: 5

Weapons: 3 machineguns



At first glance the Sky-Temple of Khaemwaset seems little more than a sprawling stone ruin.

Pylons and Courtyards: Crumbled pylon gates lead into two sets of courtyards, their perimeters lined with the remains of toppled columns. Reliefs on the pylon blocks and standing columns depict the usual procession of gods (Ptah naturally predominant), most worshipped by a priest identified as Khaemwaset. Those who search carefully discover carvings unprecedented in Egyptology; they show representations of the temple and its inhabitants amidst astrological signs and notations from the ancient calendar.

Hypostyle Hall: Beyond the two colonnaded courtyard stands a forest of columns still supporting the stone slab roof. Slatted panels down the central aisle's ceiling, where taller columns rise, allow shafts of brilliant sunlight to pierce the hall's shadow. Footsteps echo as the characters proceed deeper into the temple, giving the impression that others wander amidst the massive columns.

Inner Sanctuary: An entryway at the back of the hall leads deeper into the temple, where the huge ceiling blocks shut out all light. Several passageways lead past antechambers until the heroes stand before two stone doors sealing the inner sanctum. The effort prying the doors open reveals a small chamber with a slab at its

center. All that remains of the shrine housing the cult statue of Amun-Re are some pieces of smashed wood with a few flecks of gold gilding. Examining the slab's surface, however, reveals a recessed block beneath the place reserved for the shrine; pressing it releases a catch and allows the slab to slide aside, revealing a staircase that delves into the rock and leads to the hidden libraries.

Chapels: Several antechambers near the sanctuary served as chapels to various divine entities secondary to Amun-Re, including Osiris, Thoth, Ptah, Horus, the sky-goddess Nut, the ancient architect Imhotep, and the deified pharaoh Ramesses the Great.

Sacred Pool: An enclosure to one side of the main temple once held water for purification rituals and other ceremonies. Crumbling steps lead down into the sand that now fills the pool. Anyone digging around in the sand near the walls discovers a narrow tunnel that leads to a well room off the subterranean library.

Work Areas: The areas between the temple proper and the remains of the outer wall consist of a vast maze of walls that once formed workshops that supported religious activities here: scriptorium, kitchens, a pottery, and a workshop for creating religious sculptures. Most show evidence of stone work tables, shelves, and storage areas. One large room contains equipment that Egyptian scholars at first think might serve the mummification process, though it could also aid in some kind of ancient experimentation.

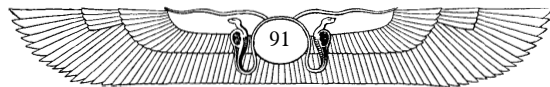
Storerooms: Most of these long vaults, few with any vestige of their ceilings intact, contain sand, debris, and smashed pottery. The arid climate has also preserved a few reed baskets, stale cones of bread, and wooden tools, though few would survive the journey back to civilization intact.

Library: The secret passage in the small sanctuary leads to a labyrinth of underground passages and chambers. Shelves were once hewn from the living rock on every wall surface, though piles of dust remain the only evidence of what must have been the enormous collection of papyrus scrolls stored here.

Temple Encounters

During their investigations, the characters experience several interesting or challenging encounters:

Falling Block: While examining the hypostyle hall (or any other area with an intact ceiling), the heroes must dodge a massive stone block dislodged from above. It crashes to the ground with a dreadful thud and raises a plume of dust that obscures vision for a moment.



Cobra Strike: Anyone poking into holes or beneath debris risks disturbing a huge king cobra in its lair. The snake lunges at intruders while defending its den.

Ancient Echoes: Occasionally characters hear faint echoes resounding through the temple. Sometimes they sound like footsteps, measured breathing, or shifting sand; other times heroes discern distant conversations in a foreign or arcane tongue. Could the wind cause such mysterious sounds?

Cat of Bastet: A rather large housecat suddenly appears out of nowhere. It stands regally, much like an ancient Egyptian statue, accosting the heroes. Those acting aggressively toward it elicit a fierce hiss from the creature before it bounds off into the ruins. Anyone showing kindness to it induces purring, rubbing, and generally friendly behavior. As an animal favored by the goddess Bastet, the cat grants those befriending it a small bonus in evading physical damage during some future trial.

Weak Floor: A lone character ventures across an exposed stone floor that isn't entirely stable. The rock cracks and crumbles, sending the hero 20 feet into a dark abyss. If he survives the fall, he finds himself amidst the maze-like underground library; others can carefully descend to access this area without uncovering the secret entrance in the temple sanctuary.

Not Far Behind

After the heroes have spent some time exploring the subterranean library, they hear clear sounds indicating someone else has followed them underground. Their adversaries catch up with them and split up to try outmaneuvering and eliminating them in the confusing maze of shelf-lined tunnels and chambers. (For an unexpected surprise the antagonists might have persuaded the Italian patrol to join them, promising a share of any loot recovered from the temple.) After several close calls, the heroes engage their enemies in an all-out confrontation in one of the library's larger chambers.

Epilogue

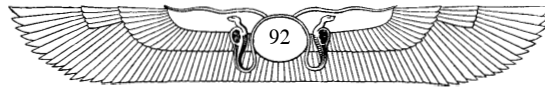
If the adversaries somehow stole the scroll of Menhed-Ptah containing the spell which supposedly causes the temple's secret to appear out of the "course of time and space," they intone it during the climax of the fight. If the heroes still possess the papyrus, they can cast the spell at any time, believing it might somehow save them from danger. Everything seems to halt momentarily in a blinding flash of light. All watches stop at the same time, bullets hang in mid-air, and weapons poised to attack freeze in mid-swing. The heroes suddenly realize they're no longer standing amidst a ruin, but what looks like a fully functional temple.

Mysteries of Amun-Re

During the fight's climax someone read aloud the spell in Menhed-Ptah's scroll. Tapping into ancient magic, it summoned the living temple and its inhabitants from their supernatural journey throughout space and time to collect all the knowledge of the universe in a secret library dedicated to Amun-Re.

The Temple Restored

The heroes and their stunned adversaries spend a moment taking in everything that just happened. Floors previously covered in sand and fallen stones are clear of debris. Piles of papyrus scrolls cover the shelves. Several sit open on low reading tables with Egyptian-style reed pens, ink boxes, and spare papyrus sheets ready for note-taking. All the knowledge of ancient Egypt sits here in the vault, just waiting for them! Disregarding the characters' presence, the antagonists whoop in triumph and begin rummaging through the room, seeking scrolls of particular worth and any hidden valuables. Anyone taking the time to more closely examine the room realize that the tables hold items that seem out of place: square slates of a strange material like bakelite and pen-like cylinders with points like styluses. Hieroglyphics carved along the shelves, supposedly for reference, radiate a faint yet legible glow. Recessed panels in the ceiling shine with enough light to comfortably illuminate the room. This isn't simply a temple restored to its original state, but one modified with technology completely unfamiliar to ancient Egypt!



Alarm!

While the heroes explore the chamber and their adversaries loot it, a priest dressed in the ancient manner enters the room and cries in surprise at discovering intruders. He flees into the labyrinth, calling frantically to others. Before long other, more gruff, hostile voices echo through the library. Anyone with some knowledge of ancient languages or Egyptian hieroglyphics can tell from the language and the tone that someone's raising the alarm. A squadron of soldiers appears and attacks or chases everyone left in the chamber. At first their attire and weapons seem typical of those depicted in ancient Egyptian artwork. But they soon demonstrate their fantastic weapons in combat against the heroes' own adversaries. When scoring a substantial hit, a guard's khepesh sword flashes with a bright golden glow, and the unfortunate target slowly and agonizingly disintegrates like a smoldering red ember. The angry soldiers and their scornful priest masters are of no mind to bargain with intruders. Although their firearms might harm the guards, the heroes must flee to avoid becoming overwhelmed and executed in the underground library.

Flight

The heroes must find their way out of the subterranean warren, pushing their way past startled priests, fighting past a few pairs of sentries, and emerging from the inner sanctum, the sacred pool (now flooded), or side entrances into priest or soldier quarters. The temple's main level also stands restored and filled with bewildered priests, servants, and craftsmen all working as if this were any other ordinary day in their lives. At one point the glimpse a powerful-looking high priest in the distance, a scowl marring his face, his hands gesturing as if to summon some ancient magic to block their path. Aside from finding a way out of the library, the heroes might face other obstacles:

Deadfall Door: A solid block of stone slowly descends from the ceiling to close the gateway ahead. If the heroes don't rush toward it and slide quickly underneath, it seals off the passage and might even crush them.

Lesser Priest: A somewhat timid, scrawny lesser priest blocks the corridor ahead, shakily intoning some spell and fumbling with his hands. If the heroes harm him (they could simply push past him or find another way around), the priest utters a curse upon them, giving them some persistent minor penalty hindering their ability to move swiftly and quietly.

Stone Sentry: A seemingly decorative stone statue suddenly springs to life and attempts to bash them with massive stone fists.

Epilogue

As they flee down the plateau the heroes look back and see the temple in all its restored glory, banners flying from tall poles mounted on the pylons, walls rising to their full height, and the central temple structure looming upwards in all its sacred majesty. Several soldiers stand at the cliff edge, shouting curses after them. As the heroes reach the desert floor, they see the temple shimmering and blurring in the heat before it fades back into the fabric of time and space.

If the heroes managed to pilfer a scroll from the library, choose its extraordinary contents from the list below:

- A previously unknown or lost tale from ancient Egyptian literature.
- Medical instructions for sending a subject into a state of suspended animation through hypnotic suggestion.
- Description of a strange land (or planet) inhabited by Anubis and dog-headed humanoids.
- Complex mathematical formulae elaborating on the theory of bending space and time.
- Plan and inventory for a temple located in a country (or planet) unknown to the modern world.
- Description of how one can imbue weapons with solar energy to increase their damage.

Chapter 4

Espionage Campaigns

“As regards the Gebel Uweinat, while of itself it may not have any particular strategic value it is, we understand, only some 18 hours from the Nile by motor transport and its occupation by a foreign force is therefore undesirable.”

—British Chiefs of Staff

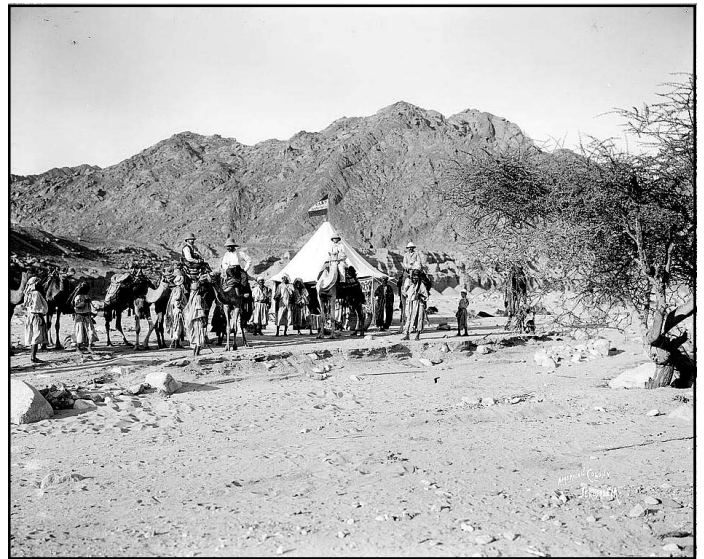
Egypt remains a land rich in resources (both mundane and magical) and strategic importance in world affairs. Foreign nations maintain embassies in Cairo to lobby the Egyptian government to grant them special dispensations, economic advantages, and other benefits to elevate their own country's position in the international scene. When nations fail to attain their goals through straight diplomacy they sometimes employ agents who, though fanatically loyal to their country, operate as spies to manipulate conditions to their benefit.

These operatives generally follow an agenda that includes gathering useful information about Egypt and rivals with interests there; monitoring military, archaeological, and economic developments that might provide their country or rival nations with advantages; exploring and charting routes across the desert into Egypt; recruiting, supplying, and directing Egyptian nationalist groups as allies; and undermining or exposing enemy operations.

Many spies pose as seemingly mundane diplomatic personnel, foreign merchants, even tourists, covers that allow them freedom of movement and time enough to pursue their secret schemes. They cultivate extensive networks of informers, couriers, thugs, and other allies to maintain their ability to observe and influence various activities and individuals. Some of these associates work for the money that a well-funded spy can offer. Others subscribe to the same ideology as the agent's nation, or realize they can more successfully pursue their own goals with the backing of such powerful friends. Some allow operatives to stoke their ego by seeking their aid or appealing to their sense of adventure. Occasionally spies collect and use compromising information about particularly useful individuals to manipulate them into working for them. Most governments control their own spies using similar tactics.

Most nations have major concerns in Egypt requiring the attention of their agents:

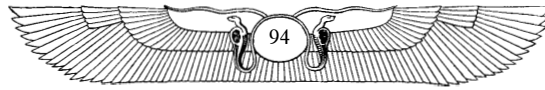
Colonial Holdings: European powers seek to stabilize their colonies in the region and undermine the authority of those colonies controlled by other countries. Egypt stands at the crossroads of many African and Middle Eastern colonial holdings for European nations, including Italy (Libya, Eritrea, and Italian Somaliland), France (Algeria, Syria, French West Africa), and Britain (Palestine, Transjordan, Anglo-Egyptian Sudan). The growing Islamic nationalist movement in Egypt mirrors similar sentiments in other



Africa's major colonial powers sponsor expeditions to explore and survey desert routes to use should war break out against the emerging Axis powers.

predominantly Muslim colonies and threatens European control over these areas. Order in Egypt consists of maintaining a delicate balance between British and western powers, the fledgling Egyptian government, rising Islamic nationalist groups fighting for a fully independent Egypt, and foreign authorities seeking to extend their influence here. Intelligence objectives include information about military forces and their movements within Egypt and along its borders; activities of militant Islamic nationalist groups and their plans for disrupting British influence; covert European plans for perpetrating espionage operations within Egypt; and other countries' diplomatic intentions in the Middle East.

Desert Crossings: Governments seek to chart desert crossings between their Middle Eastern colonies for planning future defenses or invasions should the world plunge once again into war. They hope to find routes for moving military units and infiltrating spies that avoid difficult terrain and mask movement from the enemy. Along the way they chart any features that might help or



hinder travelers: wells, friendly villages, rock formations, sand seas, dry riverbeds (called *wadis*), and sites ideal for fortifications, airfields, and storage depots. Sometimes these desert explorers also discover evidence of ancient civilizations that might prove useful to their purposes. Historically England and Italy sought to establish bases at oases and wells within their desert territories, which led to minor disputes regarding the Gebel Uweinat that straddled the uncertain border between Libya, Egypt, and the Sudan.

Arcane Discoveries: Although many nations operate expeditions to various archaeological sites around Egypt through the auspices of the Egyptian Antiquities Service, more sinister agencies seek to uncover occult artifacts, supernatural rituals, and long-buried curses to use in their nefarious plans. With Hitler's superstitions and his sycophantic entourage's interest in the occult, the Nazis seem particularly intent on acquiring items of a supernatural nature for future use in world conquest. Mussolini also seeks to obtain relics affirming Rome's past glory to bolster Italy's proud heritage and reinforce its claim to those territories along the Mediterranean Sea. While some might scoff at the existence of "magical" artifacts and ancient rituals, others realize that—if such things existed—villainous powers might use them to dominate the world.

Campaign Elements

"If the Italians controlled these wells, they...may provide a useful link in the line of air communication between Cyrenaica and Eritrea."

—Ronald Campbell, *Acting British High Commissioner, Cairo*

Most activity in an espionage campaign relates to "tradecraft"—undertaking various spy-related operations without attracting notice or revealing one's true identity, loyalty, and motives. Some, like recruiting personnel and establishing a cover, occur early in an agent's career, but most infiltrate themselves into Egyptian campaigns in the course of other activities.

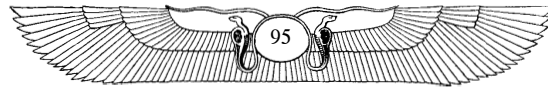
Recruiting Spies

Every agent begins their career with some background element describing how and why they were drawn into the espionage business. Those in the intelligence community know of four different means of manipulating agents to do their bidding:

Money: Many people need money to fulfill their needs, and espionage agencies and handlers can provide vast amounts of cash if individuals discreetly work for them. Some owe massive debts to those who could easily destroy their lives. Others simply live beyond their means, aspire to increase their social standing, or possess a persistent lust for more material wealth. Recruiters exploit this dependency on money; they can even manufacture it—giving the subject a taste of the fine life, manipulating their finances into the red, removing their source of steady income—for particular individuals with required skills, access, or knowledge.

Ideology: Recruiters typically exploit a subject's strong, fanatical beliefs, convincing potential spies that, by working for the agency, they can further their convictions. Vulnerable ideologies include fierce loyalty to one's country, political manifesto, or religion. Egypt is rife with ideologues willing to betray others for their beliefs: visionaries who see how fascism lifted Germany out of the Great Depression; worldly dilettantes attracted by the economically leveling principles of communism; Islamic fundamentalists seeking a nation free from Western influence. By claiming their clandestine activity advances their cause, recruiters play on a subject's sense of higher moral purpose.

Compromise: People hiding embarrassing secrets or caught in compromising positions make ideal targets for recruiters. They go to great lengths to ensure nobody discovers the skeletons in the closet that, if made public, would jeopardize their career, social standing, or finances: a checkered past, criminal record, illicit liaison, unscrupulous business practices, immoral behavior, consorting with undesirables. Agencies track attractive candidates, following their movements, discreetly searching their belongings, and gathering



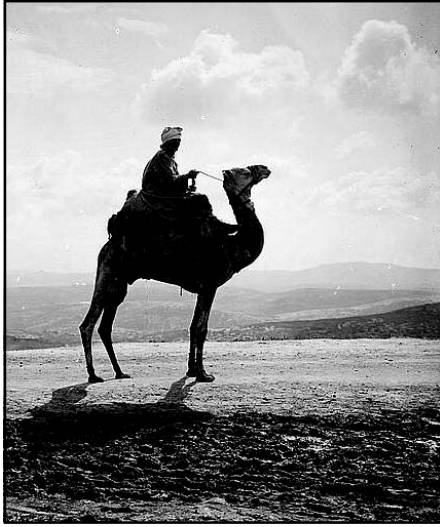
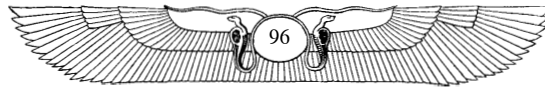
Events Affecting Espionage Activities

- 1915: British troops and Arab army defeat Turkish attempts to invade Egypt during the Great War.
- 1919: Egyptian nationalist movement emerges, demands full independence.
- 1921: Demonstrations and riots break out against British rule.
- 1922: Mussolini and his fascist party rise to power in Italy.
- 1922: British declare Egypt a sovereign state, crown King Fuad as Egyptian ruler; they still maintain a military and bureaucratic presence to maintain order.
- 1928: German army and navy acquire and begin using the enigma machine to send and receive classified, encrypted messages.
- 1928: Muslim brotherhoods arise to advocate religious law and Arab nationalism.
- 1929: Hungarian Count Ladislaus Edouard de Almasy crosses the Sahara Desert from East Africa to Egypt by car.
- 1929-1939: Count Almasy and other members of the informal Zerzura Club undertake various expeditions into the Libyan Desert seeking a lost oasis, charting viable desert routes, and exploring the region around the mountainous Gifl Kebir plateau.
- 1933: Hitler and the fascists rise to dominate Germany, ruthlessly reorganizing the military and secretly working to acquiring occult objects rumored to possess magical powers. Many previously underground or hidden agencies engage in more overt operations.
- 1933: Lawyer Ahmad Husayn founds Young Egypt, a radical nationalist organization with religious elements that promotes the rise of an independent Egypt and rejection of western rule.
- 1933: Count Almasy discovers a group of prehistoric rock paintings at Ain Dua in the Gebel Uweinat, a desert mountain southwest of the Farafra Oasis; both Britain and Italy lay claim to the region and its wells, only 550 miles from the Nile.
- 1935: Hitler openly declares Germany will rearm, something it had done in secret for several years.
- 1935: Italian forces invade Abyssinia (Ethiopia) from its colonies in Eritrea and Italian Somaliland. Egypt fears an attack from Libya.
- 1936: Hitler and Mussolini establish the Rome-Berlin Axis.
- 1936: Major oil discovery in Saudi Arabia increases the importance of that nation and others throughout the Middle East as primary suppliers of petrol.
- 1936: Civil war breaks out in Spain between Loyalist forces of the established monarchy and the Nationalist (fascist) forces of General Francisco Franco.
- 1937: British agents obtain a summary of Hitler's secret briefing of high-level German military leaders outlining his plan for conquering Europe and controlling the holdings of the British Empire.
- 1938: Count Almasy and the German Baron von der Esch undertake several trips exploring the desert west of Alexandria to the border of Italian-controlled Libya. The British fear these expeditions are reconnaissance trips to prepare for an Italian invasion of Egypt.
- 1938: The Latvian engineer Walter Zapp invents and markets the Minox subminiature camera.
- 1938: Germany annexes Austria and Czechoslovakia.
- 1939: Spanish Civil War ends after Franco captures Barcelona; France and England recognize the new fascist government.
- 1939: Hitler invades Poland; second World War begins.

evidence of their secret indiscretions. Sometimes they even manufacture situations luring the subject into committing compromising transgressions (gathering incriminating evidence as leverage). Of course, once they engage in espionage, subjects have one more dirty little secret hanging over their heads.

Ego: Some people have such a high opinion of themselves and their unique expertise that others easily manipulate them through flattery and praise of their great skill or intellect. Recruiters initially claim to seek their expertise on a subject, asking for innocent favors, but later play on the subject's sense of self-importance to persuade them to undertake greater risks, using their talents to further an agency's clandestine goal.

When creating spy characters under player or gamemaster control, choosing an appropriate recruitment method can help determine the agent's motivations, weaknesses, and methods. Those manipulated by money exhibit more mercenary behavior, while those who believe strongly in a particular ideology have the potential for making and following through on fanatically rash decisions.



Spies scouting desert routes often disguise themselves as legitimate explorers or even Bedouin to move more freely without arousing suspicion.

Covers

Agents must maintain covers that conceal their true nature yet still allow them the freedom of mobility and access to engage in acts of espionage essential to their mission. Covers like librarians, soldiers, shopkeepers, and waiters provide a central base for limited operations, but a rigorous schedule and an obligation to work steady hours doesn't offer enough autonomy to get away for other activities. Depending on one's cover, a spy has some leeway in freedom of movement and schedule. A good cover allows this flexibility to partake in activities near objectives, directly related to one's goal, or simply to divert suspicion from one's true purposes. Several covers offer maximum independence while maintaining the privileged position of a westerner in Egypt:

Archaeologist: Numerous excavation teams operation with Egypt's borders. Archaeologists and their team members (artists, photographers, secretaries, drivers, researchers) have legitimate reasons to go poking around ruined monuments, desert regions, and urban areas in pursuit of ancient knowledge. Teams constantly seek qualified members and don't always take precautions to screen out individuals with dubious credentials. Although agents with such covers might work at dig sites, they can explain away trips to other locations to meet contacts, drop off messages, or track targets as seemingly legitimate excursions on expedition business. Even the most professional archaeological operations allow enough latitude to account for team members' personal idiosyncrasies like wandering off, frequenting clubs, researching odd topics, or paying particular attention to something unrelated to the work at hand.

Businessman: Cairo and Alexandria abound with entrepreneurs of every trade and varying degrees of importance. Most find a comfortable balance between business and pleasure, overseeing various aspects of their company by day—including on-site visits, research into new markets, and meetings with clients, bureaucrats, and potential partners—and enjoying the fruits of their labors at fancy hotels, clubs, and restaurants at night. Some foreign businessmen travel to Egypt to enjoy a vacation from work or to seek new ideas for their own companies back home. Such powerful men have at their disposal vast resources to enable others to prosper or wither, so few dare question their motives or interests.

Diplomat: Foreign governments sponsoring agents sometimes offer them cover jobs at their embassies, often as minor functionaries with meaningless jobs (for instance, British spies frequently took the role of "passport control officer" at a consulate). This gives them the freedom to move about their territory without worrying about reporting for work, while stamping their identity with some legitimacy because it's associated with an official government. Although one might expect diplomats to draw only meager salaries, the pay structure offers an avenue for covertly acquiring more funds when needed. Diplomats have reasons to travel nearly anywhere under the pretense of embassy business, though they are still subject to the law. Since the British maintain such a heavy hand in the Egyptian governmental bureaucracy, their agents have more leeway in undertaking operations of dubious legality.

Explorer: The vast expanses of uncharted desert makes Egypt a base for various groups that mount expeditions to map routes to interesting geographical features, archaeological sites, or destinations deeper in the continent. Some receive official recognition and support from governments or academic institutions, while others operate as amateur associations of like-minded hobbyists. They have reason to spend long periods roaming the desert wilderness on survey expeditions, and wandering through Cairo researching maps, gathering supplies, and preparing for their next expedition. This allows spies freedom to operate nearly anywhere under the

I Can't Just Write "Secret Agent" on My Character Sheet

If you're considering playing an espionage agent, select a character type that fits with your cover: diplomat, tourist, socialite, archaeologist. That's what you write on your character sheet under template, stereotype, or profession. Make sure the character has a few skills to prove herself in that role, but make sure she has a majority of skills reflecting a spy's specialized knowledge. Make sure you check everything with the gamemaster so he can help maintain your character's cover and integrate some espionage-specific conflicts within the existing campaign.

If you're joining an espionage-themed campaign, check with the gamemaster to see if everyone's playing a spy for the same side (though some might work as double agents) or if the group contains members who aren't agents but help the spy characters maintain their covers.



cover of survey activities. The Hungarian Count Ladislaus Edouard de Almasy works out of Cairo as a member of the informal Zerzura Club, surveying the western desert for routes later used by German spies to penetrate British-controlled Egypt.

Journalist: Anyone contributing to print media—reporters, photographers, writers, illustrators, and artists—has ample reason to roam Egypt observing and recording monuments, government functions, expeditions, local spectacles, and everyday life; just the things agents seek. They have the time to spend watching everything around them and an excuse to record it in some way: jotting down notes, sketching a scene, photographing subjects. Others easily attribute the curiosity these professionals exhibit to their vocations, so they rarely fall under suspicion.

Socialite: The wealthy, famous, and influential still use Egypt as their playground, particularly the more civilized neighborhoods of Cairo. Some travel here part of the year on holiday, others are bored spouses of bureaucrats, military officers, diplomats, and businessmen. They spend their days in affluent leisure activities: breakfast on the hotel verandah where they can watch the passing crowd; a relaxed excursion to some monument or museum; cocktails with well-to-do friends; dinner at a fine restaurant; dancing or clubbing afterward. Spies posing as socialites have excuses for their seemingly idiosyncratic, indolent behavior and a cover for any exorbitant funds diverted into their pocketbooks. Others can easily dismiss a socialite's momentarily intense interest in a subject as a flight of fancy to occupy their time until dinner.

Tourist: The average visitor to Egypt falls into this category, a less glamorous version of the socialite. Although they don't enjoy a socialite's fashionable lifestyle, they still have reason to travel around the country, take interest in anything they encounter along the way, snap photographs, sketch scenes, and jot down notes to fondly recall their journey when they return home. Agents on short-term assignments find the tourist cover ideal; it offers mobility and anonymity with a definite escape route once the "vacation" ends.

Most agents operating in Egypt assume deep cover identities known as "legends." These require more than a few fully developed details about one's fictitious past to last beyond casual scrutiny and the test of time. Creating a credible legend requires intense planning, hard work, and constant effort. Background documents must conform to those issued by the agent's purported country of origin, business associations, and professional institutions. Clothing, personal items, one's living quarters, speech, appearance, and manners must all match his assumed social station and profession. Everything about an agent, including the junk in his pocket, must match his assumed identity.

Information Gathering

Observing and assessing a subject is a spy's most important job. Information remains the key to intelligence services around the world. Knowledge—usually of the enemy's plans—is half the battle.

Information gathering takes many forms, some more proactive than others. Most efforts center on uncovering a particular piece of intelligence: observing an individual to discern his role in the enemy's schemes, uncovering the route by which money or supplies reaches insurgents, identifying a buildup of enemy personnel and the reason behind it.

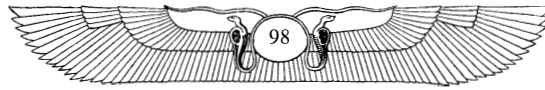
Some operatives simply sit back and observe what occurs around them, paying particular attention to elements their handlers deem notable. A spy posing as a tourist shopping the bazaar might examine merchandise and haggle while monitoring others, watching

Surveillance Distractions

Part of Egypt's charm is the constant commotion caused by too many people living along the crowded shores of the Nile. People throng everywhere: at the market, monuments, museums, railway stations, and docks. The streets of Cairo are infamous for the variety and flood of people, animals, and vehicles. Roll 2d6 or choose from the table below for distractions agents must overcome to maintain clear surveillance on a location or person.

2D6 Distraction

- | | |
|----|--|
| 2 | Throng of tourists gets in the way or bothers agent for directions. |
| 3 | Crowd of beggar children engulf the agent clamoring for <i>baksheesh</i> (tips). |
| 4 | Passing truck or wagon momentarily blocks the view. |
| 5 | Stray dog attacks agent's leg. |
| 6 | Coffee seller pesters the operative to buy a cup from the <i>tureen</i> slung over his shoulder. |
| 7 | Herd of camels decides to become obstinate with their herder and gets in the way. |
| 8 | British soldiers patrolling the area order everyone to move along. |
| 9 | A nearby argument blocks the view and threatens to involve the spy. |
| 10 | Egyptian wedding or funeral procession interferes with view. |
| 11 | Nationalist protesters march down the street harassing westerners. |
| 12 | Street musicians perform for agent, leave when tipped. |



Informers

Any good spy maintains a network of informers to provide news about general happenings or specific assignments. Most expect frequent and generous payment, which often determines the quality of intelligence they provide. Informers often stick to a limited but information-rich territory about which they know everything. Use this list of typical informers to offer operatives some resources on happenings throughout Egypt:

Affable Bartender
Astute Street Beggar
Bazaar Merchant
Bored Tomb Guard
Eager Delivery Boy
Excavation Foreman
Minor Embassy Clerk
Nightclub Doorman
Restaurant Waiter
Sly Taxi Driver
Unscrupulous Hotel Concierge

merchants and customers, searching for suspicious or characteristic behaviors, or even noting the movements of one particular subject. Others whose covers allow them greater mobility and access take more forward approaches to uncovering the information they need: tracking people with suspected involvement with the enemy, collecting information from contacts, breaking into a subject's home to unearth useful intelligence, even interrogating a subject.

This aspect of tradecraft doesn't carry the usual sense of adventure one associates with spies. It often consists of simply observing subjects, noticing details, following their movements, knowing what questions to ask contacts, and generally accumulating clues leading to more vital information. An agent gets in trouble when he fails to properly conceal his active surveillance, arousing the attention of his subject or the authorities.

Various information gathering activities contribute themes, scenes, and objectives for scenarios in an espionage campaign:

Surveillance

Observing a subject or location remains among the most simple operations an agent can undertake. A spy must identify and find the target, then observe everything that occurs. For locations an operative might stake out a place with a good view of the area: a hotel verandah, sidewalk cafe, parked car or cab, gaggle of tourists, newsstand, a park bench. Sometimes a more mobile position proves desirable: an agent could stroll along the same block watching the location, or might spend a few moments at several different observation points nearby.

When tracking an individual, a spy must always remain alert, striking a balance between keeping a clear view of the subject (and in some cases staying within earshot of any conversations) and maintaining enough distance and discreet activity to avoid arousing suspicion. He should know when to keep dogging the target and when to disengage to pick up the trail later. Sometimes losing one's mark and searching for it later is better than too persistently following the subject and giving away one's cover.

Research

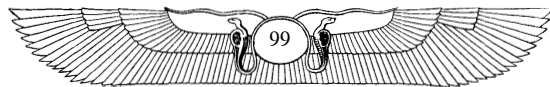
In surveillance a spy passively observes a subject, sometimes engaging in active pursuit to maintain a good view or track an evasive mark. For research, however, the agent actively seeks information from a variety of sources. Such investigations covers many activities, from going to the library, museum, or ministry to look up basic or obscure facts on record to actively collecting information from knowing and unwitting people. One can usually obtain simple intelligence from seemingly mundane sources: a hotel concierge might divulge information about certain guests (for a price); public records offices hold documents pertaining to the minutiae of life (floor plans, travel registries, tax rolls, property deeds); paid contacts have reports based on their surveillance instructions; a good library provides resources to fill gaps in an agent's specific knowledge.

An operative must know where to look for information and what questions to ask to find something useful. In some cases research requires infiltrating inaccessible locations for gathering intelligence. Infiltration might consist of entering an exclusive club by forging a membership card and planting documents proving past dues were paid. It could entail breaking into a secured office or private apartment to search records or belongings. Sometimes spies undertake reconnaissance missions to personally observe and assess locations, travel routes, or military facilities.

Interrogation

The last resort for intelligence gathering, interrogation exposes an agent's true motives to the enemy for an uncertain gain. In its most oblique form interrogation can consist of a friendly conversation during the normal course of affairs; the agent, acting the part of his cover, engages the subject in conversation and gently prods him with questions. This often occurs without an operative taking the subject captive, but risks revealing the spy's identity and interest in the nature of the questions and the course the conversation takes.

The most severe interrogation requires the agent to capture the subject and imprison him in a secluded yet secure area, "prepare" him for questioning (with beatings, fatigue,



hunger, drugs, alcohol, or blackmail materials), and pummel him with relevant questions. Information gained through such depraved methods isn't always accurate or intelligible since it's extracted under duress. Only the most dastardly, immoral, and inhuman characters in the espionage world resort to this extreme; it not only irrevocably harms the subject, but alerts associates of his disappearance and a potential security breach.

Information Transmission

An agent's information is worthless unless somehow delivered to his handler and on to government intelligence authorities. Normal methods of communication in the 1930s—mail, telephone, and “wireless telegraphy” (radio)—do not normally afford the degree of security required to keep important messages out of enemy hands. Operatives must take extreme and often time-consuming precautions to mask the true meaning of correspondence and ensure opposing spies cannot easily intercept its method of transmission.

Most spies use techniques known and employed for centuries in the espionage trade. Governments constantly seek to apply new technological developments to intelligence operations, yet sometimes the oldest tricks work best.

Codes

To mask the true meaning of messages spies often use codes that they and their handlers understand. A code substitutes one word or number for another. For instance, “The package is in the mail” is a simple code that might indicate that the subject of surveillance (“package”) has begun his regularly scheduled route between his hotel and office (“mail”). Vital military and diplomatic codes substitute what seems like gobbledygook for words; according to the codebook employed, HGRW PPLO YWOX could indicate that the surveillance subject (designated HGRW) has begun his walk (PPLO) to the office (YWOX). For most agents using codes on the fly, however, the former case of substituting normal-sounding words for specific situations works best, especially when transmitting in the clear by wireless. Breaking a code usually requires a copy of the codebook used, though sometimes intuition can deduce the meanings of some words and phrases.

Ciphers

To further conceal a communication's real contents, ciphers substitute each letter in a message with another, also according to a mutually understood scheme between the operative and the handler. Field agents frequently employ simple ciphers using matrices of letters on one-time pads or a hand-held device for scrambling letters according to a predetermined sequence. Diplomats and military personnel with access to secure locations employ more sophisticated devices for governments communications (like the German enigma machine). No matter which method one uses, enciphering or deciphering messages requires time and a quiet place to work. In most messages the first sets of letters are not enciphered and contain a cryptic code for deciphering the text, such as the lines to use on a one-time pad or the settings for a cipher device.

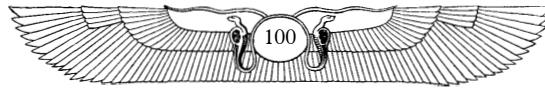
Secret Notes

Spies often use other methods to conceal written communications which may or may not also have code or cipher protection. Invisible ink—even lemon juice—can inscribe messages between the lines of seemingly innocuous correspondence to conceal its presence from suspicion. Some write invisible messages on handkerchiefs and other cloth. Sketches like those made by tourists or archaeologists can also contain hidden intelligence among the graphic elements. Other times operatives hide information within the actual text of a letter according

Off Camera

Violence, threats, and cruelty are staples of the pulp genre, but gratuitous gore isn't. Interrogation is a terrifying experience best handled “off camera.” Gamemasters can describe the preparations for those undergoing questioning, using them as threats, and then asking particular questions the subject should answer. Once the session ends—either with the victim leaking vital intelligence or somehow resisting his inquisitor—cut away to the end result: the subject unconscious, mangled in a corner, weeping with insanity.

For example, Nazi agent Diebner has captured Major Witherspoon and intends to interrogate him about a British double agent. We see Diebner diabolically tapping a syringe filled with some insidious truth serum while the Major valiantly struggles against the ropes binding him to a chair in some dank basement. “Now, Major,” Diebner growls, “We will discuss our mutual friend, who seems to be working for both my side and yours....” The scene fades, returning to show Diebner purposefully leaving the room to act on the intelligence he's wrung from the Major, while poor Witherspoon slumps in his chair unconscious from the truth drug's effects.



“If Hassan does not remember the rendezvous arranged, he should go to Mrs. Lisel Plested, Pension Montclair, Rue Malika, Farida 33, in Cairo. Choose the time so that Mr. Plested is not at home. P is an Englishman, and knows nothing about his wife’s work. Password for Hassan: ‘I’m from the Tourist Office.’”

—*Transmission from Abwehr
HQ to Agents in Libya*

to a previously devised scheme. For instance, in a null code letter only the first word or two of each line conveys intelligence in the context of seemingly normal correspondence. An acrostic code would use the first letter in each word to spell out a short message.

Courier

Trusted compatriots or well-paid contacts deliver messages between spies and their handlers. Sometimes animals such as dogs, monkeys, and pigeons are trained to deliver messages between two people or locations. Because this method seems so straightforward, it’s also the easiest for enemy agents to intercept. Although a spy (and his adversaries) might not know exactly for whom he works, a courier can lead directly to the handler and betray his identity and allegiances. Those carrying messages usually keep them hidden on their person in a concealment (for more about concealments see “Tools of the Trade” below) lest a casual search of their possessions reveals the correspondence.

Dead Drops

Operatives use dead drops when they don’t have the clearance to know their courier’s identity or to dissociate themselves from a fellow agent receiving a message. A dead drop is a previously arranged location where a spy can leave communications for pick-up: beneath a loose block in a frequently visited monument; behind a picture hanging on a coffeehouse wall; in a specially reserved cubbyhole at a hotel’s front desk; in a specific planter along a shaded boulevard. The locations are usually public and therefore easily accessible to spies, both friendly and enemy, thus requiring some degree of encoding or enciphering to protect the message. Most operatives take the time to hide their message for a dead drop, frequently secreting it in a concealment of some kind: a rolled-up newspaper, pack of cigarettes, hollowed nut shell, or a secret compartment in a seemingly mundane item (coin, wine bottle, sculpture). A pre-arranged signal indicates a message awaits pick-up.

Wireless

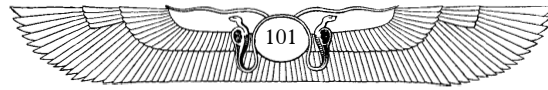
Using wireless telegraphy (also known as radio) proves especially practical for agents operating far from civilization or transmitting across distances too vast for other means. Voice messages broadcast “in the clear” (without any enciphering) often employ encoded words and phrases to hide the meaning from attentive enemies. Communications sent in Morse Code often use codes and ciphers, even though the dots and dashes themselves seem puzzling to those uninitiated into the ways of wireless telegraphy. Spies must use radio transceivers to send and receive messages in this manner. This bulky equipment isn’t standard-issue for any operative; aside from an operational need, one must have room to hide and set up this suitcase-sized apparatus and hang the aerial wire (antenna) in a place where it can get good reception.

Intervention

Occasionally spies must emerge from the carefully crafted hiding places from whence they gather intelligence to directly affect the situation. These operations always carry a larger degree of risk, for with greater action comes increased chance enemy agents could discover and eliminate a spy.

Disinformation

Sometimes operatives must deliberately mislead enemy agents to change their perception of a particular situation. Such activities might include planting false documentation in an official file, staging a meeting with innocent participants framed as conspirators or contacts, assuming a disguise and leading adversaries on a wild goose chase, feigning interest in a particular subject unrelated to the current mission, or allowing opposing spies to intercept and decode a message containing incorrect intelligence. The agent actively seeks to give enemy agents false impressions to steer their view of the situation away from the truth. To do so, however, the operative must intentionally draw attention to himself to attract the opposing spy’s interest and lend legitimacy to the false impressions he gives.



Sabotage

Spies work covertly to damage and destroy enemy installations, materiel, and resources. Such missions entail great danger that, while actively venturing out to take direct action against the enemy, the agent risks blowing his cover. The destructive nature of sabotage work often brings an operative into direct physical danger, not simply from enemy sentries and security measures, but from faulty or mishandled sabotage equipment (sensitive explosives, mechanical detonators, inaccurate timing fuses) and collateral damage from the devastation they cause. Targets can include innocuous subjects or large-scale facilities. An agent might sabotage a vehicle to keep enemy personnel from making an important journey. He could torch an adversary's office or quarters to compromise security and disrupt any ongoing operations. Stealing supplies, destroying radios, and nabbing code and cipher materials could also derail an opposing mission. Heavy sabotage targeting large facilities, buildings, bridges, roads, or machinery can seriously impair the enemy's ability to operate, but also raises the alarm that a saboteur or an opposing agent is operating in the area and must be eliminated. Not all sabotage aims to destroy material; a good blackmailer can damage an important person's reputation, and a spy spreading counterfeit currency can hope to weaken the local economy.

Assassination

Sometimes spies eliminate competitors, leaks, or direct threats in the course of a mission. Operatives receive some training in weaponry and self defense to preserve their own lives in the field. Occasionally they must stalk and assassinate individuals for the sake of a mission: diplomats who prove troublesome to one nation's political goals; police investigators who come too close to exposing a spy's cover; key leaders in rival or unpredictable organizations; and enemy spies who know too much, follow a fruitful lead, or stand in the way of achieving a mission objective. Often spies combine their assassination missions with some disinformation (and covering their own tracks) by planting evidence implicating someone else, preferably a rival in the espionage field, in the murder.

Tools of the Trade

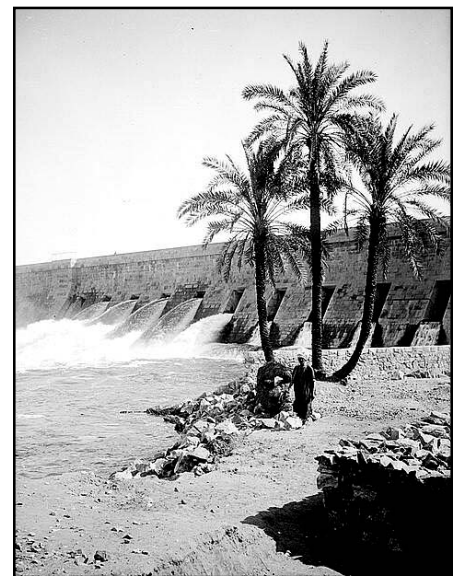
Technology in the 1930s limits what methods agents can use to successfully carry out their operations. Serious miniaturization, concealment, and innovation in creating fantastic espionage gadgets didn't occur until the onset of World War II, when the world's intelligence organizations had to step up operations and devise new techniques for outwitting the enemy. Some familiar developments don't really occur until the flames of war fueled the espionage boom: broad use of subminiature cameras, microdots and readers, concealed weapons, and specialized sabotage tools.

Given allowances for the pulp genre, however, advanced research at the government level could equip agents with gadgets seen or under development during World War II. The list below includes equipment historically available between 1933-1939 and gear developed during wartime (an asterisk [*] denotes World War II-era gear for those seeking to maintain a historical distinction).

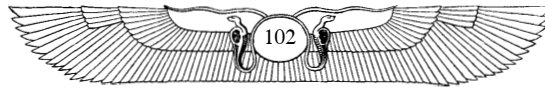
binoculars: These optical devices allow agents to get a closer look at a faraway subject. Since they're bulky, spies cannot use them surreptitiously unless observing from a concealed location. Using binoculars in the open requires the operative to maintain a suitable cover, such as an explorer, military officer, archaeologist, or tourist.

brass knuckles: A metal brace with four finger holes, extra weight held in the palm, and a good heft provide more power in one's punch and a harder surface than one's flesh and bone to drive into opponents. It has a notorious reputation as the preferred and underhanded weapon of choice for lawless thugs and men with no honor.

camera: Agents can operate cameras in the open as long as their cover justifies their use (for instance, tourists and journalists regularly use cameras). The British government, like most countries, looks suspiciously on anyone who photographs sensitive locations such as military and industrial facilities, bridges, dams, and airfields. Assume agents with



Photographs of such vital installations as the Aswan dam can aid enemy powers seeking to undermine British rule in Egypt.



The Suez Canal remains a vital and vulnerable link between Britain and its protectorates in east Africa and in Far East.

access to cameras of any kind also have access to photographic equipment to develop film and create prints, either through their sponsor organization (such as an embassy), cover location (safehouse, estate, business), or the friendly and trustworthy proprietor of a photography shop.

cipher device: Various tools help agents encipher communications from their plain text format to jumbled nonsense to mask the true meaning from others who might intercept a message. Although important diplomatic and military facilities use large machines (like the German enigma), most field operatives employ more compact methods, usually a one-time pad (a matrix of letters used to encipher text) or a simple mechanical device like the cylindrical M-94 designed by the Americans. Using such methods to encipher or decipher a message requires a *Challenging cryptography* or *tradecraft* roll.

concealed camera: Spies sometimes conceal normal cameras in mundane items, usually a briefcase or handbag, though other common items are possible. A remote shutter release near the bag

handle enables the operative to snap photos, with the lens viewing the subject through some element with a hollow portion (a latch, decorative ornament, false button, patch). Agents must use their intuition to get the best shots. Prints do not exhibit the same high quality as photos taken with normal cameras. Effectively using a concealed camera requires a *Hard photography* or *tradecraft* roll.

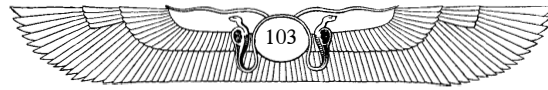
concealment pistols*: Espionage organizations can fashion single-shot pistols masquerading as everyday personal items like cigarettes, lipstick, cigars, pens, or pipes. Such concealments rarely function like their mundane counterparts, but provide agents with one, low-caliber shot. Operatives often save such weapons for desperate situations where a handy diversion or a single chance to shoot someone at close range makes a difference. Such pistols do not last beyond their initial discharge. Given the low caliber and unorthodox means of aiming them, they inflict significantly less damage than a standard sidearm.

concealments: Nearly any item can serve as a concealment for a hidden message, including hollowed-out coins, pens, pipes, lipstick canisters, hair brushes, shoe heels, rings, nut shells, cans, and bottles. Most concealments look like ordinary items, and many still retain their function; but secret compartments hold messages or other sensitive materials. Agents often use such seemingly mundane items to transfer information at dead drops, leaving the item at a predetermined location for a handler to pick up later, or retrieving it when the handler leaves a pre-arranged sign that a note awaits.

disguise kit: A collection of items packed in an innocuous-looking toiletry bag enables trained spies to alter their facial appearance. The kit includes combs, hair dyes, brushes, cold cream, small mixing dishes, tweezers, scissors, cotton swabs, a hand mirror, and an assortment of make-up often tailored to the agent's complexion. For men it provides material for fashioning fake mustaches, templates for trimming different mustache styles, and spirit gum for applying them. Successfully applying this kit requires a *Challenging disguise* roll, though *bluff* tests help maintain the alternate identity in public.

escape kit*: Agents facing threat of capture often carry an escape kit concealed in a pipe, hair brush, pen, shoe heel, or other personal item a spy's captors might allow him to keep. Depending on the size of the concealment, an escape kit might contain a miniature compass, small saw or knife blade, a garrote, and a map printed on tissue paper showing the region in which the agent operates.

flaps and seals tool kit*: A collection of metal, bone, and wooden tools shaped like letter openers, some with curved tips, allows a skilled agent to open envelopes from the post without leaving much trace that they've been intercepted. Water, steam, or solvents help



loosen the envelope adhesive. Such a feat is a *Hard* task using *forge* or *tradcrafft*; failure might not seem apparent, at least until the recipient notices faint signs of tampering. The tools come rolled in a cloth with pockets to hold each instrument.

garrote: A good garrote can consist of a loop of rope, a strong scarf, or length of piano wire, but most used by professionals to strangle their quarry are made from a wire with an easily gripped handle at each end. Slipping one over an unsuspecting victim takes great stealth, and one must withstand kicks, struggles, and flailing until the target falls silent.

invisible ink: To ensure a message's security spies sometimes write with invisible ink. One must apply a chemical agent or expose the writing to heat to reveal the text. To avoid suspicion agents often write invisible messages between the inked lines of a regular letter or apply the invisible ink to a common cloth item, like a handkerchief. The simplest invisible ink is lemon juice; it appears when heated by a candle, light bulb, or iron.

lockpick set: An assortment of metal picks, rakes, and tension wrenches allows trained spies to open most keyed locks of this period. These tools come in leather or cloth cases that easily fit inside a pocket. Difficulty and time required to successfully pick a lock depends on the complexity, condition, and age of the lock.

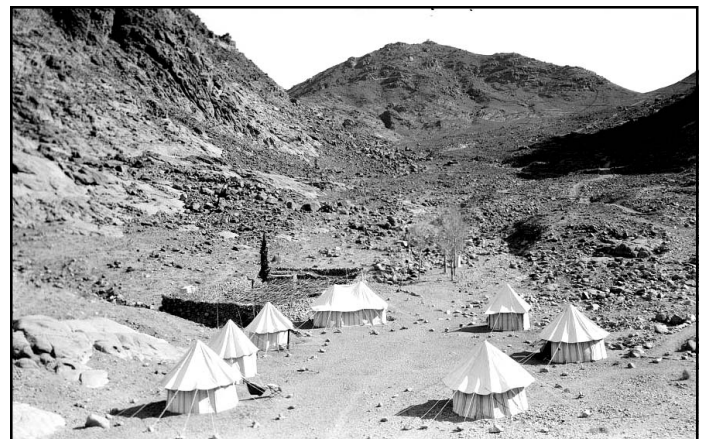
Minox camera*: In 1938 the Latvian Walter Zapp developed a camera small enough to fit in the palm of one's hand. Espionage agencies immediately seized upon it as a means of discreetly photographing people, places, and documents. At slightly longer than three inches, the Minox includes shutter speed controls and viewfinder to better adjust for light and frame shots. A film reel can take up to 50 pictures.

pencil fuses*: Agents use these metal tubes to set off explosives after a predetermined delay. Pulling out a safety strip and crushing the copper end of the tube breaks a vial of acid that corrodes the wire holding back a spring-loaded striker above the detonator cap. Different acids provide various delays, though such detonation methods aren't always terribly accurate. A protective metal box holds a set of five fuses, each with a safety strip color coded to the delay time: 10 minutes, 19 minutes, 1 hour 19 minutes, 14 hours 30 minutes, and 6 hours 30 minutes. The fuses work with standard military explosives like TNT, dynamite, and plastic explosives as well as improvised devices.

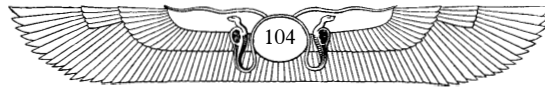
push dagger*: This close combat weapon consists of a long, pointed metal shaft with an easily grasped handle; some have cylindrical pommels that fit in one's palm, while others have finger holes like brass knuckles that ensure a steadier grip. Although it has no sharp edges like a knife, the weapon can inflict a deep, penetrating wound when used by a skilled fighter, inflicting similar damage to that of a good knife. Most push daggers slip into leather sheaths one can easily strap to an arm or leg and conceal beneath clothing.

RDF set*: Radio direction finding (RDF) equipment can hone in on a particular wireless frequency and determine the direction from which it broadcasts. Agents use RDF sets to track down other spies transmitting sensitive intelligence. Early sets fit in small trucks, but later ones could fit in suitcases specially adapted for the equipment. Controls allow operatives to set the frequency, intercept the broadcast, and, using a small loop antenna, swivel it until they determine the direction from which the strongest transmission emanates. Though it won't pinpoint the exact location of an enemy radio, it can send agents in the right direction. Successfully using an RDF set requires a *Challenging wireless* roll.

silencer*: Cylindrical silencers attached to the end of a pistol barrel can effectively muffle the sound of a shot's muzzle blast.



Desert explorers secretly sponsored by foreign powers chart and establish campsites and supply dumps for future use.



The weapon's inner workings, however, still make enough noise that a careful listener might hear. Such accessories make concealing a pistol much more difficult. No legitimate authority would carry a silencer, and possession casts suspicion on its owner.

subminiature camera*: Espionage organizations craft small, simple cameras and conceal them as everyday items; the tiniest fit in cigarette packs and match boxes. Although it enables agents to photograph subjects surreptitiously, the camera provides limited success. Without a viewfinder or light meter, agents must use their intuition to get the best shots. Prints do not exhibit the same high quality as photos taken with normal cameras. Effectively using a subminiature camera requires a *Hard photography* or *tradedcraft* roll.

suitcase radio: Operatives often use radios custom-fit into suitcases to communicate with their agency. The radio components (tubes, crystals, tuners) and all the accessories (power cables, headphones, Morse key, aerial wire) fit within what looks like an ordinary suitcase. The entire kit weighs around 30 pounds. The signal strength has an effective broadcast range of 500 miles, though atmospheric conditions often double the transmission distance. The unit draws electricity from normal household current or a car battery. Its portability enables spies to broadcast from different locations to deter enemy counterintelligence units from tracking them down using radio direction finding equipment. Setting up the radio and sending/receiving messages with it requires a *Challenging wireless* or *tradedcraft* roll.

thumb knife*: Lapel or thumb knives are small, double-edged blades with a flat gripping surface that look like pointy metal fingernails. Gripped between the thumb and index finger, they provide a concealed weapon useful for self-defense or slitting vehicle tires. Some slip into small leather sheathes easily concealed on one's person, while others remain sewn into clothing (including the points of one's shirt lapel) for use in desperate situations. A thumb knife doesn't provide the same damage as a hefty knife, but its cutting edge gives greater advantage in close combat than an unarmed hand.

Base of Operations

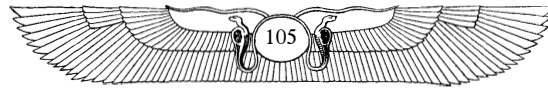
Unlike people in more respectable occupations, those engaged in espionage do not hang up a sign at their place of business. In concealing their true identities and activities, spies use locations associated with their cover to hide their equipment and take care of clandestine business. Those posing as tourists and dilettante travelers use their hotel rooms or apartments; entrepreneurs maintain a secret space in their businesses; diplomatic functionaries have a secure office at their consulate; and other professionals (scholars, archaeologists, journalists) use workspace dedicated to maintaining their covers, though they conceal their activities in locked filing cabinets, false drawer bottoms, loose floor boards, and secret compartments.

Since mobility and flexibility remain key to evading surveillance and collecting information, agents also frequent locations where they can observe targets, meet informers, and assess situations: bars, restaurants, bazaars, museums, and monuments, anywhere European tourists abound and crowds offer convenient concealment and a means of quick escape.

Sometimes an agent's specialized activities require specific locations hidden from the public eye. Abandoned buildings, disused cellars, houseboats tied up along the Nile, and forgotten tombs can serve a variety of purposes: hiding a bulky wireless radio transmitter; detaining and interrogating prisoners; storing illegal materials; processing photographs; serving as a previously unused "safe house" to use as a haven when missions go wrong.



An agent's base often consists of little more than a hotel suite or a dusty flat in one of Cairo's less conspicuous neighborhoods.



Intelligence Agencies and their Middle Eastern Concerns

Operatives might belong to one of several intelligence agencies using them to pursue their agenda in Egypt.

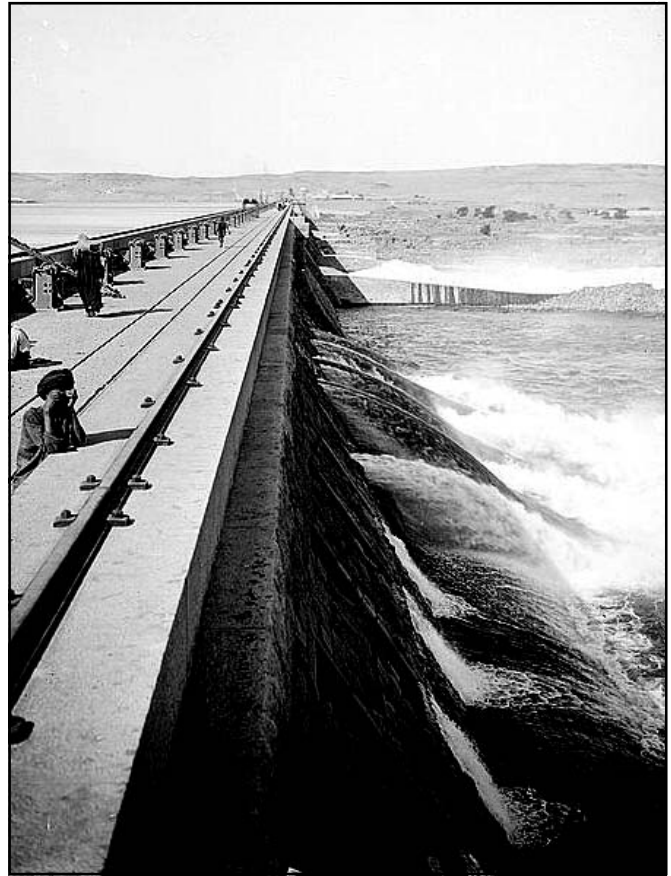
England: MI-6 deals with international espionage, particularly uncovering fascist plans for regions adjacent to British colonial holdings in Africa and the Middle East. Its agents pay special attention to Germany's rearmament and Italy's military activities along the Egyptian-Libyan border. MI-6 also monitors German and Bolshevik influence on Egypt's native nationalists. In Egypt MI-6 operates as the Inter-Services Liaison Department attached to the British military.

France: The *Deuxième Bureau* focuses on protecting French interests throughout its colonies. Like other western nations, it also seeks to stem the rise of Bolshevism among natives and the younger, less traditional set. The French fear communist spies, particularly among the military and aviation industry. They warily watch the border between Italian-held Libya and French Chad.

Soviet Union: The NKVD (successor to the OGPU and precursor to the infamous KGB) serves as the Soviet state security agency. Operatives within the Soviet Union pursue Stalin's repressive policies against his own people; those in foreign countries, including those throughout the Middle East, work to aid the spread of communism among the oppressed native populations seeking liberation from the decadent European capitalism. The NKVD also recruits those sympathetic to the communist cause who also oppose fascism.

Germany: The Nazi regime relies on several espionage organizations to monitor, interfere with, and turn to its advantage situations arising in the Middle East related to foreign military activity, economic changes, political instability, rising nationalist groups, and archaeological developments of an occult nature. The *Abwehr*, German military intelligence, operates throughout the world using agents recruited from the well-traveled *Kriegsmarine* (navy). The *Sicherheitsdienst* (SD) is the arm of the SS charged with collecting intelligence and undertaking operations to "discover the enemies of the National Socialist concept." While this often limits this security service's activities to German-occupied territory, its agents occasionally venture onto foreign soil to pursue its objectives. In 1939 it is assimilated with the dread *Gestapo* into the far-reaching and ruthless *Reichssicherheitshauptamt* (Reich Central Security Office, or RSHA).

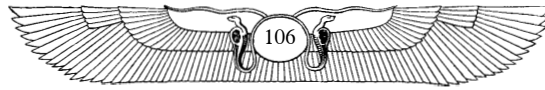
Italy: The activities of the *Servizio Informazioni Militari* (SIM) border on the criminal. The agency functions as a standard military intelligence service using any means necessary to achieve its goals to solidify Mussolini's fascist rule. Its agents focus on supporting nationalist movements to undermine legitimate or colonial governments in Yugoslavia, Palestine, and Ethiopia, including planning assassinations and burgling foreign embas-



The Aswan dam stands as a priority strategic concern for political powers controlling Egypt, for it regulates the Nile's flow and limits destructive flooding downstream.

sies to obtain information. The SIM seeks to destabilize rival colonial holdings and gain any advantage over adversaries in military confrontations. Its agents pose as desert explorers, seeking ways across the Libyan desert to attack Egypt or reinforce its armies in Ethiopia.

America: In the isolationist fervor inspired by involvement in the Great War and the subsequent economic depression, the United States has relegated national intelligence-gathering to bureaus within the war department—G-2 for the Army and the Office of Naval Intelligence (ONI) for the navy—and the state department's diplomatic corps. They focus primarily on activities affecting their services and do not look at the overall strategic picture relating to non-military operations. (The well-known Office of Strategic Services [OSS] was not established until 1942 to coordinate American intelligence operations.) With no bases in the Middle East, America's concerns in the region remain limited.



Espionage Personalities

“If there is anything going on for you in Africa that I can help with, let me know. I know that country and its people like the back of my hand.”

—*Ladislaus Almasy*

Many involved in the spy business can serve as both beneficial contacts and harmful adversaries, depending on their allegiances to nations, political factions, and their own self-interests (such as security, money, and influence). Given the huge British presence in Egypt, most of the sample personalities here work with a British-oriented espionage storyline. Feel free to adjust their nationality to suit the specifics of your campaign.

Handlers

A spy works directly for a higher ranking agent or intelligence officer called a handler. The person who recruited the operative (by whatever means) could serve as the handler or might turn the agent over to someone else to “run.” Spies assigned to a handler simply assume he’s on their side, though he rarely offers any open indication of his true allegiance or his political affiliation.

Handlers have varying degrees of direct involvement with their agents. Some communicate only through dead drops or intermediary couriers, hiding behind an anonymous codename. Others have frequent personal contact, meeting spies for coffee as casual acquaintances, arranging pleasant conversations in hotel lobbies, or sharing information while sight-seeing. A handler naturally has a better view of the larger strategic picture in the area of operation, but doesn’t necessarily know or understand everything going on beyond his immediate sphere of influence. Operatives receive information on a need-to-know basis—if they learn more than they need to complete the current mission, they risk inadvertently leaking it to the enemy by word or deed.

Handlers run their agents by assigning them missions and providing incentive, usually by paying them, doing favors to cover up their embarrassing secrets, or stroking their egos. They operate on orders from higher powers, espionage coordinators supervising several handlers in a region and appreciating a more complete picture of the overall intelligence situation.

Handlers interact with operatives in several different ways:

Orders: Agents receive assignments from their handlers for tasks ranging from intelligence gathering (surveillance, research, observation and assessment) to intervention activities (sabotage, assassination, and disinformation). A mission could consist of a simple task (follow a particular individual for a day and note his activities) or might require more extended operations involving intuitive deduction and independent action (uncover an enemy spy, learn his objectives, and either eliminate or discredit him). Handlers expect agents to obey their orders, and usually offer incentives best suited to the spy’s sense of self-preservation.

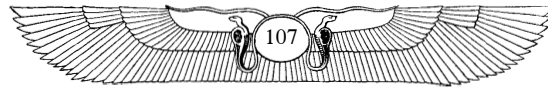
Information: Spies use their handlers as sources of information. Additional intelligence provided with an assignment can help the operative focus his efforts or can bias him toward a particular attitude that affects his performance according to his handler’s desires. Information can help the spy achieve his objectives, especially when using his own intuition to put the pieces of an espionage operation together. If given time, some handlers accept request for specific information, and can acquire intelligence from other sources useful to an agent’s immediate mission.

Resources: Although handlers expect most agents to use their own resourcefulness to gather supplies, weapons, and other equipment to carry out their assignments, they sometimes provide expensive,

Cross-Theme Characters

All the gamemaster characters described in the three campaign theme sections (archaeology, espionage, and criminal) represent typical people and organizations active in the pulp Egypt genre. Some work very well across the board. Just like an excavation campaign might incorporate espionage and criminal elements, so might a storyline focusing on spies include characters more central to an archaeological or criminal theme. Feel free to use these characters across the campaigns, either playing an integral role in the core action or briefly focusing their efforts on the current events that affect their interests in overt or covert ways.

Players can also use these people as inspiration for their own characters. Any gamemaster character at the Boss or Mastermind level can serve as a template for a player character with that same role. Run them in the campaign as intended, or modify them to work with any storyline.



rare, or mission-specific equipment required to achieve a goal. (As a general rule, a handler would have to provide any of the tools of the trade mentioned above.) These materials reach the spy indirectly through a dead drop; the handler indicates the agent should pick up a package at a specified time and location to avert any suspicion. Handlers often work with limited resources themselves, so they cannot always provide everything an operative needs for optimum performance on a mission.

Debrief: Handlers expect reports when their agents complete assignments. Such information includes intelligence gathered, assessments based on those observations, reports of sabotage damage, a general narrative of the spy's activities, and any other relevant facts related to the mission goal. This report may vary in length, determined by the means its transmitted to the handler. Messages encoded and sent by dead drop tend to run short. Those related to a handler over a leisurely meal can be very comprehensive.

Payment: Handlers dispense payment to their agents when they successfully complete a mission. They might anonymously transfer money into an operative's account, or arrange for him to find a small wad of bills in his luggage. Handler's blackmailing their operatives often turn over a small portion of the incriminating evidence against them, or perform some other favor to keep them out of trouble. Handlers with egotistical agents might have to pull some strings to have them invited to the right parties, publish their groundbreaking articles, or otherwise indulge their sense of self-importance.

Codename Felix, Handler

Agents never see the handler codenamed Felix. He communicates with operatives through several dead drop locations specific to particular agents he's running: the niche behind the poor box in St. Mark's Cathedral; a potted palm in the lobby of Shephard's Hotel; behind a loose stone in a mausoleum in the Tomb of the Mamluks; within the pages of a particular book at the Geographical Society. Operatives receive word to check or use certain dead drops by asking for any messages for "Mr. Carrington" at the front desk of the Continental-Savoy Hotel each morning. Should they need assistance, agents Felix runs may contact him through the dead drop or a special emergency contact, a particularly unsavory looking clerk at the Eastern Telegraph office on Opera Square. Upon completing an assignment, agents go to a particular baker in the el-Muski bazaar, ask for a particular kind of bread, and purchase a loaf containing their payment.

Given his anonymous identity and the nature of dead drop correspondence, Felix delivers his orders and supplemental intelligence in brief, blunt messages. He does not elaborate on the details, nor does he expect agents to write effusively in their messages. Each agent receives a one-time pad and a simple code for relating intelligence gathered. Should operatives neglect their duties, Felix makes sure unfortunate events "remind" them to complete their missions.

Maxwell Bullard, Handler

This travel agent with the prestigious Thomas Cook and Son company receives "special clients" in his private office at the agency's building near the Ezbekiya gardens. Here he meets with legitimate tourists seeking to book excursions on one of Cook's famous steamers up the Nile; he also conducts business with operatives he runs. His jovial manner and rotund physique mask his cunning nature and meticulous attention to detail, both of which he passes along to his spies. Bullard's cover allows him to keep tabs on most Europeans traveling within Egypt, puts him in contact with those who can provide numerous resources, and gives him reason to visit various consulates and hotels throughout Cairo. Those agents who please him reap the benefits of Bullard's position.

The cheerful Bullard greets agents at his office, pumping their hands and chatting about what plans they have to tour Egypt. He sends them off with a pat on the back and an invitation to lunch in the future, when they can swap travel stories. Between the friendly salutations and farewell he speaks clearly of the assignment objective and important supplemental information. He passes along important papers between the pages of travel brochures and itinerary folders, but sends operatives to a third party (a popular antiquities

FELIX (Boss)

Competent Skills:

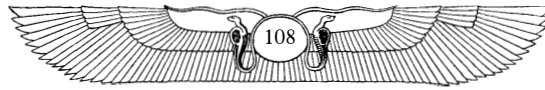
deduce _____
forged _____
stealth _____
shoot _____
search _____
street smarts _____

Expert Skills:

command _____
cryptography _____
intimidate _____
notice _____
persuade _____
wireless _____

Signature Skill:

tradecraft _____



MAXWELL BULLARD (Boss)

Competent Skills:

deduce _____
etiquette _____
forged _____
notice _____
search _____
shoot _____
stealth _____
wireless _____

Expert Skills:

business _____
command _____
persuade _____
tradecraft _____

Signature Skill:

bluff _____

Equipment:

pocket knife _____
business suit _____
fountain pen and pad _____
travel brochures _____
valise _____

dealer) to collect additional mission-specific equipment. Agents can always find him in the office during business hours, though this limits his ability to quickly deal with contingencies from missions gone awry.

Bullard conducts debriefing interviews away from the office, in the guise of that dinner, coffee, or drink to trade travel stories. He maintains a host of secluded tables at several restaurants, coffee houses, and bars where he can discuss business in relative privacy. Operatives receive invitations to debriefings by third-party courier once the complete their assignment and any collateral excitement has died down.

Enemy Agents

Technically anyone knowingly or innocently providing aid to opposing intelligence organizations acts as an enemy agent. They cover the wide spectrum of espionage work. Some serve as simple informers, reporting on happenings in their sphere of perception. Others work as minor functionaries in the espionage chain of command: couriers, wireless operators, cipher clerks, forgers, technical experts. (Any of the espionage personalities listed in this section could easily serve as an enemy agent.) A few operate as dedicated agents with the authority and ability to undertake wide-ranging missions.

Like friendly agents, enemy operatives maintain a seemingly legitimate cover that offers freedom of mobility and action so they can carry out their missions. Although they have adequate expertise necessary to maintain these covers, they also receive extensive training in tradecraft, various skills essential to working as a spy. These often include instruction in hand-to-hand combat, firearms, observation and assessment, disguise, codes and ciphers, photography, forgery, and wireless telegraphy. They seem innocent and friendly enough while maintaining their cover, but can become cunning and deadly when engaged in clandestine espionage work.

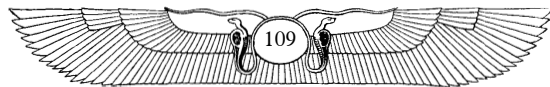
Most agents operating in Egypt have some familiarity with the country, its surroundings, and its political intrigues. A spy might have been born in Egypt or grown up there with his family before returning to Europe for his education. Some conduct business in Egypt and become familiar with the bureaucratic and entrepreneurial aspects of the country. Others gain their knowledge from extensive travel, touring, or exploration. Those who don't exhibit an understanding of Egyptian geography, history, and culture do not operate as efficient spies and often stick out as amateurs.

Enemy agents usually work against those operatives run by players in a game. Their presence might not initially become known, since they often work covertly behind the scenes. Agents usually uncover their adversary's true identity over time; only when an enemy spy's actions directly threaten a mission's success should agents take direct action against them.

Ladislav Edouard de Almásy, Enemy Agent

Cairo socialite and desert explorer, the Hungarian nobleman Almásy exudes an air of friendliness charged by his enthusiasm to uncover the mysteries of the Sahara. The dapper gentleman reflects his dignified heritage: he attended an English boarding school, was involved in the fledgling Boy Scout movement, and served briefly during the Great War in the Austro-Hungarian cavalry before taking to the skies as an aerial pilot observer. After the war and involvement in an abortive scheme to return royalty to Hungary's throne, Almásy turned to the deserts of north Africa.

Almásy spends the 1930s organizing various expeditions to explore the desert, primarily by automobile, but occasionally employing aircraft. His true allegiance lies with those who fund his frequent desert expeditions; more often the Italians and Germans. The British view him with suspicion; he seems too eager to share some information, but constantly and conveniently forgets to inform them of other, more important developments. During this time Almásy seeks several mysterious locations in the vast desert west of the Nile, particularly the location of the lost oasis of Zerzura and the ancient army of the Persian king Cambyses buried in a sandstorm. During the course of his travels he also charts various features to expedite future journeys across the desert:



Historically Speaking: Almasy

Count Almasy's involvement in desert exploration was romanticized in the Oscar-winning film *The English Patient*, based on Michael Ondaatje's novel. The film offers some stunning imagery, both of Cairo in the years leading up to World War II and of the vast desert landscape.

The historical Almasy baffled both the English and Italians through his enigmatic personality and his gregarious nature. Though he did not openly work as a spy, he gladly shared information gained from his desert expeditions with both sides. Both doubted his motives and the veracity of the intelligence he provided. He undertook expeditions with Englishmen and Germans, worked with the Italians, and didn't seem to take sides until the

war started. His allegiance to fascist Hungary, and thus to the Axis powers, led him to work with the German *Wehrmacht* during the war, organizing several expeditions to ferry commandos and spies into Egypt. Ultimately desert exploration remained his primary ambition.

Throughout the 1930s Almasy became one of the leading authorities on the Sahara, earning the Arab nickname *Abu Ramla*, Father of the Sands. A member of the informal Zerzura Club, he believed he had discovered that lost oasis in the massive Gilf Kebir plateau. He also carried out extensive travels across the sand seas, explored the Gilf Kebir and Gebel Uweinat, and searched for Cambyses' lost legions.

wells, oases, and springs to supply essential water; desert tribes that might render aid; hard ground for easy driving; routes through the immense dunes of the sand seas; sites for future supply dumps and landing fields. With the lurking threat that the imperialistic Italians might invade Egypt, such information would prove vital to military units attempting to attack installations along the Nile such as railway lines and the dam at Aswan. Gathering intelligence about the desert regions between Egypt and Libya remains his primary espionage objective.

Almasy always seems to maintain good relations with everyone: the Italian desert forces occupying Kufra Oasis in Libya and the western portion of the Gebel Uweinat on the border; the Germans he frequently takes on expeditions; the Egyptian bureaucrats who benefit from his expanding knowledge of the desert; and his British explorer colleagues in the Zerzura Club. As an agent he rarely forces confrontation (overt action disrupts discreet intelligence gathering), preferring to send obstacles into the paths of his adversaries in the form of uncooperative bureaucrats, sabotaged equipment, and misinformation about his intentions.

Informers

Operatives often maintain a small network of informers who, usually for a price, gather information within their sphere of influence relevant to a spy's mission. These attentive people work regular jobs that put them in positions where they can observe people or locations pertinent to an agent's mission. Their situation often limits their perspective; an excavation foreman can relate details about activity at his dig site, but won't know who's patronizing a particular night club. Such intelligence varies in quality, often dependent on the generosity of the payment and a good rapport with the agent. Some informers don't even know they're passing along intelligence valuable to an operative's situation. A spy chatting with a bored tomb guard might coax information out of him through casual conversation.

Those informers who realize they're involved in espionage activities rarely realize for whom they're really working. Some recruited for their patriotism obviously know their observations aid their homeland, and vigorously monitor activities affecting their nation's interests; as enthusiastic amateurs, however, their allegiances remain plain to anyone casually investigating their involvement.

Cavaliere Munari, Informer

An agent with the Lloyd Triestino shipping company, Munari specializes in arranging desert tours and therefore knows most details about any expeditions into the western deserts. For the right price—enough to accommodate him in style while living in Cairo—Munari can collect and pass along intelligence about activity in the Egyptian desert:

LADISLAUS ALMASY (Mastermind)

Competent Skills:

archaeology _____
endurance _____
intellect _____
notice _____
persuade _____
search _____
shoot _____

Expert Skills:

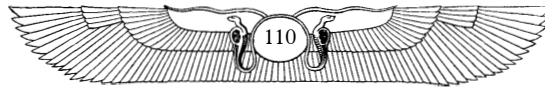
drive _____
etiquette _____
navigate _____
pilot _____
survival _____
track _____
tracecraft _____

Signature Skill:

desert terrain _____

Equipment:

pocket knife _____
binoculars _____
canteen _____
desert travel clothes _____
pencil and pad _____
pocket watch _____



CAVALIERE MUNARI (Henchman)

Competent Skills:

bargain _____

bureaucracy _____

investigate _____

notice _____

Expert Skill:

business _____

Equipment:

business suit

clipboard

fountain pen

pocket watch

movements of Bedouin tribes, discoveries of new geographical features (wells, mountains, dune seas), supplies reserved for particular expeditions, and the activities (both in the desert and around Cairo) of notable explorers of various nationalities. He also keeps tabs on the operations and clients of competing shipping companies, news affecting freighters traversing the Suez Canal, and movements of military vessels with cargoes for Egypt and other far-off colonies and protectorates.

Munari constantly expresses enthusiasm for all aspects of Italian activities in Africa. He supports the invasion of Abyssinia, argues the Italian claim to the Gebel Uweinat on the Egyptain-Sudan border, and speaks highly of Mussolini. Agents of other nationalities must take caution when dealing with this obvious Italian informer; Munari might choose to feed a spy disinformation or notify Italian operatives about the kinds of questions adversaries ask.

Couriers

Couriers deliver messages between agents, handlers, informers, and others involved in the twisted intrigues of espionage operations. Some have dedicated training as covert agents specializing in discreetly conveying communications, expertly navigating their territory, and identifying and shaking anyone trailing their movements. Most, however, are average people recruited by their need for quick cash or their eagerness to please an agent or his superiors. Agents arrange regular times for pick-ups and deliveries with their couriers, often disguised as chance meetings, exchanges in the bazaar, or other innocuous circumstances depending on the courier's regular occupation and the operative's cover.

Sometimes spies engage the services of trained animals as couriers. Dogs, monkeys, and pigeons prove particularly loyal when generously paid in food and affection. Their natural abilities aid their swift and discreet delivery and often fool unsuspecting enemy personnel intent on intercepting communications. Like humans, though, they may become prone to innate temptations that lead them astray from their mission.

To better ensure the security of their messages, couriers carry their correspondence hidden somewhere upon their body: rolled in the pages of a newspaper, in a hollow nut-shell, or in an everyday personal item modified to contain clandestine notes. Even animals can carry concealed messages; dogs may have hidden pockets within their collars or a hollow within their favorite gnawing bone, while pet monkeys may carry correspondence between the fabric of colorful costumes their owners make them wear.

Kusayyar, Courier

Cairo teems with throngs of idle young boys begging in the streets or seeking odd jobs. Twelve year-old Kusayyar discovered the most lucrative work comes from unobtrusively delivering messages for certain foreigners he believes engage in illicit activities. He's not sure whether they're criminals, spies, or nationalist insurgents, but they pay well and only require deliveries several times a week. Kusayyar knows his way around Cairo intimately. His appearance as a street waif gives him anonymity among the city's crowds, where he easily falls below the notice of most people. The clever boy carries messages in one of two concealments: within a secret pocket in the tarboosh perched atop his head, or within a large, hollow bead on the string of worry beads in his pocket.

Agents working with Kusayyar find him in the el-Muski bazaar. Depending on their clothing that day, they indicate whether they have a message for pick-up or expect a delivery. Kusayyar interacts with the operative much as any street urchin would, begging for a tip, offering to perform a simple service like shining boots, or otherwise getting close enough to transfer correspondence while still maintaining the illusion of a young rascal bothering a bazaar shopper.

Despite his age and penchant for youthful indiscretions, Kusayyar knows he must deliver such messages. Several friends working as couriers who failed to convey correspondence in a timely manner for German clients later suffered unfortunate accidents; Kusayyar likes the money, but realizes it comes with a weighty obligation.

KUSAYYAR (Henchman)

Competent Skills:

bluff _____

brawl _____

dodge _____

notice _____

persuade _____

street smarts _____

Expert Skill:

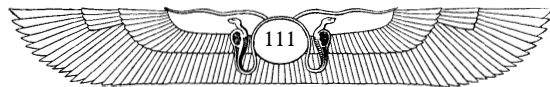
run _____

Equipment:

tarboosh

tattered robe

worry beads



Pilots

Agents in tight situations might require the services of aviators unaffiliated with the Royal Air Force or national Egyptian military. Pilots in Egypt fall into several categories: military personnel flying for the RAF, native Egyptians trained to run the national domestic airline, Misr Airworks, and civilian aviation pilots who fly for sport or personal transport. Most operate from the airfield at Heliopolis, several miles or a short tram ride northeast of Cairo. While the RAF and Misr Airworks pilots attend to duties, flight schedules, patrols, and other tasks essential to regular flight operations, private civilian aviators have the flexibility to pursue other aerial enterprises: providing aerial tours of Cairo to wealthy tourists; exploring the western desert and supplying ground expeditions there; and engaging their own enthusiasm for flying in the challenging skies over north Africa. For espionage agents, pilots offer access to aircraft for reconnaissance flights, courier work, or cargo transport.

The clients of most private pilots pay for expenses (including petrol) and an aviator's services on a particular flight. Cunning operatives gain some hold over a reliable pilot much as intelligence scouts recruit new spies. Agents must frame the circumstances of their intended excursion in terms appropriate to their cover, though most pilots don't mind engaging in some adventurous activity, even if it borders on the illegal. Since many pilots learned to fly in the national air services of their homeland, operatives must take care not to arouse suspicion of their true intentions lest an overly patriotic aviator pass word to the relevant authorities.

Having access to aerial travel can give agents an extraordinary advantage, and in some cases proves essential to executing a mission. Aviators can transport operatives great distances quickly, whether between settled locations within Egypt, to remote desert regions, or even across borders. They can fly a spy with field glasses or a camera over sites for reconnaissance. Pilots can swiftly deliver messages for operatives or retrieve essential supplies for immediate use.

Agents who resort to employing pilots should take care; the RAF jealously guards Egyptian airspace from interlopers, particularly the Italians in Libya, who lay claim to several mountainous regions in Egypt's western desert and, after 1935, overfly Egypt to support military operations in the invasion of Abyssinia. Extensive use of aircraft may raise RAF, and therefore British diplomatic suspicions.

Rolf Engel, Pilot

The dashing Austrian flight enthusiast Rolf Engel stands as the very picture of the model Aryan the Nazis promote: tall, athletic, with short blond hair and stunning Nordic good looks. Although too young to fight or fly biplanes during the Great War, Engel joined a German glider club, the only aviation allowed the defeated Central Powers after the Treaty of Versailles. After university he dabbled in law before inheriting a small fortune from a rich uncle and pursuing aviation full-time. Engel came to Egypt seeking new flight challenges and a more exotic lifestyle than the Old World stagnation in Vienna. When he isn't out at the Heliopolis airfield doting over his biplane, he's enjoying the Cairo nightlife from his suite at Shepherd's Hotel.

Engel flies a Russian-built U-2 trainer, a broad-winged biplane with a five-cylinder radial engine, seats for a pilot and passenger, and extraordinary maneuverability. Nobody knows how he obtained it; rumors speculate Engel took the aircraft from two Russian fliers who angered him so much with aggressive, pro-Soviet propaganda that the Austrian killed them in a bar fight (though NKVD agents haven't yet tried to repossess Soviet state property). Although the canvas-framework airplane seems less ideal for transporting significant cargoes, it's perfect for ferrying single passengers between destinations or taking



Pilots gain a unique aerial perspective on the desert, Nile river valley, and ancient ruins like the Pyramids of Giza.

ROLF ENGEL (Boss)

Competent Skills:

bargain _____
bluff _____
brawl _____
bureaucracy _____
dodge _____
endurance _____
persuade _____

Expert Skills:

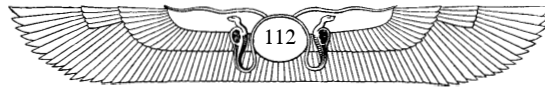
business _____
navigate _____
notice _____
shoot _____
survival _____

Signature Skill:

pilot _____

Equipment:

Mauser pistol _____
U-2 biplane
flier's leather cap and goggles
navigation instruments
pocket knife



ENGEL'S U-2 BIPLANE

Top Speed: 124 mph
Range: 330 miles
Crew: 1
Passengers: 1

curious tourists aloft to enjoy the view of Egypt from the air. He takes frequent journeys from Cairo to destinations throughout the Middle East to transport private clients and satisfy his appetite for exotic travel. With all his training in gliders, Engel excels at the “dead stick” landing; setting a plane down quietly in a floating descent to the runway with the engine shut down. Though he doesn’t have much use for this technique in general aviation, some of his more discreet customers find ways of applying it for their own purposes.

Although he flies a Soviet-built aircraft, Engel makes no effort to mask his support for fascism and nationalism as displayed by Germany and Italy. His affable demeanor earns him friends across political boundaries; he chums around with the British pilots based at RAF Heliopolis, offers advice to new Egyptian fliers with Misr Airworks, and cultivates an informal circle of sociable aviators based in Cairo.

Hired Thugs

Agents sometimes recruit heavy muscle from ruffians to undertake a variety of unseemly, secondary espionage duties. They might require a small crowd to create a diversion, burglars to ransack someone’s quarters, bruisers to physically waylay adversaries, or sturdy backs to move supplies quickly and quietly.

Most thugs come from the local populace: poorly paid workers who dabble in petty crimes to supplement their income; drug-addicted beggars who’ll do anything to get their next fix; bullies who take any opportunity to stir up trouble for the establishment. Sometimes spies engage the services of criminal organizations, including those run by westerners, which already have personnel who specialize in carrying out illicit activities. Such experienced hired muscle, however, often commands higher payment and greater care when negotiating their involvement.

Ruffians already have a predisposition to this kind of work. They operate on the fringe of society, don’t care about their employer’s identity as long as they get paid, and have no qualms about committing violence, robbery, or other offenses. Most thugs work for cash, understand they must ask no questions about their activities, and do not discuss events afterward. Agents must take care to choose hired ruffians carefully, pay them well, and make sure they don’t consciously or inadvertently betray the mission.

To distance themselves from paid muscle, operatives often use an intermediary, like a courier, to contract the thugs, provide them with instructions, and pay them. This usually requires more time and careful forethought than a situation may offer, but adds an extra layer of protection to safeguard an operative.

Sallaha's Gang, Hired Thugs

A gang of brothers who work in the Egyptian State Railway yards north of the Cairo suburb of Boulak often hire themselves out as paid muscle. Led by the eldest and largest brother, Sallaha, they work in the rail yard by day doing heavy repair work on train carriages and engines, and undertake odd jobs involving their intimidating strength by night. They’re bullies at the railway yard, providing “protection” to those in their neighborhood (for a fee, of course), and generally cultivate a subtle fear in everyone they know. They’re not above engaging in illegal activities, though the payment must be commensurate with the degree of risk involved and the severity of the crime. The simpler the job the better. Sallaha and his brothers excel at beating up individuals, breaking into homes, and sabotaging vehicles, but they’ll also undertake any work with the promise of lucrative payment. Those seeking to hire them must approach them at the rail yards or their home, both requiring a journey into the less savory regions of Cairo.

Sallaha himself towers as the typical physical specimen of his brothers, to the extent that some cannot tell them apart. Easily six feet tall, a great height for an Egyptian, he looms over everyone nearby. Years of heavy labor have given him a muscular build and an affinity for applying it, whether moving cumbersome loads or swinging hefty tools. A single, thick eyebrow frames his scowling eyes, and an unkempt beard and mustache, tattered by stray sparks and occasional snags, add to his berserker appearance. Despite the intense heat of Egypt and the workshop where he toils, Sallaha wears heavy overalls to

SALLAHA GANG MEMBER (Henchmen)

Competent Skills:

bargain _____

endurance _____

intimidate _____

strength _____

Expert Skill:

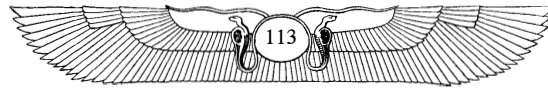
brawl _____

Equipment:

hammer _____

wrench _____

work overalls



protect himself against injury from hot metal, coals, and steam. Whether laboring at work or skulking around the hovel he shares with his extended family, Sallaha carries some large tool (usually a hammer or wrench) he uses for emphasis when bullying others—usually any time he interacts with other people.

Nationalist Radicals

After many years of oppression by Turkish rulers and British bureaucracy, many native Egyptians believe their country should be entirely free from foreign intervention. Although the nation gained sovereignty from European control in 1922, much of its administration and economic power still remained in British hands. Several political groups openly call for all foreign interests to leave and secretly work to establish a religious state true to the tenets of Islam. Many seem willing and eager to ally with representatives of different nations also seeking to oust the British from Egypt. Agents sometimes harness the power, resources, and influence of these radical nationalists to further their own espionage goals.

Members come from all walks of life, bureaucrats, entrepreneurs, and military officers, especially anyone with greater promise of prosperity and success that could come with regime change. Given the sometimes brutal oppression of fringe political groups, many still meet in secret even if their open agenda remains peaceful. Members gather under the guise of some other affiliation, such as sporting clubs, business associations, or intellectual societies. The two most predominant organizations, the Association of Muslim Brothers and Young Egypt, both promote establishing Egypt as an Islamic state with religion as an ideology that affects all aspects of life. They seek to disseminate their political message, recruit and organize supporters, and implement their agenda into Egyptian society. Depending on their level of fervor, each goes to different lengths to promote their principles, measures that could aid an operative's mission. Some groups simply stage protests, sponsor speakers, and disseminate anti-British print propaganda. Others pursue their aims by legitimate means through petitions and negotiations with English bureaucrats. The more radical nationalists secretly plot a violent overthrow of the ruling regime, employing riots, bombs, assassination, and even armed insurrection to prove their point. All these approaches can benefit espionage operations if properly applied.

Agents must use discretion when contacting nationalist groups. They don't simply seek to recruit them, but present an argument that they (and the nation they represent) wish to aid their cause by establishing joint cooperation on projects of mutual benefit. An operative usually makes inquiries about a particular group, gaining their notice, and ultimately receiving an invitation to meet with that faction's representatives. Like paid thugs, nationalist radicals gladly work for money; however, they undertake no activity unless it promotes their own agenda. Favors flow both ways when dealing with insurgent groups. They don't mind receiving money for their support, but sometimes prefer payment in other forms: weapons and supplies, misleading intelligence fed to their adversaries, or even direct aid in a vital undertaking.

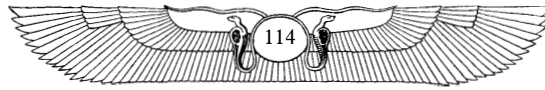
British operatives must take alternate measures when enlisting the aid of such nationalist factions hostile to Britain. Sometimes they must present their objectives as the lesser evil among those of competing spies. They might intentionally misrepresent themselves as agents of other foreign powers. English operatives might promise political favors (freeing influential prisoners, arranging a meeting with government officials, making concessions in labor and laws) that might ultimately lead to true Egyptian independence.

Young Egypt, Nationalist Radical Group

A young lawyer named Ahmad Husayn founded Young Egypt in 1933. While it espouses the usual nationalist ideals like gaining independence from English influence and establishing an Islamic state, the association also works toward a greater vision. Young Egypt seeks to forge its nation into an empire consisting of Egypt and the Sudan (both significant British concerns) to stand as a strong ally for Arab countries emerging from the yoke of European domination.

“God is our purpose, the Prophet our leader, the Koran our constitution.”

—*Association of Muslim Brothers slogan*



GREEN SHIRT (Henchman)

Competent Skills:

bluff _____

climb _____

dodge _____

intimidate _____

notice _____

politics _____

shoot _____

Expert Skill:

brawl _____

Equipment:

truncheon _____

political leaflets

To attain these goals, Young Egypt looks to the emerging fascist powers as models of political-economic systems for countries emerging from zealous nationalist foundations. Its members curry the favor of Italian and German diplomats, seeking greater understanding of their societies and petitioning for various forms of support ranging from printing presses to weapons.

Young Egypt's pro-fascist tendencies—and the success and growth of Italy and Germany throughout the 1930s—fuel its increasing anti-British attitude. The organization so admires the German political apparatus that Young Egypt has modeled its own paramilitary branch after the Nazi Brown Shirt thugs. The "Green Shirts" serve as the association's public presence throughout Egypt and its most vigorous advocates. They undertake the more overt, peaceful activities that spread the group's message: handing out leaflets and posting flyers, advertising meetings, organizing speakers.

Green Shirts also carry out clandestine activities to subvert British authority and bring about the formation of a truly Egyptian empire. They identify potential enemies for future persecution by discrediting their reputation, threatening their interests, or even physically removing them from the political scene. Green Shirts in mufti infiltrate crowds to incite riots when advantageous to their goals. They quietly engage in several illegal activities useful to their cause: gun-running, smuggling, burglary, blackmail, kidnapping, even murder. Green Shirts also monitor Young Egypt members, rooting out informers, agents, and security risks that might betray them to the British authorities, Egyptian government, or competing nationalist groups. They secretly pursue Young Egypt's secret agenda, inspired by the ruthless methods employed by the Nazi Brown Shirts and other fascist organizations.

Fire of Amun-Re

Espionage Campaign Outline

"The Nile at Aswan is only 900 kilometers from Uweinat. If there is a war, what fun it would be to take a battalion to Aswan and seize the dam. What could you do?"

—Major Lorenzini, *Italian Auto-Saharan Company*

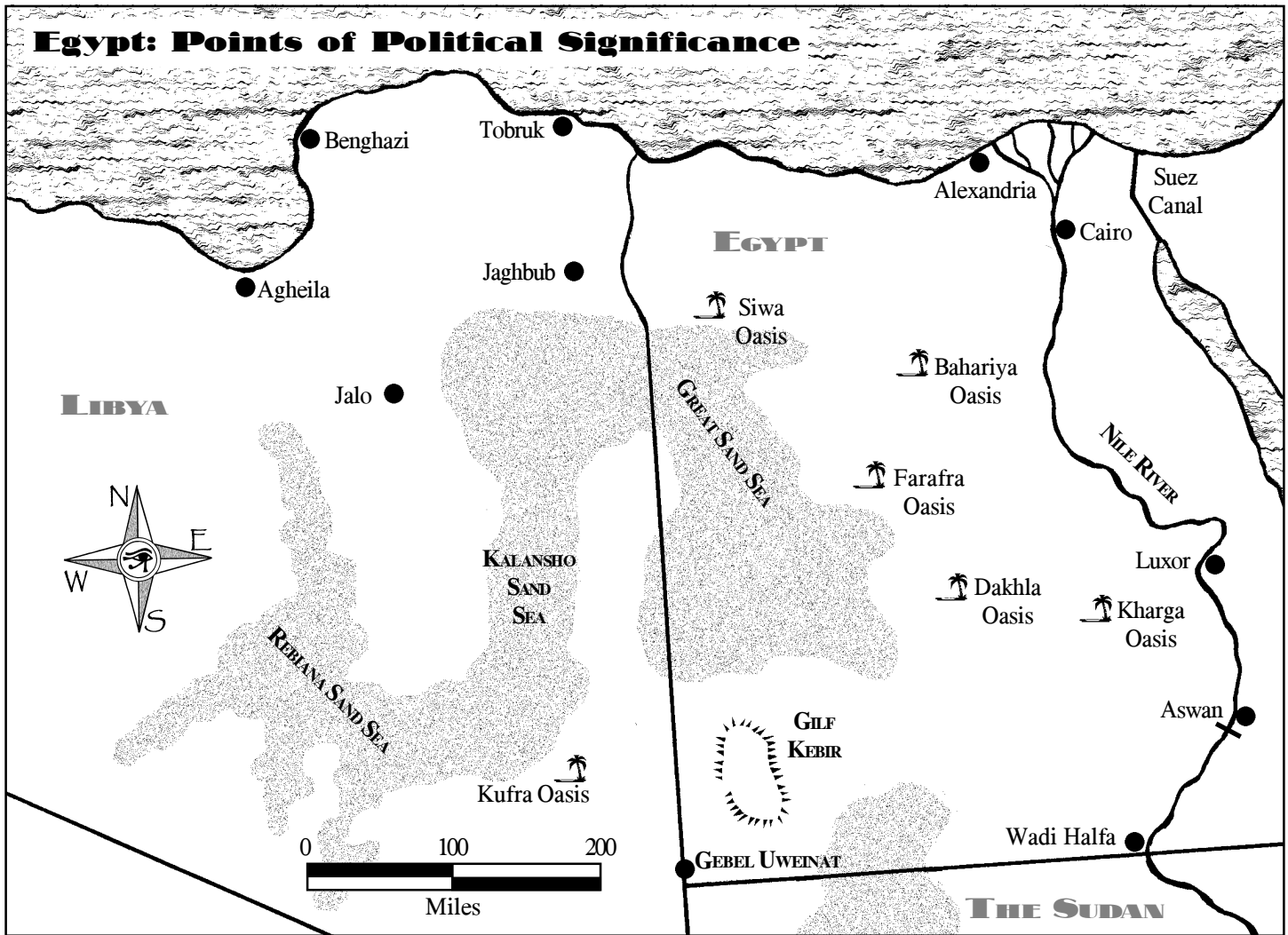
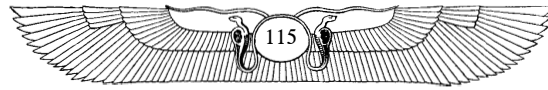
The following scenario notes outline a short campaign for a team of characters working as spies in Egypt. For story purposes, most should maintain allegiance to the same organization, in this case MI-6 (known in Egypt as the ambiguous Inter-Services Liaison Department associated with the British military); however, anyone opposed to the fascist Italians and Germans could join forces to confront this covert threat. Most agents receive funds, equipment, and other support from this MI-6 office, but should also rely on the safe houses, known rendezvous locations, and other useful facilities they've established in the course of their other operations.

Adversaries

Although the outline deals with a specific gang of spies working for Italy and Germany, feel free to include side encounters with other groups who wish to thwart the agents and aid the Italians and Germans. The following characters have primary or secondary roles in the "Fire of Amun-Re" plot:

Ladislau Almasi, Abwehr Agent: The Hungarian count stands at the center of an intricate plot to explore, map, and prepare a desert route by which foreign armies in Libya could invade Egypt, a course the British military would hardly expect. As one of the foremost authorities on desert travel, Almasi distances himself from any overt involvement in the scheme, but sits at the center of a web of enemy operatives from Italy's *Servizio Informazioni Militari* (SIM) and Germany's *Sicherheitsdienst* (SD). (Read more about Almasi above in the "Espionage Personalities" section.)

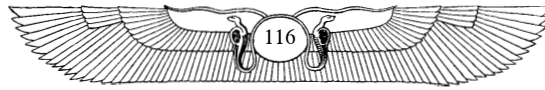
Gerhard Dolch, SD Agent: While German military intelligence trusts Almasi to oversee desert activities, the SS has sent its security agent Dolch to Egypt to actively pursue establishment of supply depots, landing fields, and armed camps should war erupt and Axis



powers decide to execute an outflanking attack against Egypt through the desert. As a scholar of ancient cultures, he also intends to complete research on an arcane spell to summon the very presence of Amun-Re to the earth's surface, an occurrence which could have devastating effects if used in combat. Dolch poses as a German adventurer who tired of mountain climbing and seeks to travel across the Sahara; his slick manner, fine etiquette, and charming demeanor conceal a ruthless cunning. His deadly, competitive nature motivate him to succeed at any cost. He secretly undermines or eliminates opponents using techniques and resources from the SS book of dirty tricks.

Aldo Lorenzetti, SIM Agent: A former member of the Auto-Saharan Company, the military outfit that explored Italy's Libyan desert claims and established a base at southerly Kufra Oasis, Lorenzetti secretly works for his country's military intelligence service. In Cairo he poses as an established gentleman explorer, though he's more concerned with spending his lavish pay on wine, women, and other debauchery in the classy establishments of Cairo. True to his playboy personality, Lorenzetti goes about establishing desert bases not as his dire patriotic duty but more as a diverting adventure. The Italian enjoys the excitement and pay more than he does the danger and intrigue. He assists Dolch but has little understanding of the German's true motives.

Sayed Mohammed, Young Egypt Informer: The radical Egyptian nationalists have a stake in aiding Italy and Germany, who have promised to help them achieve full independence from England. Sayeed, an unemployed clerk, now works for the Green Shirts to



secretly monitor anyone who seems to plot against Italian and German interests. He assumes the role of any helpful native the agents might engage for work, such as a porter, taxi driver, guide, errand boy, or courier. Not only does he intentionally fail in his tasks more often than not, he passes along to their other adversaries choice information about the characters' activities that might betray their identities or actions.

Inspector Hamat, Priest of Set: This Cairo police inspector secretly serves as a priest in the Legion of Set, a shadowy cult bent on forging a new, powerful Egypt around worship of this ancient god of chaos and destruction (see the "Legion of Set" description in Chapter 3: Archaeology Campaigns for details about this sinister sect). He's become aware of foreign plots to exploit desert routes to the Nile and tap into an ancient and destructive energy attributed to the mysterious god Amun-Re, an antagonist of Set. He stays alert for any news of previously undiscovered ancient sites that might prove useful for his Set-worshipping fellows, but also seeks to stop any attempt to investigate and summon any manifestation of Amun-Re.

Desert Glass

The heroes receive a parcel from one of their contacts. Inside they find a fist-size chunk of green-yellow silica glass and a note: "Just returned with our German friends from their desert trek with a crate full of similar specimens. Thought you might like a souvenir. —Hassan." The contact known as "Hassan" is a half-English, half-Egyptian fellow loyal to the British; he often hires himself as a driver for desert expeditions and ensures British authorities in Cairo hear about any significant activities. Before the agents can contact him for clarification about his message, Hassan turns up dead in a back alley, apparently the victim of a violent crime.

Resources: Assume the agents have access to their usual network of contacts, a set of forged yet believable credentials substantiating their covers, and a combined budget of 1,000 £E for bribes, incentive, supplies, and other expenses. Although they're working for MI-6 in Cairo, the agency does not expect frequent visits to their headquarters at the Inter-Services Liaison Department lest they cast suspicion on their allegiances and motivations.

Tracking the Expedition

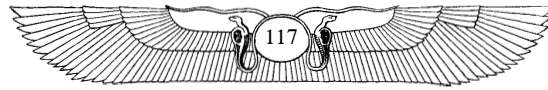
With a little legwork, proper cover stories, a few bribes, and interaction with other contacts, the heroes can gather information about the recent German desert expedition from various sources:

Newspapers: Most reporters covered the expedition's launching and return. Members included the Hungarian count and famed desert explorer Ladislaus Almasy (a known Nazi sympathizer), the Italian desert explorer Aldo Lorenzetti, and a German mountaineer, Gerhard Dolch. The Egyptian administered Desert Institute paid for most of the expenses, though both Almasy and the German government provided additional subsidies. The group left Cairo two months ago with four lorries filled with supplies and two automobiles outfitted for desert travel; two of the lorries didn't make it back as they were reportedly lost in a sandstorm. The expedition plans to host an evening reception at Shepherd's Hotel soon.

Geographical Society: The expedition has yet to file any maps of its surveys or amend the many existing maps in the society's library, though Dolch in particular spent at least a month pouring over the maps before they left.

Government Ministries: Official administrators have on file several bits of information. The expedition leases a warehouse for storage and staging purposes in Boulak, though the exact address is strangely missing. They purchased supplies through Cavaliere Munari, an agent with the Lloyd Triestino shipping company. Almasy has a flat in Zamalek (a neighborhood on Gezira Island), Lorenzetti has a houseboat on the Nile, and Dolch has a suite at Shepherd's Hotel.

Airport Records: If the characters can gain access to airport records (or have friends in the RAF) they learn the German expedition had no air support from Cairo, but that doesn't preclude other air support from desert landing strips in Italian-controlled Libya.



Glass Clues

The operatives might pursue several avenues of investigation to uncover the nature of the chunk of glass.

American University: This institution has a small department specializing in the geology of the region, including the western desert. The staff confirms the rock consists of sand fused into glass by an extremely high temperature, though they cannot understand how this might occur naturally in the desert. When measured on the university's Geiger-Müller counter, the glass chunk emits a moderate amount of radiation.

Geographical Society: Showing the glass to anyone at the society elicits recognition; Pat Clayton returned from his 1932-33 survey of the Great Sand Sea with similar samples, though he didn't have any idea what caused them to form in the valley between two dunes.

Pat Clayton: If the heroes don't seek out this veteran desert explorer and member of the informal Zerzura Club, he tracks them down. In December 1932 he found a valley between two dunes strewn with similar chunks of fused silica glass. Although he still has no idea how it formed, the fact that the Germans found it and took interest in it can't bode well.

Shut It Down

As the heroes slowly uncover new mysterious surrounding the rock, their superiors call them into the office, presumably for a report or briefing. There they meet several stern men dressed in fine suits and introduced as high ranking members of a government scientific agency called the Tube Alloys Committee. They order that the characters immediately turn the silica glass chunk over to them and cease any further investigations into its origins. In case anyone questions their right to end the investigation and take possession of the rock, they produce letters from the Prime Minister himself granting them complete authority in any matters. Despite their status within any official British intelligence organization, the characters simply don't have the need to know. If the agents somehow manage to avoid these men and resist turning over the rock, they ultimately encounter a very skilled group of masked Arab assassins intent on stealing the chunk of silica glass. (Anyone investigating the Tube Alloys Committee uncovers, only after a great deal of trouble, that it oversees research efforts into discovering new elements, particular metals, with wartime applications.)

Expedition Soiree

Despite orders to cease their investigation of the mysterious silica glass, the heroes decide to further scrutinize the German survey that retrieved it. They infiltrate the reception at Shepherd's Hotel for friends, supporters, and colleagues to celebrate the recent expedition (using plausible cover identities such as reporters, government officials, potential financial backers, etc.).

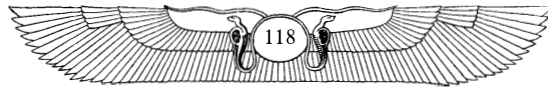
Shepherd's Reception

The agents face only a few challenges slipping into Almasy's private soiree in one of Shepherd's ball rooms (bribing the hotel clerk checking invitations, or exploiting the authority of their *bona fides*). Fifty guests fill the well-appointed salon, with waiters wandering through offering hors d'oeuvres and champagne. At one point Almasy offers a toast to his colleagues Lorenzetti and Dolch, but beyond that the operatives remain free to mingle and discreetly glean information from notable guests:

Count Ladislaus Almasy: Besieged by admirers, the Hungarian seems inaccessible for more than a moment. He's quite pleased with the last expedition, having mapped two large mountainous features in the southwestern corner of Egypt, the Gebel Uweinat, a desert mountain sheltering several springs, and the Gilf Kebir, a



The reception at Shepherd's Hotel might offer some clues regarding the German interest in the strange desert glass.



massive plateau the size of Switzerland that serves as a formidable obstacle between Egypt and Libya. Almasy speaks calmly about his desert travels, but manages not to reveal any vital information. A member of the informal Zerzura Club.

Aldo Lorenzetti: When sufficiently plied with liquor and pleasing company, Almasy's Italian colleague boasts of the recent desert expedition, how they journeyed across the Great Sand Sea all the way to Kufra Oasis in Libya, then spent time exploring the steep valleys (also called *wadis*) around the Gilf Kebir. Lorenzetti claims they're preparing for another expedition; a warehouse in the Cairo neighborhood of Boulak serves as their base for storing supplies and refitting the vehicles. Anyone buying him a drink from the bar can turn the conversation to the valley of the strange glass chunks; Lorenzetti claims they just collected samples, though he admits Dolch took a keen interest in them and with a Geiger-Müller counter measured moderate levels of radiation emanating from them. A member of the informal Zerzura Club.

Gerhard Dolch: Introduced as an alpine mountaineer and adventurer who traveled from Germany to join the expedition, Dolch smiles and nods through most conversations, contributing little beyond his enthusiasm for joining any future surveys. He deftly avoids any talk of Nazi Germany. Dolch sticks close to his fellow countryman von der Esch. Others at the reception mention he's also an authority on ancient civilizations. He dismisses any mention of the discovery of the glass chunks as inconsequential.

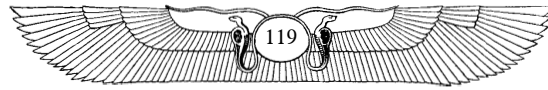
Baron Hansjoachim von der Esch: This quiet German maintains a reputation as a world traveler who dabbles in other pursuits. He didn't accompany Almasy's expedition, but recently returned from Aswan, where he spent the past three weeks photographing several minor archaeological sites.

Mrs. Genevieve Harrop-White: Of the many wives and other women attending the soiree, Harrop-White stands out as the loudest, most talkative busy-body there. Nobody's quite sure if her husband's serving with the British army in distant lands or if he's simply dead, but Harrop-White gleefully flirts with any handsome person wearing a coat and tie. Her mouth runs with gossip about Cairo's social scene. She claims Almasy confided in her that his latest expedition discovered a lost oasis, found evidence of an ancient and powerful calamity, and may have discovered the fate of a lost Persian army! She gladly spreads and distorts any information purported as fact or fiction among the reception's attendees.

Ralph Bagnold: Many regard this former British signals officer as the most experienced desert explorer in Egypt and the founder of the unofficial Zerzura Club. He and his clique (including surveyor Pat Clayton and RAF pilot Penderel) keep their distance from the gloating Almasy and his entourage; the two maintain a polite rivalry. He voices his worries—especially if anyone mentions von der Esch's time in Aswan—that the Italian post west of the Gebel Uweinat is only 550 miles from the Nile, which any experienced and adequately equipped motorized unit could easily cross to capture or demolish the dam at Aswan should war break out against the fascist powers.

Heinrich Hockner: This scholarly looking fellow spends the evening huddled with the small delegation from the German embassy in Cairo. He only speaks German, but engages in guarded conversation with anyone who approaches him. He introduces himself as a metallurgist with the German Institute of Chemistry, passing through Cairo en route to several mines in the Belgian Congo to conduct geological research. If asked about the glass, Hockner chuckles to himself and dismisses it as a fluke of nature.

Prince Ombashi Hassan: A distant member of the Egyptian royal family, Prince Hassan appears at the soiree as King Fuad's representative and chief administrator charged with forming the Desert Institute, an academic association intended to promote exploration. The handsome Egyptian discusses the potential of mapping the desert regions, though should the conversation veer toward politics, he's quick to compliment the advances made by fascist nations and remains reticent about continued British involvement in Egypt.



Discreet Departure

Halfway through the soiree, while the operatives still subtly gather information from guests, someone notices two of the Germans, Dolch and von der Esch, slipping out the salon's service entrance into Shepherd's kitchens. To pursue them the heroes must navigate the busy kitchens, hotel service corridors, and the streets leading north into the seedier districts of Cairo...all without their quarry observing their presence. Once they enter the dark alleys of Boulak they must dodge all manner of unsavory obstacles: piles of garbage, brothel workers tempting them from doorways, drunk vagrants, and a pack of angry dogs. Clearly this is no place for westerners.

Back Alley Ambush

As the agents continue their pursuit, several large Egyptian men brandishing wrenches step out from an alley, blocking the path. They clearly intend to forcefully waylay the characters. (These thugs might belong to an organized gang of criminal ruffians or the militant wing of an Egyptian nationalist group with loyalties to the fascist powers.) Should any operative pull out a firearm, they receive a swift and disarming reprisal from a thug who's slipped behind them. The Egyptians don't seriously harm the agents, but delay them long enough to allow the Germans to shake their trackers and disappear into the twisting streets of Boulak.

Debriefing

Although they don't discover the location of the warehouse Lorenzetti mentioned, the agents definitely suspect the Germans, and now a gang of surly Egyptians, of plotting activity in the southwestern desert region. They put out a call to their contacts to stay sharp for information on any involved in the scheme.

Shadowing the Germans

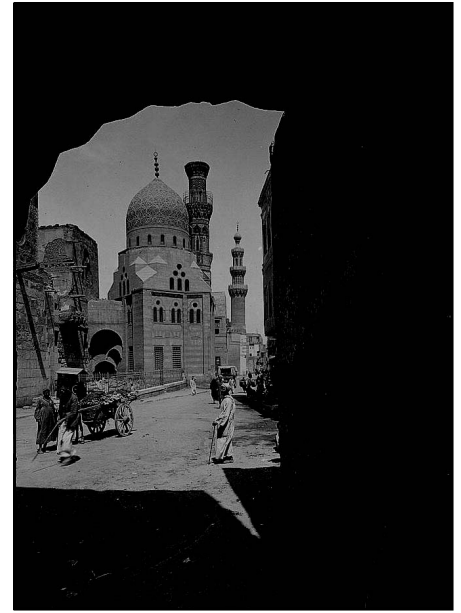
With clear indications that Dolch and von der Esch pursue some hidden agenda, the agents decide to spend a day tailing them to see if their activities offer any clues to their motives. The two have rooms at Shepherd's, so the agents easily pick up their trail early one morning when the Germans come downstairs for breakfast on the hotel's magnificent veranda.

von der Esch

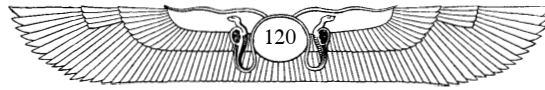
After breakfast von der Esch heads to the Geographical Society, where he consults numerous maps detailing the region around Aswan and makes notations in a small notebook carried in his pocket. He lunches with Lorenzetti on his houseboat, then spends the afternoon wandering the bazaar, purchasing a few items obviously meant as souvenirs: some incense and censers, a foot-tall stone plaque with a figure of Amun-Re inscribed on it (a cheap reproduction), and a bag of fresh fruit. He returns to Shepherd's to dine with a well-dressed Egyptian (who coordinates efforts between the Germans and the gang of ruffians). Before retiring to bed, he stops at Dolch's suite and drops off the souvenirs he collected in the afternoon.

Dolch

After breakfast Dolch takes his valise and heads directly to the Egyptian Museum. Accompanied by a friendly curator he knows, the German disappears into the museum library, where he spends the morning pouring over different papyrus scrolls and taking copious notes in a journal kept in the valise. The agents might discover—by talking to or bribing the curator or conducting their own “research” nearby—that the scrolls focus on magical rituals practiced by the high priests of Amun-Re. He lunches at a nearby restaurant with Heinrich Hockner from the previous evening's soiree; anyone managing to eavesdrop catch a few phrases mentioning “energy intense enough to melt desert glass,” “Amon-Re incorporates both the ancient god of mysteries and the sun-god,” and “blast radius in relation to the summoner's line of sight.” After lunch they part, with Dolch wandering the Cairo streets to an expensive antiquities dealer (Hockner returns to the



Dolch and von der Esch disappear into the darkened Cairo alleyways to evade the heroes.



The German agents have many opportunities to evade the characters in Cairo's crowded and narrow streets.

German embassy). He disappears into a private room in back where he produces a hefty envelope of money to purchase a single ancient scroll. Dolch returns immediately to Shepherd's Hotel, locks himself in his suite, and orders room service.

Shadowing Encounters

While tailing the Germans, the operatives might encounter several revealing developments:

von der Esch's Notebook: More explorer than spy, von der Esch does not maintain as tight a sense of security about him as his colleague Dolch. Any agent can get near him and slip the notebook from his pocket (requiring a *Challenging sleight of hand* roll). The small pad contains ramblings in German about landmarks around Aswan, mostly bits about archaeological sites, but a few telling remarks about the dam, railroad station, British garrison, and overall security.

Dolch's Valise: The agents might attempt to steal Dolch's briefcase directly or indirectly (by hiring an urchin thief); alternately, a street thief working on his own or someone else might attempt the theft. The wily German takes greater care with it, and has used his limited knowledge of ancient magic to cast a protective

ward upon the valise. Should it travel more than 10 feet from him, it sends a fiery shock into any person touching it, forcing them to cry out in pain and drop the briefcase. This becomes painfully apparent should the agents or an independent thief try stealing it.

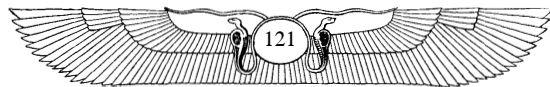
Second Tail: While following their quarry, the operatives slowly learn they aren't the only ones interested in tailing the two Germans. A well-dressed Egyptian with a tarboosh and sunglasses discreetly follows them, too, reading the newspaper he constantly carries to disguise his interest. He might even hire a street urchin to try stealing the notebook or briefcase if the heroes seem hesitant to do it themselves. If the agents confront him he confesses he is Inspector Hamat of the Cairo police. He reacts to them in kind, arrogantly if the characters prove aggressive and courteously if they act politely. Only if they reveal their suspicions about the glass chunk and Dolch's investigations into ancient magic does Hamat confess his true interest: as a secret Priest of Set he seeks to stem any influence of Amun-Re, particularly any magic that Hamat believes could have devastating consequences. He suspects Dolch might have the capacity to summon a fireball of such intensity that it would vaporize flesh and fuse sand into glass. If the agents detain Hamat, they quickly make enemies among both the Cairo police and the Legion of Set; otherwise they gain a valuable ally who might aid them in the future.

Clandestine Delivery

Inquiries to their contacts regarding the gang of Egyptian ruffians who waylaid the agents after the reception at Shepherd's turn up two interesting pieces of information. Apparently Almasy's group has publicly given up on further desert expeditions for the immediate future. The Egyptians, however, remain active in the Cairo underworld and have arranged for a secret delivery of contraband from a crime syndicate. The operatives must investigate these activities to uncover what the Germans are really scheming.

Whereabouts Unknown

Overnight most of the suspected enemy spies suddenly flee Cairo. Almasy locks up his flat in the Cairo suburb of Zamalek (north of the fashionable Gezira Sporting Club), though a hulking Sudanese servant ensures nobody enters. Regulars at the Heliopolis airfield confirm that he piloted his personal aircraft after logging in a flight plan for Palestine and ultimately his family's castle in Hungary. Dolch and von der Esch checked out of Shepherd's, though careful inquiries with bureaucrats or contacts near the rail station confirm that someone matching the baron's description, traveling alone, boarded a



train bound for Alexandria (and presumably a steamship back to Germany). Lorenzetti remains in Cairo, sleeping on his houseboat moored along the Nile by day, and indulging in clubs, bars, and parties at night. If the heroes shadow him, they note that he makes two telling visits: one to the Lloyd Triestino shipping agent Cavaliere Munari, the other to the Geographical Society.

Lloyd Triestino: Anyone asking for Munari at his office discovers he's far too busy to see anyone, and he foists their inquiries off to a lesser underling. Depending on their covers and what questions they ask, the agents might discover that Munari is busy arranging for some shipments between Italy and Libya for foreign clients.

Geographical Society: Jacques Riboulet, head librarian at the Geographical Society, recalls Lorenzetti's recent visit to review maps of southwestern Egypt and the western deserts. Upon inspecting these maps—most of which were made by members of the Zerkura Club and deposited with the society—the operatives discover that someone has strategically defaced the most recent ones. Recent coffee stains, ink blots, smears, scratches, and water have blurred or eliminated several features between the Gilf Kebir plateau and the Nile River. A thorough search of the area where he worked, however, reveals a small photograph that fell to the floor and was almost brushed under one of the shelves; it shows a shot of a guardhouse with the Aswan dam in the background, apparently useful for intelligence purposes.

Nighttime Rendezvous

Following their contact's directions the agents can unobtrusively observe the area designated for the rendezvous between the crime syndicate representatives and the Egyptian ruffians possibly working for the Germans: an abandoned courtyard behind the Egyptian State Railway work yard after dark. Two British army lorries pull up; the driver and an officer exit the cab of the first truck to greet the hulking Egyptians, who emerge from the surrounding shadows. The lead ruffian hands the British officer an envelope thick with bank notes and a leather rucksack. While the officer inspects these, the Egyptians clamor over the first lorry, then nod that everything's good. The officer and his driver hop into the second lorry, and each party drives off in separate directions. If the agents interfere in the delivery, the British soldiers in the second truck gleefully open fire before driving off. Agents following the British officer return to the Kasr el Nil barracks, one of the bases of British Troops Egypt, and home of the quartermaster corps. Those following the Egyptians find the elusive warehouse used by the German agents. It's packed with jerry cans filled with petrol, water barrels, supplies, and the contents of the British lorry: rifles, ammunition, uniforms, and other standard-issue army equipment. Gerhard Dolch directs the crowd of surly looking Egyptians in organizing the gear; agents can't start a fight or destroy material without stern opposition from the now-armed Egyptians, who cover Dolch's escape in the confusion.

Debriefing

Much depends on how the characters dealt with the warehouse. If they simply observed and slipped away, they now realize Dolch remains in Egypt preparing some operation in the desert. If they caused any amount of trouble—an open attack or visible sabotage—Dolch escapes with his notebook and quickly relocates any salvaged supplies and vehicles with assistance from Lorenzetti. Either way, Dolch takes desperate measures to protect his secret plan.

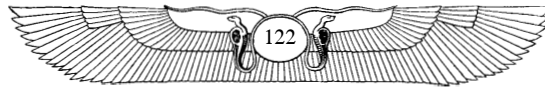
Desert Flight

The operatives discover that, during the early hours of the morning, Lorenzetti and the Egyptians flee Cairo due west into the desert in their expedition vehicles (two lorries and two autos, unless otherwise depleted in an earlier warehouse raid). If they don't gather

Dolch's Notebook

The notebook Dolch keeps in his valise contains his accumulated knowledge of ancient magic, including that of the Egyptians, Hittites, and a race he calls the Aryans. The pages of cramped notes containing several sections of interest: a compendium of simple enchantments (including one used to guard his briefcase with a magical fire), protocols for conducting rituals, and a powerful spell summoning the scorching presence of Amun-Re to the earth's surface.

Should the heroes ever obtain Dolch's notebook before the campaign ends, he takes dire steps to retrieve it (he needs the spells within to create a fiery blast to destroy them in "Desert Flight"). Such measures might include sending the Egyptian ruffians after them, hiring a high-priced thief or assassin, or employing some sinister magical means to steal it back himself.



The German agents flee into the vast wasteland desert that seems to stretch endlessly beyond the green swath of verdant farmland along the Nile river.

this information through their own surveillance, they hear it from an experienced member of the Zorzura Club, Pat Clayton, British officer and friend of Ralph Bagnold. Clayton also claims the gang abducted Bagnold in the night and holds him prisoner on one of the lorries. Unfortunately the administration of British Troops Egypt simply thinks Bagnold's gone off on some personal explorations and does little to aid the heroes. The agents suspect Lorenzetti might rendezvous with Dolch and head for a secret military installation near the Libyan border.

Around Town

The agents can check Lorenzetti's usual haunts to gain some insight into his actions. The expedition warehouse stands empty, with evidence that somebody packed up all the petrol, water, and other supplies remaining and hauled them off in the lorries. Lorenzetti's houseboat seems quiet; inquiries with the manservant reveal the Italian left for a trip back to Naples, though he threatens to call the police if they insist on boarding and searching the boat. Munari hasn't left the Lloyd Triestino shipping office, but his underlings still screen him from others, claiming he's too busy with an account. A quick check of Bagnold's quarters show signs of a struggle.

Scrambling for Supplies

The agents don't know how long it might take to chase down Lorenzetti by ground or even air (the desert is a vast expanse). They must scramble to use their contacts and other resources to assemble vehicles and supplies to join the chase without drawing too much attention to their activities. They might call in favors from diplomatic, archaeological, and shady contacts. Although

Pat Clayton isn't ready to undertake another desert expedition himself, he offers valuable advice and assistance gathering supplies. If they befriended Inspector Hamat, he or minions with the Legion of Set might provide aid if they believe Dolch might cast the spell summoning Amun-Re's fiery presence.

Race Across the Desert

Luckily vehicle tracks remain imprinted in desert sand for many months, sometimes even years; the heroes have no trouble following them, but experience several challenges in their desert travels:

Stuck Vehicles: Occasionally vehicle tires bog down in soft sand. Getting them "unstuck" requires the placement of special woven mats or perforated metal channels beneath the wheels to give them some traction. Although this slows down the heroes, it might also seriously injure anyone pushing who slips beneath a wheel. Vehicles can also tumble down sand dune slopes if driven recklessly.

Land Mines: If they characters race along without carefully watching the tracks ahead, they run over land mines Dolch planted in the path their tire treads left. These anti-personnel mines simply blow out vehicle tires, but prove a real threat should the heroes leave the cars to replace the tires.

Italian Air Force: Observant agents notice a small speck of an aircraft on the horizon. As the biplane comes closer, they identify it as an Italian fighter plane flying a search pattern over the desert. If the operatives don't take some measures to stop and camouflage their vehicles, the plane edges closer in its flight path, spots them, and makes several strafing runs before flying off to the southwest, no doubt to a hidden desert airfield.

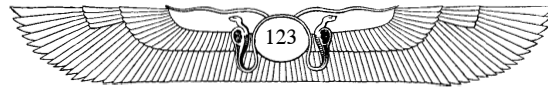
FIAT CR32 BIPLANE

Top Speed: 230 mph

Range: 480 miles

Crew: 1

Ordnance: twin light machine guns



Abandoned Lorry

The heroes eventually come upon one of Dolch's lorries abandoned in the sand. They can hear a weak cry for help coming from the covered payload area; Ralph Bagnold, badly beaten by his captors, warns them that the German left the truck booby-trapped. The agents must disarm the explosives and rescue Bagnold, who confirms Dolch headed southwest, probably toward the Gilf Kebir plateau. They find Lorenzetti wandering in the sand nearby, blindingly drunk and babbling about how the crazy German intends to incinerate the desert with ancient magic.

The Wrath of Amun-Re

The characters don't drive very far before gunfire rakes across their vehicles. Ahead Dolch has deployed his Egyptian thugs armed with machineguns and grenades. They fire continuously to keep the agents pinned down while Dolch sets up his incense and other paraphernalia and, consulting his notebook filled with ancient magical spells, begins the ritual summoning the explosive presence of Amun-Re. If the heroes don't take him out quickly, the air around them begins to shimmer with intense heat; a few moments later the entire area incinerates in a blazing ball of flame.

Debriefing

Once the operatives dispatch Dolch they remove the threat of the ancient magic vaporizing a large area of the desert around them. The Egyptians flee to the southwest, toward where the characters suspect a secret military camp stands, a forward depot enabling the Italians to drive a mechanized unit directly to the Nile in the event of war. If they turn back now they can regroup, make plans to reconnoiter the base, and carry out a daring sabotage mission in the future.

Chapter 5

Criminal Campaigns

“If the police have no power over a foreign thief, brothel-keeper, or opium-dealer simply because he is not an Egyptian, the hatred of the foreigner cannot but grow.”

—*Emil Ludwig, German Traveler*



Egypt's luxurious hotels offer a safe haven and a prosperous territory for well-to-do and common criminals alike.

For all the mystique and glamour of Cairo in the 1930s, one finds an equal amount of gritty crime, murder, conspiracy, and moral decay. An abundance of valuable antiquities, the presence of political instability, and an international community help foster an exotic atmosphere where individuals can profit immensely through illegal activities.

Wealthy foreign travelers rarely see the seedy side of Egyptian life. Prostitutes sell themselves to Europeans and Egyptians seeking pleasure or companionship. Dealers encourage and pressure miserable peasants living hopeless existences to squander their wages on drugs to ease their suffering. Gunrunners defy British authorities to supply Egyptian nationalist movements with weapons used to fuel a growing insurgency against western interference. Relic hunters seek new, undiscovered treasure troves to loot

and sell to illegal antiquities dealers. Smugglers secretly ship the nation's ancient heritage abroad to private collections.

Law enforcement stands opposed to the wanton criminal activities of Egypt's profiteers. Despite the country's so-called independence from Britain, the English still maintain a heavy hand in its affairs. British Troops Egypt maintains order at the military level while the British administration deals with crimes committed by westerners. The Egyptian police provide a basic sense of order, dealing harshly with citizens who commit crimes. The law doesn't always function smoothly, so people sometimes depend on private investigators, soldiers of fortune, and even Islamic vigilantes to maintain justice within society.

Campaign Elements

“All the old comic business of the cudgelled slave, of the course trafficker in women, of the thieving merchant—it's all very fresh here, very genuine and charming.”

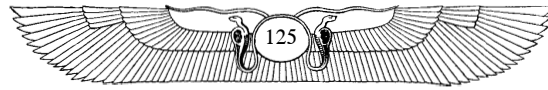
—*Gustav Flaubert*

A criminal storyline—focusing on those keeping or breaking the law—can incorporate any number of elements tied to the underworld, including illegal trades, criminals, law enforcement officials, and seedy locations. Such a game can also borrow themes from both archeology and espionage campaigns.

Society Criminals

Criminals lurk just beneath the posh sheen of Egypt's high society. These scoundrels penetrate the upper class, hanging around fine hotels, restaurants, and clubs seeking opportunities to profit from the rich.

Their methods of fleecing wealthy members of polite society vary, but these criminals all share the same goal: to masquerade as fellow socialites and relieve others of their money and valuables. The most innocuous of these con artists simply attach themselves to a sympathetic clique more than happy to lavish their wealth upon a fellow traveler of their status who has seemingly fallen on hard times. These unsuspecting marks pay for meals, hotels, gifts, opera tickets, and spending money without even imagining that their “friend” lives on their generosity under false pre-



tenses. These petty criminals quite often develop into greedy thieves who start by pilfering small yet valuable objects and later pocket cash, conveniently blaming any missing items on native Egyptians and those of the lower classes more apt to engage in such criminal activity.

More sinister grifters use their assumed role in society to pursue higher stakes. Some engage in confidence schemes, offering to act as a financial agent to invest one's money in burgeoning Egyptian business concerns that mysteriously fail or disappear altogether (with the grifter making off with the cash). Those with a talent for burglary mingle with society to investigate future targets. Criminals with a flair for the theatrical pose as bohemian mediums, bilking gullible victims of money used to stage elaborate, showy séances intended to contact the spirits of the dead (see "Speaking with the Dead" in Chapter 2: Egyptian Exotica). The worst scoundrels manipulate rich individuals into compromising situations and then force them to pay blackmail money to keep the scandal quiet.

Some of these criminals formerly belonged in high society, but fell into economic ruin or social disgrace; they assume new identities with which to employ their fine etiquette, fashion sense, and graceful demeanor in reacquiring their lost wealth. The children of wealthy British gentlemen and exotic Egyptian women often plunge into a life of poverty and shame, where they belong to neither the western or Arabic world. Many capitalize on gifts from their rich parent or financial windfalls in their own miserable lives and use their familiarity with English customs to infiltrate themselves into the upper crusts of western society in Egypt. With the right costume, manners, and speech, any good actor can assume the role of an aristocratic foreigner and benefit from mingling with polite society, employing cunning and underhanded methods to reap greater financial wealth. After a scandal a good society criminal disappears for a while, enjoying his ill-gotten gains, before recreating his identity and reintegrating himself into western society in Egypt.

Many high-society crimes go unreported so their victims can avoid any negative publicity and disgrace. They'd rather lose a small fortune or a piece of valuable family jewelry than suffer public humiliation as the gullible dupe of a con artist. Outraged victims more often turn to private investigators who show more talent for tracking down such criminals and maintaining a low profile to keep any scandal quiet. British authorities alerted to such crimes have little luck catching perpetrators; Egyptian law enforcement officials often bumble any investigation attempts. The few unlucky enough to fall prey to the authorities—who can't talk their way out of a conviction or don't have influential friends—usually get deportation papers making them *persona non grata* in Egypt.

Events Affecting Criminal Activities

1859: At the urging of archaeologist August Mariette, Said Pasha establishes the Egyptian Antiquities Service monitoring excavations, carefully doling out recovered treasures to foreign collections, and prohibiting unauthorized export of ancient Egyptian artifacts.

1900: Egypt swings toward an economy based on sugarcane and cotton harvests.

1914–1918: British authorities periodically shut down Egyptian brothels in Cairo to stem the rising tide of venereal diseases among troops passing through Egypt during the Great War.

1917: Thomas Russell, later honored with the Arabic honorific of "pasha" and given a British knighthood, becomes chief of the Cairo police force, a position he holds through the 1930s.

1919: Egyptian nationalist movement emerges, demands full independence.

1921: Demonstrations and riots break out against British rule.

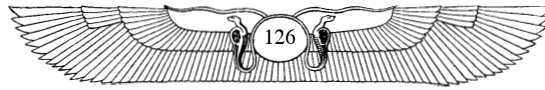
1922: British officials ban Egyptians from carrying arms, though foreigners remain exempt from the prohibition.

1922: British declare Egypt a sovereign state, crown King Fuad as Egyptian ruler.

1925: The Egyptian government outlaws the sale of addictive narcotics, imposing stiff penalties (fines and prison time) for offenders.

1928: Russell Pasha cracks down on drug traffickers, particularly those using the Boulak warehouses and docks.

1933: The lawyer Ahmad Husayn founds Young Egypt to promote Egypt as the center of a league of Islamic nations in the Middle East and advocate holy law as the basis for civil law.



CLEMENTINE DELAFON (Boss)

Competent Skills:

charm _____

etiquette _____

intellect _____

notice _____

search _____

Expert Skills:

persuade _____

sleight of hand _____

Signature Skill:

bluff _____

Equipment:

fine clothes

Clementine Delafon, Society Criminal

At first glance Miss Delafon looks like a pretty, demure French girl seeking assistance; she was traveling to Egypt with her fiancé who saw fit to run off with another woman and leave her stranded in Cairo with no means to support herself. Before long she establishes ties with a wealthy clique that includes the charming young woman in all their activities and meets all her financial needs. Delafon preys on her victims' sympathy for those of their own station struck by scandal and misfortune through no fault of their own. She takes care to observe her prey carefully before making contact, ensuring she engages the most gullible and generous travelers. Delafon tolerates their boorish personality quirks and dull social schedule to ensure she lives for months at a time in style. Her ultimate betrayal comes just before her quarry leaves Cairo on their journeys; Delafon pilfers cash, choice jewelry, artifacts, and any other small valuables as they pack their luggage, making sure the blame for any missed items falls on misfortunes suffered during travel.

In reality Delafon is the illegitimate daughter of a French official and his Egyptian mistress. She grew up in a Cairo home well-appointed by her father's generosity. With her father's encouragement and guidance her mother raised her in the European tradition, teaching her French and English, proper etiquette, and all the nuances of fine society. Frequent gifts from her father enabled her to keep a fashionable wardrobe, visit posh restaurants, and mingle with the social elite. Her mother died shortly after her father received orders to a new post far from Egypt, and Delafon was left alone with her fine clothes and a small bit of savings. Although she tried making an honest living at first, she found leisurely society life much more to her taste. Adopting a new identity and cover story, she began working the snobbish hotels that catered to westerners visiting Cairo, seeking to establish friendships with transient travelers eager to do their duty and help a debutante in need.

Street Criminals

Egypt's crowded cities abound with those pursuing more base criminal activities. Concealed among the throngs of people, animals, and vehicles, they move about preying on unsuspecting or weak victims.

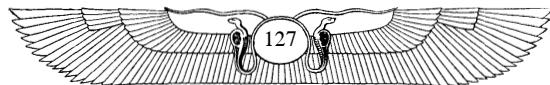
Pickpockets haunt the marketplaces, nicking trifles from merchants and dipping into customers' purses. Thieves scheme to break into businesses and residences to quickly plunder any valuables they find. Fences move stolen goods from thieves to willing buyers in legitimate and illegal markets. Hiring thugs carry out heavy jobs, busting into warehouses, moving bulk stolen goods, and punishing those who displease their bosses. Lone assassins eliminate threats for clients who closely guard their identities.

Common street criminals need money for a variety of reasons: to fuel their drug and gambling habits, to pay debts, to support large families or spouses with expensive tastes, to fund greater ambitions. Such miscreants quickly learn how to dodge trouble from competitors, potential victims, and the law. They adhere to a code of thieves that encourages stealing only from those for whom the loss would seem a minor hardship. Most common criminals pursue their activities with an eye to avoiding violence, though some illicit professions rely on outright hostility.

Egyptian police usually turn a blind eye to petty misdemeanors involving loss of property; they have more pressing agendas stemming the tide of drugs infecting the nation. Petty crimes against foreign victims generate industrious activity from Egyptian police with poor results, partly from a lack of enthusiasm for aiding the westerners who rule their country and partly from a hesitancy to crack down on underprivileged thieves who steal out of necessity. Authorities mercilessly investigate and prosecute Egyptian crimi-



Most street criminals come from the large population of poor Egyptians who seek any means to gain wealth to better their miserable standard of living.



nals who perpetrate violent crimes against foreigners. Locals who injure or kill westerners—intentionally or accidentally—face floggings, firing squads, or the gallows at the hands of the British administration. These severe penalties ensure such events remain rare, and street criminals take care not to physically harm foreigners.

Mustafa, Street Thief

This gangly boy typifies the innumerable waifs engaging in petty theft throughout the crowded streets of Cairo. He lives in a miserable hovel with his blind uncle, his only relation, who subsists by begging for *baksheesh* and food scraps. Mustafa steals to provide his uncle with more food and simple amenities than his meager begging can garner. While a good person at heart, the little thief believes it's perfectly acceptable to steal from and fleece rich tourists to ensure his own subsistence.

Mustafa runs a variety of petty scams to part a few pounds from unwary tourists visiting Cairo's bazaars. The more innocent ones include playing his reed flute for *baksheesh* tossed in his tin cup and badgering foreigners to follow him to souvenir dealers who charge exorbitant prices (and naturally give Mustafa a small kickback). His more profitable schemes involve more thievery. He frequently offers his services as a porter to tourists purchasing more than they can carry. If they don't pay him well enough, he finds an opportune moment while his victims are distracted and runs off, dropping worthless packages in his wake to discourage pursuit and keeping the more valuable items to sell (usually back to the original merchant). When he's particularly desperate or he finds an especially gullible dupe, Mustafa arranges to bump into them and lift their wallets.

Mustafa rarely leaves the neighborhoods of the Cairo bazaars since they provide the most profitable surroundings for his activities and the safest environment for fleeing enraged dupes and the occasional police patrol. He knows his way down every alley and maintains a friendly rapport with most of the merchants, who also share his loathing of foreigners and the desire to acquire some cash from their fat pocketbooks.

Prostitutes

Egypt's large cities offer entire neighborhoods of brothels to cater to exotic tastes for passion among the local population and foreigners. The Wagh el Birket (commonly known as "the Berka") serves as Cairo's premiere red-light district, offering prostitutes suitable to the wealthy western clientele that could afford such diversions. Situated along the northern edge of the Ezbekiya gardens, it earned the nickname "Red-Blind District" by the chief of Cairo's police, Sir Thomas Russel Pasha. Other locales between el-Ezbekiya, the Central railway station, and the Nile also harbor brothels. For many male visitors a trip to the Berka is just as much a part of the tour of Egypt as a trek to the pyramids, a day at the Egyptian Museum, and a cruise up the Nile.

The British administration—and therefore Egyptian law enforcement—tolerates the more refined establishments in the Berka and other cities, since, aside from catering to westerners, they employ European women who enjoy greater protection under the law than native Egyptians. Occasionally the moral righteousness of the government inspires it to issue edicts to the urban police forces, particularly Cairo's, to clean out the Egyptian brothel districts; like many other illicit activities, establishments run by and for westerners frequently gain exemption from such orders and remain in business to cater to the foreign clientele.

Brothels provide a cohesive link in the chain of Egypt's criminal underworld. They purchase a substantial portion of narcotics, offer a relatively safe environment in which to discreetly conduct business, help move stolen goods and other restricted materials, and serve to part foreigners from their money.

Most prostitutes remain slaves to their profession. Their bosses often keep them dependent on drugs or alcohol, sometimes paying them in narcotics or garnishing their wages to cover the expensive habits. Some Egyptian families actually sell women into slavery, taking much-needed cash in exchange for the woman's life as a harlot. Prostitutes rarely leave their brothel. Women in most establishments tempt potential customers from win-

MUSTAFA (Henchman)

Competent Skills:

bluff _____

notice _____

persuade _____

run _____

search _____

Expert Skill:

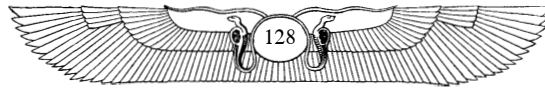
sleight of hand _____

Equipment:

frayed robes

reed flute

tin cup



“Thousands of dealers, smugglers, and agents live on this prohibited traffic.”

—*Emil Ludwig, German Traveler*



Although some impoverished peasants in rural areas grow and harvest their own poppies for opium, the majority of Egypt's heroin comes from other countries.

dows and balconies, and street walkers remain rare. During the day those women trusted most by their employers emerge to purchase new outfits, food, and other amenities to entice customers. Brothel owners use their extensive contacts in the criminal underworld to ensure any of their women who manage to escape receive a swift capture and healthy beating, if they manage to come back at all.

Foreign women who fall on hard times and women of mixed Anglo-Egyptian ancestry often turn to the more prosperous houses on the Birka for employment; they enjoy slightly better treatment since these brothels cater to more affluent clientele and enjoy a discreet consent from the British authorities.

Drug Dealers

Terrible conditions among Egypt's poorest classes—the numerous *fellahin* peasants who provide the bulk of the nation's labor force—help increase the trade in illegal narcotics. The downtrodden *fellahin* turn to drugs to alleviate the suffering of their poverty; their labor helps pay down Egypt's debt to foreign powers while the privileged upper class of Egyptians lives like wealthy Europeans. (Members of the upper class occasionally indulge in narcotics, but use greater discretion in obtaining drugs from choice sources, exhibit moderation in their habits, and receive somewhat lenient treatment if caught by British officials.)

Foreign suppliers hire smugglers to bring drugs into the country and distribute them to addicts through numerous channels at the local level. Alexandria remains a key point through which dealers slip drugs into the country, though narcotics also flow through both Port Said and Ismailia hidden among the regular freight. Smugglers continue making innovations in hiding their illicit cargo; one of their favorite tricks involves sewing the drugs into the linings of imported clothing, particularly slippers. Occasionally Bedouin employ a similar trick, smuggling narcotics across the desert sewn into the thick skins of their camels. Drugs filter down from distributors—who usually run a narcotics trade as one of many illicit business concerns—to regional dealers and local sellers by couriers who pose as entrepreneurs, traders, and other itinerants with the mobility to move between suppliers and markets. Most addicts know only the face of their immediate dealer, who poses as a friend or business associate with whom customers have all too frequent contact.

Heroin remains the core drug in which the masses indulge, though some still use hashish and opium when available. Addicts take narcotics in the privacy of their meager hovels, in some dark corner of a seedy cafe, or in the shadows of some back alley, taking whatever measures necessary to hide their habit while still managing to enjoy it. In the late nineteenth century establishments called *ghurza* offered drugs for sale and a pleasant, secure location in which to languish in their pleasurable effects (essentially functioning as an opium den). Such businesses swiftly disappeared shortly after 1925 when the government ruled narcotics illegal and police began systematically prosecuting drug use. A few *ghurza* remain hidden in Cairo, however, charging exorbitant fees (and attracting a wealthier clientele) for narcotics and the opulent, protected setting in which to enjoy their effects.

Both the British and Egyptian administrations view narcotics trafficking and use as the primary problem facing law enforcement today. As with many aspects of justice in Egypt, authorities frequently make distinctions between westerners and Egyptians breaking the law, with the former receiving stiff fines and deportation, and the latter facing harsh prison sentences. Although they typically arrest and imprison known addicts, police more often use them to expose dealers. Convicted dealers face expensive fines and prison sentences upwards of five years. Such dire risks increasingly force the price of narcotics to rise and thus boost the crime necessary for addicts to afford their progressively expensive habit.

Sarraf, Street Dealer

This middle-aged Arab works as one of several narcotics dealers using Cairo's Khan el-Khalili as a base of operations. He spends his mornings hanging out in the back of an Egyptian cafe near the bazaar; here he meets with an endless stream of acquaintances,



many of whom have drug habits and visit with him to arrange for a sale later that day. During the afternoon Sarraf wanders the marketplace where he coincidentally meets with individuals contacted during the morning at their businesses, other cafes, or by apparently happenstance encounters in the bazaar. The exchange of cash and narcotics takes place amid the market's bustling and confusing atmosphere, where many alleys and shops afford discreet deal locations and avenues of escape if discovered. Despite his burgeoning business, Sarraf finds few allies among the bazaar merchants; they take great pains to neither help nor hinder him, seeking to avoid notice from law enforcement officials and reprisals from Sarraf or his supplier in the drug smuggling trade.

Sarraf seems all smiles and handshakes with potential customers, asking after their affairs and general well-being, always promising he'll see what he can do to help. Like any good bazaar merchant, he invites buyers to join him for a cup of thick Egyptian coffee when he holds his morning audience in the cafe. Despite his openly friendly facade, Sarraf remains a stern businessman, turning away anyone who can't produce the hard currency required to pay for their drugs. As a youth he spent time in prison for petty crimes, so he watches his back and slips off at the first indication the police have any leads on him. Sarraf knows the twisting streets and alleyways of the bazaar, and combines his speed and a penchant for simple disguises to evade authorities.

Smugglers

Illegal goods move through Egypt along a network of smugglers using every means of transportation available and numerous tricks to hide or disguise illicit merchandise. Authorities consider anyone knowingly involved in assisting the flow of prohibited or controlled commodities a smuggler: the customs agent who clears shipments without inspecting them or collecting tariffs; the boat captain or lorry driver who slips past authorities at night and secretly accepts or unloads cargo; the agent who receives requests, accepts payment, and arranges delivery.

Few customers deal with an actual smuggler, but conduct business through a qualified representative (often a boss with the crime organization with a smuggling apparatus in place). The agent tries to accommodate most requests, but might limit "orders" to merchandise his own syndicate has more experience obtaining and transporting. Both agree on a price, often extremely high, and determine the earliest possible delivery date. Sometimes smugglers maintain guarded warehouses where they keep certain high-demand items in stock to quickly fulfill requests. Goods acquired and transported on request arrive in a matter of days or weeks, depending on their rarity and quantity. Smuggler agents arrange for delivery either to a neutral location or one of the buyer's choosing, though both remain subject to scrutiny in avoiding law enforcement authorities.

Smugglers deal in a number of notable commodities. Most focus on evading British import tariffs to bring specialty goods to market with lower prices or higher profits, including alcohol, cigarettes, and exotic merchandise from far-away lands. Narcotics (particularly heroin) top the list of the most lucrative and risky cargoes for smugglers, and Egypt's vast network of drug distributors ensures growing demand and steady profits. The growing number of Egyptian nationalist factions engaging in subversive paramilitary activities against the ruling British administration fuel the market for small weaponry (pistols, rifles, grenades, ammunition). Although rare, smugglers with ties to the slave trade also fulfill the need for new prostitutes in urban brothels. Occasionally Egyptian smugglers use their vast criminal transport network to slip items out of the country under the noses of authorities; priceless, authentic antiquities

SARRAF (BOSS)

Competent Skills:

business _____

disguise _____

intimidate _____

run _____

search _____

sleight of hand _____

Expert Skills:

bargain _____

bluff _____

fight _____

notice _____

persuade _____

Signature Skill:

street smarts _____

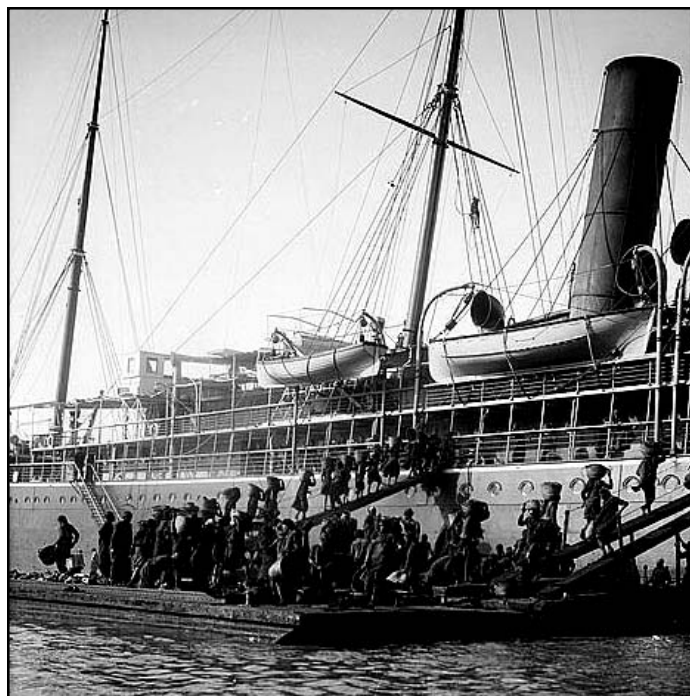
Equipment:

knife _____

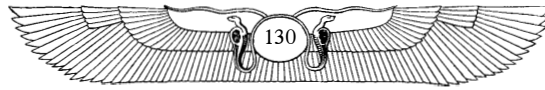
500 £E cash

half kilo heroin

robes



Egypt's busy ports of Alexandria, Ismailia, and Port Said remain the key points through which criminals smuggle illicit goods.



Both British and Egyptian authorities combat smuggling as a threat to the political and economic stability so delicately maintained in Egypt. Aside from making great efforts to stem the brisk narcotics trade, the British administration particularly fears armed nationalist insurgents opposing its rule through armed violence. While those transporting goods to escape customs tariffs often pay expensive fines if apprehended, those smuggling narcotics and weapons receive the harshest treatment as drug dealers and traitors to the nation's internal security.

Diedrich Renier, Smuggler

DIEDRICH RENIER (BOSS)

Competent Skills:

bluff _____
bureaucracy _____
fight _____
forge _____
intimidate _____
investigate _____
search _____
sleight of hand _____

Expert Skills:

appraise _____
bargain _____
business _____
notice _____
persuade _____
shoot _____

Signature Skill:

street smarts _____

Equipment:

Browning pistol _____
250 £E cash _____
dingy suit _____
valise _____

"Renier Investments," a small, two-room office near Cairo's central railway station, functions as a front for one of the city's more diverse smuggling agent. Diedrich Renier, a swarthy Belgian (he's actually half-Egyptian), poses as an independent "investment" representative, but actually meets with people seeking to import and purchase illegal goods smuggled into the country. He has a small circle of regular clients, including a representative for the militant wing of an Egyptian nationalist faction, a well-dressed businesswoman he suspects works for the Nazis, and a brothel owner on the Birka.

Renier himself spent much of his life dabbling with the criminal underworld, first in Egypt where he was born and raised, and later in Belgium, Germany, England, France, and several African colonies, including the Belgian Congo. He returned to Egypt to set up business, providing a seemingly respectable face to a small network of fellow smugglers who undertake the real work of transporting illicit goods between suppliers and buyers. Renier's small syndicate specializes in custom orders, acquiring, smuggling, and delivering anything clients can pay for, including weapons, drugs, and antiquities.

His secretary, Miss Cuvelier—a fellow mixed Belgian-Egyptian he rescued from one of the Birka's seedier brothels—monitors the front office of the two-room suite. She keeps his appointments, screens phone calls, and deals with unexpected visitors, but primarily spends her time reading newspapers and trashy novels. Visiting clients rarely use the dusty couch and a spare chair while waiting for their appointment. Cuvelier knows little about the actual smuggling operations aside from customer names (often false), but still keeps a revolver in her desk drawer in case of trouble.

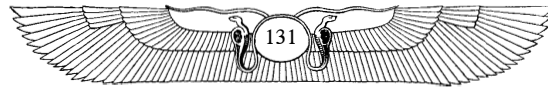
Renier keeps irregular office hours. Though Miss Cuvelier watches the office during regular hours (9 a.m. to 2 p.m., and 4 p.m. to 7 p.m.), Renier comes and goes as his business arrangements allow. He divides his time between the office, his nearby flat, and wanderings throughout Cairo that drop him by various warehouses, docks, railway yards, merchants, and other locations serving as fronts for his smuggling activities. Clients usually know when to find him in the office despite his haphazard schedule, but occasionally one shows up early.

Renier meets with customers in the office behind his secretary's, which contains his desk and chair, two comfortable chairs for clients, and a filing cabinet filled with trash. Although he jots irrelevant notes on a pad of paper, Renier keeps all the details straight in his memory, putting nothing of importance on paper. A back window leads to a fire escape in case the authorities, an angry client, or a ruthless competitor burst into the front office. Although he keeps a safe beneath his office desk, Renier takes great pains to ensure any cash within reaches one of his accounts at several banks in Cairo's financial district to the south.

Renier himself takes a black valise to a different bank each afternoon, but it just contains the day's newspaper and a blank writing tablet. Twice a day he receives a visit from one of two towering ex-French Foreign Legion ruffians who act as couriers between Renier and his more surly contacts engaged in the actual day-to-day smuggling operations; they transport any cash to the banks, taking great care to avoid anyone shadowing their movements or planning an ambush.

Illegal Antiquities Traders

Those who deal in illegal, authentic antiquities belong to an extreme criminal specialization that combines elements of the smuggling and fencing trades. They act as middlemen between tomb robbers and thieves providing authentic relics—looted



from tombs or stolen from expeditions, storehouses, museums, or other collections—and individuals seeking to purchase such items and surreptitiously ship them out of the country to their own private stash.

The illegal antiquities trade has diminished in recent years after thriving since the mid-nineteenth century into the earliest part of the twentieth century. Most archaeologists believe few discoveries remain as yet uncovered, especially after Howard Carter's methodical and careful clearing of Tutankhamun's tomb in the 1920s. Since the creation of a semi-autonomous Egyptian government, the Egyptian Antiquities Service more carefully monitors excavations and, with the Egyptian police, cracks down on tomb robbers in an increased effort to preserve the country's ancient heritage.

Markets still exist among wealthy foreigners for relics pilfered from current excavations or retrieved from as yet undiscovered tombs. Authentic relics of lesser significance—but still important from an archaeological perspective—provide most of the business for dealers, since they or the new owners can more easily forge the true provenance of an item (often attributing it to a collection gathered during the tumultuous and unruly nineteenth century). Since authorities would recognize noteworthy artifacts stolen from Egypt displayed in foreign museums or other public collections, buyers of such pieces more often seek to enlarge their own private collections or acquire singular artifacts vital to some other clandestine pursuit (such as experiments with the occult).

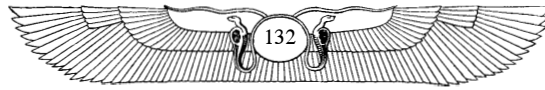
Prosperous dealers maintain relationships with gangs of tomb robbers working the most promising ruins in Egypt, particularly those of Giza and Thebes (see "Antiquities Thieves" in Chapter 3: Archaeology Campaigns for more information about tomb robbers and a sample gang). These thieves seek out undiscovered treasure troves, gradually clear them out, and sell artifacts to dealers as they need money. Enterprising dealers stay abreast of archaeological developments throughout Egypt, and take steps to bribe *fellahin* working on the dig to pocket small items of worth or even arrange for larger objects to disappear in transit. In situations where desperate clients require a known artifact, dealers sometimes hire expert burglars to steal it from the current owner.

Many illegal antiquities traders maintain legitimate, upscale establishments dealing in petty relics the Egyptian Antiquities Service allow on the open market and expensive, high-quality replicas of authentic pieces. These front businesses provide the ideal cover, enabling potential buyers to conduct back-room deals for real antiquities under the pretense of shopping for reproductions. Some traders operate out of palatial estates on the outskirts of Cairo or their private residences, but most operate some legitimate business that offers clients a valid cover to interact with a dealer. Entrepreneurs operate as any other businessmen, inviting potential buyers to peruse their collection while sipping a cup of thick, sweet Egyptian coffee. They go out of their way to accommodate clients with courtesy, class, and service.

Few foreigners risk smuggling authentic Egyptian antiquities themselves. For the exorbitant price of the relics they purchase they expect a dealer to arrange their stealthy export from the country to a location of the buyer's choice. For this purpose most traders cultivate a rapport with established smuggler syndicates with the resources and experience to successfully undertake such assignments. Larger players in the illegal antiquities market maintain their own smuggling network to ship merchandise out of the country; given their specialized operations, these syndicates provide a particularly high level of security and a higher rate of success.



Clients never quite know what they'll find in an antiquities shop, like these Greco-Roman cartonnage mummy cases.



AHMAR ABU FULOOS (Boss)

Competent Skills:

bluff _____

bureaucracy _____

charm _____

etiquette _____

forge _____

search _____

Expert Skills:

bargain _____

business _____

notice _____

persuade _____

street smarts _____

Signature Skill:

appraise _____

Equipment:

fine suit and tarboosh

fly whisk

Ahmar abu Fuloos, Illegal Antiquities Dealer

A pudgy, aging Egyptian, abu Fuloos bridges the divides between westerners and Muslims, the present and the past, in more ways than immediately seem obvious. He exudes European charm with his fine suit and splendidly courteous manners—introducing himself as Mr. abu Fuloos—but retains his oriental mystique by wearing a tarboosh and carrying a fly whisk. The cunning Egyptian deals in reproductions of ancient antiquities for tourists and illegal artifacts for wealthy foreign clients who discreetly display their interest.

Mr. abu Fuloos owns a vast antiques shop near the Ezbekiya frequented by westerners seeking both souvenirs and authentic artifacts. Hanging lamps augment the illumination provided by several electrical lights, yet the place still maintains the mysterious aura of a treasure cave filled with strange and wondrous items. Incense smoke wafts through the air, soaking into the layers of oriental carpets cushioning the floor and giving visitors a heady feeling. Antiquities of every size and period from Pharaonic times to decorative elements from Islamic monuments fill the shop's numerous cloth-draped tables, towering shelves, and secure glass cases.

Despite his deferential demeanor, Mr. abu Fuloos keeps his distance after initially greeting customers, giving them freedom to wander the expansive collection and find particular objects that capture their interest. The shrewd proprietor hides his ill-gotten inventory in plain view among the vast crowd of petty and reproduction items. He alone can identify the truly authentic relics. Should a customer take notice of a real treasure, Mr. abu Fuloos politely approaches and exclaims, "Indeed, that is an exceptional item of limitless value." Frequent customers quickly learn the entrepreneur uses this code phrase to identify relics obtained through illicit means that inevitably carry a higher price tag and require "special handling" when shipping out of Egypt.

Mr. abu Fuloos invites customers to haggle over the price of mundane merchandise, offering them coffee in a comfortable side-office at the back of the store. For those

Mr. abu Fuloos' Inventory

The Egyptian dealer's store contains several notable items, though they usually attract the attention of those taking the time and effort to find and identify them (an asterisk denotes authentic and illegally obtained relics):

Book of the Dead: One glass case contains a thick papyrus scroll opened to display only one portion of its contents, the ancient Book of the Dead. The scroll remains in suspiciously good condition, obviously a superb reproduction, but, if displayed properly, a rather fantastic piece. Unfortunately several intentional inaccuracies in the text render the scroll useless for occult research.

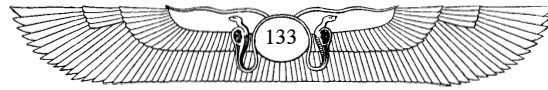
Cosmetics Box: Modern Egyptian craftsmen assembled and decorated a small chest in the style of ancient boxes. The exterior scenes inlaid into the wood shows noblewomen preening and later attending a feast with dancing and music. The interior, however, contains modern cosmetics, a silvered mirror, and faux jars (in the ancient style) for holding perfumes. Mr. abu Fuloos admits the item remains functional while retaining its oriental allure.

Feline Statue*: A faint layer of dust helps conceal this rather dingy looking statue of a seated cat taken from a pit tomb at Bubastis, cult center for the cat goddess Bastet. The figure stands a foot high and displays the dark-green patina of an old bronze statue.

Khepesh Sword: A curved sword of the kind favored by ancient warriors hangs on the shop wall. The obvious reproduction was forged from steel instead of the more historically accurate bronze, with a handle consisting of inlaid pieces of ebony. The sword's modern construction techniques and materials enable the blade to hold a sharpened edge, making it a fully functional weapon.

Royal Ushabti*: A six-inch high mummiform figure with crossed arms, a molded wig, and hieroglyphics painted on it represents a worker who in the afterlife would serve the owner of the tomb in which it was buried. The inscription reads, "The good god, Lord of the Two Lands, Nebkheprure, beloved Osiris, the great god." "Nebkheprure" was king Tutankhamun's throne name; the ushabti figure was nicked by a wily *fellahin* worker from the pharaoh's tomb when it was first cleared and eventually made its way to Mr. abu Fuloos' shop.

Sarcophagus of Userhet*: This faux coffin—decorated in the opulent manner of the New Kingdom—stands against a wall and gazes across the shop. Though anyone can tell the sarcophagus is a well-crafted reproduction, few realize an authentic mummy rests within. While it probably isn't a royal personage, the mummy most likely belongs to a member of the aristocracy or the priesthood of the same period as the fake coffin.



knowingly engaged in purchasing illegal antiquities, he ushers them into a more secure back office where they can speak privately; a one-way mirror allows him to monitor activity in the main store.

The shop does a surprisingly good business among foreigners who pass it during their wanderings around el-Ezbekiya and seek classy souvenirs of their visit to Egypt. Trade in legitimate items pays most of Mr. abu Fuloos' daily expenses, giving him the freedom to invest funds from illegal deals on real artifacts in the shadier side of his business. He uses these additional finances to subsidize several gangs of tomb robbers who regularly supply him with new antiquities from current excavations around the country and secret caches whose locations remain closely guarded secrets. Mr. abu Fuloos frequently engages the services of Diedrich Renier (see "Smugglers" above) and other small-time smugglers to secretly ship antiquities out of Egypt. The antiques shop provides the ideal cover for liaisons with his "suppliers" and "distributors" who meet in the back office under the pretense of carrying on legitimate business.

British High Commissioner

Despite claims that Egypt maintains its independence, the British still reign supreme as the ultimate law of the land. The high commissioner—who heads the board responsible for implementing policy in Egypt that it feels would best pay off the country's enormous debts to England—also exercises considerable influence over the daily workings of civil authority.

Although the high commissioner reviews the most serious criminal cases (especially those making headlines in Egypt's newspapers), the daily job of overseeing the nation's law enforcement activities falls to his special envoys and officers. These discreet men ply their influence indirectly through the upper echelons of the Egyptian police (staffed by Europeans or western-influenced Egyptians) and commanders with British Troops Egypt. For the most delicate of affairs the high commissioner's officers directly intervene to sort out matters.

The British administration quietly advocates a rather biased view that discourages prosecuting crimes perpetrated by westerners. This policy ostensibly protects foreigners who infuse the Egyptian economy with much-needed currency, both as casual tourists and entrepreneurs investing in Egypt's industries. Egyptian police have little authority over westerners, especially those of means, without influential backing from representatives of the high commissioner or intervention by British military officers. This often exempts genuine criminals of foreign origin—including brothel owners, drug dealers, and smugglers—from the rules of law and in effect unofficially sanctions them in the eyes of the British administration.

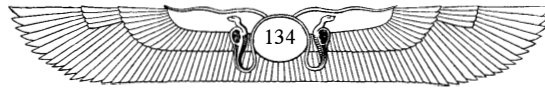
Petty crimes perpetrated by Europeans and Americans are forgivable misdemeanors, while serious felonies, especially those resulting in bodily harm to others, receive direct handling from commission representatives, with discreet involvement by Egyptian police and British military personnel. Justice is rarely served in such cases. Egyptians of the middle to lower classes who violate even the slightest law against westerners receive top priority and vigorous prosecution. Crimes against and among Egyptians are minor concerns the police investigate with varying degrees of enthusiasm given their overwhelming workload of such incidents. These biased policies gradually fade throughout the 1930s as Egypt gains greater independence and more autonomy in running its own civil affairs.

Niles Routledge, Commission Envoy

This willowy, elegant representative of the debt commission combines the discreet expertise of dilettante, diplomat, lawyer, investigator, and administrator. He has the grace and influence to deal with the wealthiest of foreigners, but the practical skills of a veteran police officer. As a privileged member of the British upper class in Egypt, Routledge appreciates well-tailored suits, fine cigarettes, and only the best liquor. These exhibitions of affluence help him gain the confidence of his peers and give him an edge intimidating those of lower station.

"The young Englishman in Cairo, who cannot be dismissed, does not pay taxes, and even stands outside of police jurisdiction, lives in the sight of the Egyptian, who is superior to him in experience and knowledge of the country."

—*Emil Ludwig, German Traveler*



NILES ROUTLEDGE (Boss)

Competent Skills:

bluff _____

bureaucracy _____

etiquette _____

intellect _____

interrogate _____

intimidate _____

search _____

shoot _____

Expert Skills:

charm _____

deduce _____

notice _____

persuade _____

street smarts _____

Signature Skill:

investigate _____

Equipment:

Walther PPK pistol _____

fine suit

cigarette case

Routledge appears anywhere westerners fall suspect of committing a serious crime. He quietly gathers evidence at the scene, calmly discusses the case with underlings at the Cairo police, and unobtrusively interviews witnesses and suspects (usually under the guise of a pleasant lunch, a drink at the bar, or a stroll through the bazaar), all to formulate a report for his superiors at the high commissioner's office who ultimately decide how rigorously to prosecute such offenses.

When surrounded by crowds Routledge prefers to hover in the background, smoking a cigarette while directing Egyptian police and others investigating crimes, quickly stepping in to avert disaster in delicate situations that might embarrass or enrage westerners. He walks a fine line between maintaining the social veneer of courtesy and pursuing crime to the extent it can affect Europeans in Egypt. Routledge's primary goal remains a vast gray area: to prosecute serious crimes perpetrated by westerners without causing a public scandal yet still serving some degree of justice.

British Troops Egypt

After the small army of bureaucrats and administrators, the main force of British power in Egypt comes from occupational troops garrisoned to protect important locations throughout the country. Key military sites include the major ports (Alexandria, Port Said, Ismailia), the capital at Cairo, the Suez Canal, the dam at Aswan, and the frontier post at Wadi Halfa on the border with the Sudan. Posts in Cairo and the canal ports also house transient soldiers heading for or returning from duty in the far east. Active troops in the country fall under the command of British Troops Egypt (BTE), the designation for the military administration.

Units serving with British Troops Egypt include a small representation of England's military might throughout the world. The majority of BTE forces consist of infantry units supported by a motorized transport corps. Additional units provide varied support, including some small mechanized units with light tanks and armored cars, a handful of artillery units, and a quartermaster corps headquartered in Cairo to fulfill the supply needs of all BTE units. The Royal Navy maintains a base in Alexandria harbor to support its Mediterranean fleet.



A crewman from Royal Air Force Squadron 216 oversees passengers boarding a Vickers Victoria, a large-cabin transport biplane, for one of the official flights from the airport northeast of Cairo.

BRITISH SOLDIER (Henchman)

Competent Skills:

dodge _____

endurance _____

fight _____

notice _____

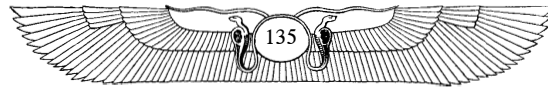
Expert Skill:

shoot _____

Equipment:

Lee-Enfield rifle _____

army uniform



The Royal Air Force's 216 Squadron proves the most effective and useful British unit serving in Egypt during the 1930s. A bomber-transport unit based at Heliopolis airport just northeast of Cairo, 216 Squadron assumes transport duties throughout Egypt, the Middle East, and the eastern Mediterranean, including delivering mail along the Cairo-Baghdad route and ferrying diplomatic and military passengers. The squadron's motto, "CCXVI dona ferens" ("216 Bearing Gifts"), fits its role as it supports British members of the Zerkura Club in desert surveys, flying supply missions, locating desert landing fields, and testing flight routes across the vast Sahara. The squadron flies large cabin, twin-engine biplane Vickers Victoria VIs until around 1936, when it adopts the Vickers Valentia as its primary transport craft (both planes continue transport service throughout the Middle East during World War II).

British troops rarely become involved in Egyptian affairs unless faced with the threat of general disorder and riots. At times the high commissioner seconds small units to his command for purposes of maintaining order at civil hot spots or to curb serious crimes on the level of espionage and treason. For the most part British Troops Egypt goes about its own agenda protecting England's interests in the Middle East and Mediterranean, especially in the face of growing fascist colonial activity in Africa. Despite the rise in fascist aggression throughout the world, the British military presence in Egypt gradually diminishes during the mid 1930s as the nation fights for complete autonomy from foreign influence. Only as the world careens on its irrevocable course toward war in the late 1930s does the War Office bolster its forces in Egypt to oppose potential Italian advances from Abyssinia and Libya.

Egyptian Police

The most visible evidence of law and order comes from the Egyptian police, who patrol streets and investigate crimes from the busy avenues of Cairo to the smallest village. Modeled on European police forces, Egyptian officers, working from local precinct headquarters, patrol their neighborhoods, respond to area crimes, and perform general law enforcement duties. Given the overbearing British influence throughout Egyptian administration, policemen carry truncheons as their only weapon of self defense.

Most officers on the street come from lower-class Egyptian families with some access to an education and the ability to absorb basic training in law enforcement techniques. Police at this level know enough to avoid interfering with westerners and confine their activities to enforcing laws among the native Egyptian population. Their demeanor ranges across a variety of personalities, but even the most polite of policemen can commit abuses against his own countrymen suspected of breaking the law. Some idealistic Islamic fundamentalists join the police force hoping they can bring improvements to the quality of life for their fellow citizens through more stringent application of the law; many quickly become disillusioned with their overall ineffectiveness and corruption within the ranks, leaving to become vigilantes or members of militant nationalist groups.

Police working the streets in Cairo remain particularly susceptible to bribes, intimidation, and coercion from both Egyptian and western lawbreakers seeking to avoid the official notice of authorities. Bribery persists as an accepted means of dealing with law enforcement officials through the Middle East, but, like the art of bargaining in the bazaar, requires a delicate and experienced touch. Successful bribes take into consideration three factors:

Courtesy: One must offer bribes as courteously and discreetly as possible. One frequently used ploy involves asking an officer if one can pay any fines directly to him to clear up any problems. Most engaging in bribery take an officer aside and ask if they can resolve the matter right away. One must take care not to offer the policeman any offense or treat him abusively.

Best Interests: The action influenced by a potential bribe must not compromise the officer's best interests. In most cases generous bribes encourage a policeman to overlook minor offenses. Ignoring serious felonies, incidents which involve bodily injury, crimes against

BRITISH OFFICER (Boss)

Competent Skills:

bureaucracy _____

charm _____

intimidate _____

navigate _____

Expert Skills:

investigate _____

notice _____

shoot _____

tactics _____

Signature Skill:

command _____

Equipment:

Webley Mk4 revolver _____

riding crop _____

216 SQUAD PILOT (Boss)

Competent Skills:

bureaucracy _____

charm _____

fight _____

survival _____

tactics _____

Expert Skills:

command _____

navigate _____

notice _____

shoot _____

Signature Skill:

pilot _____

Equipment:

Webley Mk4 revolver _____

cap and goggles

flight uniform

VICKERS VICTORIA/ VALENTIA

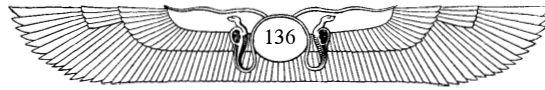
Top Speed: 130 mph

Range: 800 miles

Crew: 2

Passengers: 22

Ordnance: light machine guns and bombs on underwing racks



Egyptian police of both European and Arabic extraction naturally assume the impoverished native population commits the majority of crimes.

westerners, or any offense drawing public attention could easily bring a corrupt officer to the attention of his superiors; kickbacks covering these situations must seem substantial enough to compensate for the policeman losing his job.

Competitive: If someone else has already paid to influence an officer to take a particular course of action, someone offering a bribe with results that conflict with the first must make sure the sum not only exceeds the earlier bribe but also covers the policeman's difficulties in explaining his actions to both his superiors and the person who offered the initial bribe.

The Englishman Thomas Russell Pasha, head of the Cairo police force, typifies those serving in the upper echelons of the police force. He began his career in law enforcement in Alexandria at the turn of the century, and, currying the favor of the British administration and the high commissioner, worked his way upward through the ranks. Most detectives and senior administrators come from Egypt's wealthier classes or from veteran European law enforcement organizations. They supervise subordinate officers, investigate unsolved cases, and delicately deal with incidents

involving foreigners (usually with oversight from an agent from the high commissioner's office). Most remain above the temptation to even consider accepting bribes, and few can resist the urge to arrest anyone foolish enough to try it.

The headquarters for the Egyptian Police sits on the shore of the Nile in Boulak, an ideal base from which to monitor the docks for smugglers or sortie against the brothels run by native Egyptians. Most neighborhoods host precincts that handle local matters, though they transport any suspects and criminals to the police headquarters or central prison each day. Convicted criminals serving sentences ranging from days to years languish in el-Manshiya Prison, which stands in the imposing shadow of the Citadel. Foreigners convicted of serious crimes meriting detention avoid the appalling conditions at el-Manshiya and instead find themselves confined to their quarters under house arrest or locked up in a BTE stockade.

Officer Waleed

A middle-aged Egyptian, Officer Waleed exemplifies the average Cairo policeman: aware of his surroundings, quick to bully Egyptians even marginally breaking the law, and willing to discreetly look the other way at foreigners committing petty crimes. He walks a beat through the Khan el Khalili, patrolling for thieves, vagrants, and trouble-makers who drive away tourists seeking to spend some money in the bazaar. Waleed sympathizes most with the older merchants, and only bullies younger Egyptians whom he believes still need to learn respect. He maintains a friendly distance from foreigners, interacting with them only when requested to settle some marketplace dispute. When he isn't dealing directly with crime, Waleed smiles at people he knows along his watch, stopping occasionally to catch up on the latest gossip. His acquaintances know better than to offer him bribes when they find themselves in trouble—they depend on Waleed to intercede on their behalf anyway—but he's not above accepting small incentives from wealthy foreigners currying his favor; in disputes where westerners influence him in cases against friends in the market, the clever policeman returns later to share a portion of the bribe as compensation for the inconvenience of dealing with boorish foreigners.

Detective Draffin, Police Inspector

This ex-Scotland Yard inspector retired from the force and came to Egypt believing the desert climate might curtail his ailing health. Before long he became bored with what the social scene could offer someone on a middle-class budget and signed on as an inspector with the Cairo police. Thomas Russell Pasha immediately put his law enforcement expertise to work investigating the more involved crimes in the city.

OFFICER WALEED (Henchman)

Competent Skills:

bureaucracy _____

fight _____

investigate _____

law enforcement _____

notice _____

persuade _____

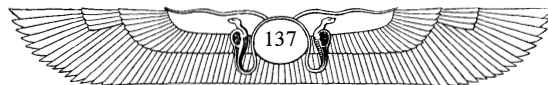
Expert Skill:

street smarts _____

Equipment:

truncheon _____

Cairo police uniform



Draffin's slight physique and short stature, combined with a functional suit and fedora, enhance his unassuming demeanor. He usually allows his assistant—a native Egyptian police sergeant—conduct interviews while he keenly watches nearby, interjecting questions to mislead, confuse, and otherwise induce suspects to inadvertently divulge evidence of their guilt. His keen powers of observation notice changes in manner of speech and body language that reveal whether a subject speaks the truth, omits important information, or harbors ulterior motives. Years dealing with London's criminal underworld has jaded him against even the most vehement excuses from perpetrators, yet he restrains his anger and impatience, knowing that such emotions cloud one's judgment and intellect when solving cases.

His recently acquired reputation as one of the premiere investigators with the Cairo police has renewed Draffin's popularity throughout the city's social circuit. Though he mostly investigates crimes among the local populace, he finds his connections with Cairo's wealthy class of foreigners has its benefits; thanks to this prestige, Draffin maintains a friendly rapport with several influential individuals who can assist him with various aspects of investigations that involve Cairo's foreign population.

Egyptian Antiquities Service

Although it isn't an official law enforcement agency, the Antiquities Service oversees all the archaeological excavations in Egypt and protects all items recovered, from the dingiest pottery shards to the most fantastic royal treasure troves. It works with the high commissioner to stem the tide of artifacts smuggled out of the country or sold illegally to wealthy foreign buyers.

Based out of offices in the Egyptian Museum, the Antiquities Service doles out concessions to archaeologists permitting them to undertake excavations at specific sites throughout the country. Expeditions must submit annual reports detailing their progress and describing any artifacts recovered; although the department can take the full share of such treasures, it usually reaches an agreement with archaeologists to split the finds between the Egyptian Museum and the institute or individual sponsoring the expedition. Egyptian troops acting on behalf of the department shut down unauthorized digs.

The director of the Antiquities Service works from Cairo, overseeing archeological activity throughout Egypt and serving as chief curator for the museum. He appoints two inspectors, one for Lower (northern) and one for Upper (southern) Egypt, who travel the country, examining digs and ancient sites to make sure no unauthorized activity occurs. In many cases they also conduct excavations of their own or hire themselves out to official expeditions with the department's permission. The director and his inspectors work together with the high commissioner's office and the Egyptian police to protect the nation's ancient heritage from tomb robbers, thieves, smugglers, and illegal antiquities traders.

Private Investigators

Occasionally rich foreigners seeking justice to unresolved legal situations turn to Cairo's small population of private investigators. Given British influence over most civil aspects of Egypt's administration and the generally low crime rate (at least against foreigners), fewer investigators exist than the popular American cinema would have the movie-going public believe. These mercenaries hire themselves out to undertake jobs requiring a detective's skill and a gentleman's discretion.

That they're extremely circumspect about their own affairs makes finding an investigator in Egypt a challenge; one must know who's in the business and where they spend time. Few private investigators lease offices and hang signs alerting the public of their occupation and whereabouts. They operate inconspicuously from private residences or hotel suites, making themselves available by frequenting favorite bars and cafes.

Investigators draw on experience from one or both sides of the law that provides them with the skills, contacts, and intuition to pursue nearly any course of inquiry. They're former policemen or detectives, ex-military officers, aging adventurers, or members of

DETECTIVE DRAFFIN (Boss)

Competent Skills:

bluff _____

bureaucracy _____

charm _____

intimidate _____

persuade _____

search _____

Expert Skills:

deduce _____

intellect _____

interrogate _____

notice _____

street smarts _____

Signature Skill:

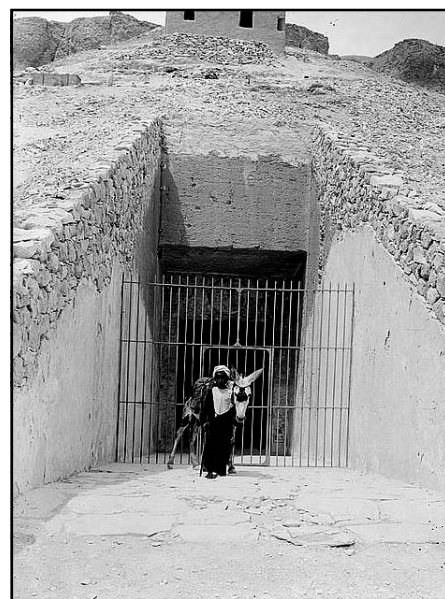
investigate _____

Equipment:

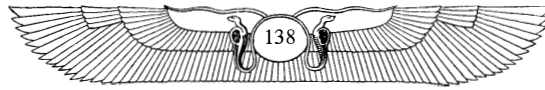
notepad

pencil

suit



The Antiquities Service protects tombs with gates and guards, though these seldom keep tomb robbers out for very long.



Private investigators haunt posh hotels—like the exclusive Winter Palace hotel in Luxor—hoping to find rich westerners who hire them to solve their troubles.

illegal trades who seek to turn over a new leaf and start a clean professional life. Their unsavory nature makes them a last resort for respectable folk; as foreigners they avoid working for native Egyptians other than the most influential and wealthy ones. Private investigators straddle the two worlds of the rich society life of Cairo's foreign elite and the dingy underworld of its criminal elements. They maintain contacts in many levels of Egyptian life: petty bureaucrats, police officers, social dilettantes, businessmen, hotel workers, bazaar merchants, street ruffians, beggars, thieves. (Since private investigators draw on many similar skills as espionage agents, consult the "Information Gathering" section of Chapter 4: Espionage Campaigns for more ideas and inspiration.)

Cairo's thriving social scene generates enough scandal to keep private investigators in business. Entrepreneurs want insights into their competitors' activities. Wives seek proof of their husbands' infidelities. People hope an investigator can find evidence resolving a crime against them the Cairo police and high commissioner's agents couldn't solve. Suspects seek evidence clearing their names. Investigators often play a dangerous game involving people they can never really trust. Without knowing their clients' motives or the true extent of their troubles, few investigators can avoid becoming unwilling puppets in larger games involving crime syndi-

cates, espionage operations, and delicate political matters.

Duke Mitchell, Private Investigator

This brawny American sleuth sticks out from the overly polite British society upon which he depends for work, but his businesslike demeanor and proven record giving clients what they want earn him a solid reputation. His stocky physique and bruised face testify to his rough past as a former boxer and New York City cop, which, combined with his brusque manner, clearly deters street trash foolish enough to pick a fight with him. The expatriate, fueled by his country's popular cinema and literature, cultivates the mystique of the stereotypical private investigator type: wrinkled suit, hip flask, cigarettes, tough manner, even a pencil-thin mustache above his lip. Thanks to his American upbringing he remains immune to the niceties of English society and prefers to bully his way through business.

Although he doesn't lease an office (he permanently rents a shabby room in the Hotel du Nord for his own quarters), Mitchell reliably frequents the Shepherd's Hotel bar every afternoon around 4 p.m., has a few drinks waiting to meet with potential or current clients, then heads out for an evening pursuing his investigations. Since women aren't allowed in the bar itself, those seeking to hire him send a note requesting his services delivered by a hotel busboy. Mitchell confers with male clients over drinks in the bar, and with female patrons over drinks in a palm-shaded alcove of the hotel lobby.

Mitchell isn't too picky about the work he gets, though he prefers wealthy customers who can afford his fees and pay any expenses he incurs (including booze). He treats British citizens in particular with respect since they comprise the majority of his clients; but his very thin veneer of courtesy disappears when dealing with native Egyptians of any class, whom he treats with almost abusive disdain.

Islamic Vigilantes

With the growth of nationalist political movements throughout the Middle East comes an increasing turn to the principles of Islam as the basis for civil law. By mustering around their cultural heritage, militant Egyptians seek to turn from the decadent ways of westerners and embrace the more disciplined rules of society advanced by their religion. Encouragement from fanatical clerics preaching in Egypt's mosques and nationalist leaders has prompted some idealistic young Muslims to take the law into their own hands and

DUKE MITCHELL (BOSS)

Competent Skills:

bureaucracy _____
deduce _____
dodge _____
notice _____
persuade _____
search _____

Expert Skills:

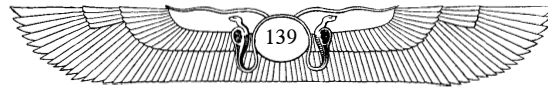
bluff _____
fight _____
interrogate _____
intimidate _____
street smarts _____

Signature Skill:

investigate _____

Equipment:

hip flask
cigarettes
notepad
pencil
suit



mete out justice according to the precepts laid out in the Koran and strictly applied to the way people live their lives.

Inspired individuals and tightly knit gangs of fanatical vigilantes roam Egypt, enforcing their own strict brand of law among their brethren most likely to yield to the temptations of western society. Many operate with the consent and support of their parent nationalist organization or local religious leaders. In the countryside they serve more as moral guides to villagers, but in urban areas they more actively combat the corruptive influences of Europeans.

By day vigilantes roam the streets individually or in groups seeking people openly breaking the tenants of Islam, particularly prohibitions against imbibing alcohol, taking drugs, acting lasciviously (particularly targeted at women), and otherwise indulging in western pleasures. Occasionally such watchdogs openly confront offenders, chastising them in public and exhorting them to more closely follow the ways of Islam. Those who continue their wayward sins or commit more unforgivable offenses can expect a nighttime visit from these vigilantes, who take matters into their own hands and seek to discourage further transgressions with more severe means: destroying property associated with a particular sin, punishing a person's associates in crime, or administering a brutal beating as punishment.

As nationalist Islamic political movements grow throughout the 1930s, these vigilantes increasingly target the source of temptation in their society: western businesses and influential individuals whose practices—in the fanatic's eyes—degenerate Islamic society. Adherents to strict holy law act directly against the most egregious offenders, particularly drug dealers, brothel-owners and prostitutes, and those selling liquor to Moslems. Although the British high commissioner and Egyptian police vigorously prosecute those who perpetrate crimes against foreigners, most authorities see recriminations against such law-breakers, even Europeans, not as the result of Islamic fundamentalists but as effects of the natural competition between those within a crime syndicate.



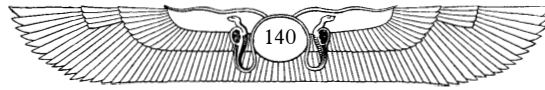
The students and faculty at el-Azhar University in Cairo remain a force of Islamic fundamentalism in Egyptian society and government.

Other Criminal Campaign Resources

Adversaries and allies already presented in previous chapters can also serve as useful elements on both sides of the law in a criminal storyline.

Chapter 3: Archaeology Campaigns offers several resources should criminals or investigators involve themselves in the illegal antiquities trade. Archaeologists and researchers can prove useful contacts for research, while suppliers might provide legitimate materials for operations or serve as fronts to mask illicit activity. Secret guardians, sinister cultists, unscrupulous archaeologist competitors, and antiquities thieves all might prove valuable allies or adversaries depending on the perspective of a criminal campaign.

Criminal storylines could easily involve characters from Chapter 4: Espionage Campaigns or rely on their methods to carry out clandestine criminal operations. Informers, couriers, hired thugs, even nationalist radicals can all fulfill direct roles or provide models for their counterparts in crime campaigns. Recruiting fellow criminals, passing along secret information, tailing competitors, and gathering information on the street all have direct connections to similar activities in the espionage field.



ASSAM UDDAM (Henchman)

Competent Skills:

endurance _____

intimidate _____

notice _____

persuade _____

Expert Skill:

faith _____

Equipment:

robes

skullcap

Assam Uddam, Islamic Vigilante

Inspired by his teachers at el-Azhar University, Assam has taken upon himself the burden of steering his fellow Muslims away from temptation toward more decent lives. When he isn't at prayers, the student of religion spends his Fridays (the Islamic holy day) wandering the Cairo streets looking for fellow Muslims who stray from the path of righteousness. A polite fellow, Assam intervenes when he sees open violation of Islamic principles, gently talking with offenders and quoting from the Koran to bolster his position. During his Friday wanderings he's also quick to assist Egyptians in need to demonstrate to them how clean living and generosity improves society. Assam avoids foreigners, but acts courteously when forced to interact with them.

Assam knows of other vigilante gangs who think like him but take more drastic measures setting their brethren on the straight and narrow path. So far he's resisted the urge to join them, preferring his more lawful methods to their more violent ones; but the constant corrupting foreign influence he sees degrading the souls of fellow Egyptians increasingly angers him, and the pervasive, relentless domination of the British over their subjects wears at his self-restraint. He hasn't yet witnessed any overt English abuses of Egyptians, but when he does, it very way may send him over the edge to become a militant and fanatical Islamic vigilante.

The Doorways of Cats

Criminal Campaign Outline

"As Amun lives and as the ruler lives, if I be found to have had anything to do with any one of the thieves may I be mutilated in nose and ears and be placed on the stake."

—Ancient Text

The following adventure outlines sketch a short campaign for a team of characters involved with the criminal underworld, either as active participants in it (smugglers, illegal antiquities dealers, thugs) or those opposed to their illegal activities (police, detectives, private investigators). Characters on both sides of the law stumble onto Hammal, a murdered antiques trader, who leaves behind a deadly mystery that leads to a previously undiscovered tomb, a source of wealth for some and a valuable archaeological discovery for others.

Resources: The heroes have at their disposal the resources regularly available to them depending on their backgrounds. Those from the criminal side of the law might find additional help from other illegal antiquities dealers who fear the vigilantes might target them next. Characters representing law enforcement officials have their departments' backing. The grisly nature of Hammal's murder outweighs their usual complacency for criminals eliminated on the job.

Adversaries

Since the heroes can come from either side of the law, some of these antagonists might not apply, or might require some flexibility to use in the campaign.

Inspector Imbari: A newly appointed detective on the Cairo police force, Imbari aims to please his masters who, prodded by the Egyptian Antiquities Service, seek to solve the murder, stem the illegal artifact trade, and uncover the hidden tomb. The youngest brother in a prominent upper-class Egyptian family, Imbari strives to prove to everyone that he did not receive his appointment as a police inspector because of his family's influence, but because his enthusiasm, persistent ambition, and his ability to intimidate fellow Egyptians.

Edgar Clutton: This small-time antiques dealer fancies himself an up-and-coming force in the illegal antiquities trade. The expatriate Englishman earned enough money from various schemes throughout Egypt and the Middle East to finally settle down and open a



legitimate curio shop near Cairo's European quarter. Clutton seeks to improve his stature among Cairo's illicit relics dealers by making a deal with Hamaal's secret suppliers now that someone murdered the stodgy fellow. He doesn't have many resources himself, but exhibits a cunning and ability to escape notice that proves advantageous in pursuing his smuggling activities.

Kabr Gang: A tightly knit group of young friends from the village of Mit Rahina, in the shadow of the Step Pyramid and the vast ruins at Sakkara, has discovered a hidden tomb in the cliff bordering the desert. Each member takes care of a different aspect of gradually looting the tomb and profiting from their plunder: Ibrahim and Yusuf work on a dig at Sakkara and loot the secret tomb on their way home from their labors; Gebrail stores the treasure in a hidden location in his house; Suliman, the ringleader, appraises each piece and restores any damage (he also holds onto and disburses their collected finances); Girgis and Hanna, who drive a delivery truck, bring relics into Cairo and deal with Hammal. The young men succeed more out of luck than experience, having stumbled onto the tomb as boys and carefully plotted a scheme to steal artifacts from the tomb and sell them in Cairo's illegal antiquities market.

Khatir, Medjay Lieutenant: This leader of a band of medjay, descendents of ancient soldiers charged with guarding the burial places, resorts to severe means to stem the illegal antiquities trade and stop tomb robbers. He and his followers have no qualms murdering known offenders in the most gruesome ways as frightening warnings to their associates. Like many in secret guardian societies, Khatir masks his true identity, slips stealthily out of trouble, and maintains his physical fitness and expertise in a variety of weapons. (For more details and sample stats for similar groups, see "Secret Guardians" in Chapter 3: Archaeological Campaigns). Khatir hopes those investigating Hammal's murder ultimately lead the medjay to the tomb robbers and their hidden treasure trove.

Hammal's Murder

The heroes catch word about the sudden murder of an antiquities dealer known to trade in illegal relics. They appear on the scene along with other interested parties, either as fellow members of the criminal underworld interested in a comrade/competitor's demise, or as representatives of law enforcement agencies alerted to the murder. Aziz the cleaning boy discovered Hammal's body in his shop early in the morning. Someone impaled him on a sharpened pole and cut off his ears and nose then, using his own blood, drew on the wall a hieroglyphic symbol showing a stick-figure man impaled on a stake, the sign used to represent the traditional punishment meted out to ancient tomb robbers.

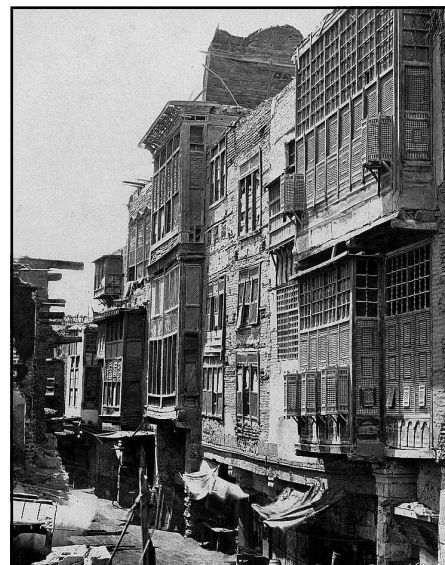
Questioning Bystanders

Others gather at the site who might provide useful information assuming the heroes take the time to question them and make a *Challenging investigate*, *charm*, or *persuade* roll. The cleaning boy claims he saw nobody entering or leaving the shop as he arrived, either through the main street entrance or the back alley exit. Aziz discovered the body of his master when he came from the back rooms to look for his broom, which had gone missing. Mustafa Khalil, a competing antiquities dealer, claims two fellow Egyptian merchants met similar fates (including the gruesome hieroglyphic sign) over the past three years, though the authorities paid little attention to the murders at the time. Khalil also mentions that several legitimate and illegal antiquities dealers in Cairo now fear for their lives. The heroes have a vested interest in tracking down Hammal's killer to prevent him from murdering someone else.

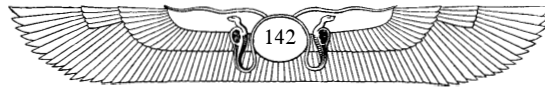
The Murder Scene

The characters can take time to examine the murder scene for clues that might point to Hammal's killer and shed light on the motive behind the crime.

Anyone closely examining the body notices—aside from his impalement and mutilation to his nose and ears—Hammal's body also shows signs he sustained several blows to his upper body and head, as if someone assaulted him and he struggled to resist. A hero



Hammal's shop sits along several narrow streets between Old Cairo and the European quarter of el-Ezbekiya.



making a *Challenging medical* roll can tell Hammal sustained the injuries from the traditional punishment given tomb robbers while still living, and the strain on his body slowly killed him. To impale Hammal the murderer used a snapped and sharpened shaft from the broom Aziz reported missing.

The shop itself shows signs of a scuffle: display cases and artifact strewn across the floor, a table broken in half, and blood saturating the carpet where Hammal died. The killer knocked over a folding wooden screen carved in geometric patterns to bare the wall upon which he painted the ghastly hieroglyphic sign. Even if the heroes visited this shop in the past, they cannot accurately recall whether any items went missing or were recently sold. If they question Aziz, though (and provide some *baksheesh* as incentive), and corroborate stories with several competitors and frequent customers who've turned up to view the spectacle of Hammal's murder, they deduce that several items have gone missing: three cat mummies, a papyrus, and two sistrum with inlaid handles (ceremonial instruments that created a delightful tinkling sound when shaken). Aziz claims Hammal acquired all the absent items recently, though the boy doesn't know from whom; his master conducted all his shady deals with suppliers each night after closing time. (If they're not alert, the characters might miss noticing several bystanders occasionally pocketing small items from the shop.)

A door at the back of the shop leads to Hammal's office and a small storage area (with an exit to the back alley). Aziz kept both areas tidy and did not notice anything amiss when he arrived for work early this morning. The locks on both the back and front doors do not show evidence of anyone forcing them, though a skilled thief might have picked them. The storeroom contains unused display furniture (bookcases, tables, glass vitrines), a small stove for making coffee and tea, and Aziz's cleaning implements.

Hammal's office contains a desk and chair, a shelf with history and art reference books, and a sealed metal safe. Thoroughly examining the papers strewn across the desk takes at least an hour or two; they relate to legitimate sales made in the past few weeks and several deliveries from workshops outside the city that manufacture common replicas of antiquities as souvenirs. None of the innumerable scraps of paper serving as bookmarks in the reference volumes contain memos outside the information on the noted page.

Aziz claims no knowledge of the safe's combination unless offered a generous *baksheesh*. Without his aid, opening the safe requires an *Improbable pick lock* roll and several hours of quiet work. The safe holds several items of interest (see sidebar), but one in particular that might help steer the characters on the path toward tracking down both Hammal's killer and one of his secret suppliers. A ledger bound in red leather holds cryptic if not key information about his dealings with illegal antiquities. A few hours studying the journal and a *Challenging research*, *deduce*, or *intellect* roll reveal that the missing items all came from the same mysterious source, a person Hammal noted only as "Ghaffir el Kotat" (meaning "Watchman of the Cats" in Arabic) who knocks at the backdoor of his shop every 17 days. A marginal notation mentions Hammal expected another deliver two nights from today.

Impounded

Just before the heroes wrap up their investigation of the murder scene a pushy inspector from the Antiquities Service, reinforced by several gruff Cairo policemen, barges into the shop, evicts everyone, and impounds the building and all its contents. Citing a proclamation from the royal Ministry of Culture that even applies to legitimate law enforcement personnel (including the characters), Inspector Marcel Marchand orders everyone out of the shop, making sure his burly police guards examine everyone to ensure

Hammal's Safe

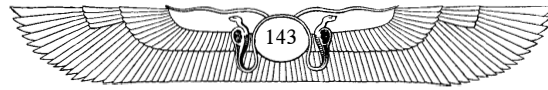
Other items in Hammal's safe might lead the heroes on further scenarios as part of their investigation of his murder or in unrelated escapades in their dealings with Cairo's criminal underworld:

Cash: Five bound piles of Egyptian money contain 200 £E each. One can assume they formed the bulk of Hammal's finances to invest in acquiring new and authentic antiquities. A leather pouch contains another 108 £E from the week's transactions selling souvenirs.

Gold Bar: A heavy gold bar sits on the bottom of the safe. Its surface contains a mint mark consisting of the spread-winged eagle and encircled swastika of Nazi Germany.

Opium: Ten bulky, sealed paper packets hold five-kilos of opium each. Was he holding them for drug dealer associates, did he intend to sell them as a side business of his own, or was Hammal an addict?

Mills Bombs: A small wooden box with partitions holds six Mills Bombs, British-manufactured hand grenades, illegal items in the hands of native Egyptians and potential weapons for use by militant nationalist groups fighting English rule.



nobody leaves in possession of any evidence or souvenirs. He claims the entire collection must remain off limits until he and other qualified curators from the Egyptian Museum can verify whether each item is an authentic artifact or a cheap replica. The heroes must take care to sneak off with any evidence they choose to keep.

Conclusions

As the heroes regroup they make plans to follow their obviously leads. Sometime two nights from today the mysterious antiquities supplier plans to call on Hammal (assuming they don't hear of his demise) at his shop; the characters can plan to monitor the area and attempt to make contact with the "Watchman of the Cats" or can put out feelers to reach him through other relic dealers who seek to buy from him. Although Bubastis in the Nile Delta served as a cult center for the cat goddess Bastet, any investigation into artifacts emerging from the well-picked ruins there turns cold.

The Curse of Isis

While gathering information and conducting further investigations into Hammal's murder, the heroes catch wind that an anonymous seller quietly announced to those involved in the illegal antiquities trade that he's auctioning off an interesting statuette: the goddess Isis seated on a throne with the infant Horus on her lap, loot from the tomb supposedly plundered by the elusive "Watchman of the Cats." Tonight the Host (as he calls himself) has invited several dealers and collectors an estate just outside the suburb of Imbaba, northwest of Cairo on the western shore of the Nile, to view the figurine and bid on it. One of the characters' contacts can get them an invitation to the party and auction if they think it might offer some leads in the Hammal case.

The Host's Soiree

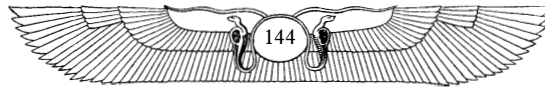
The Host's secluded home consists of a walled estate with several gardens surrounding a modest but well-appointed house. The public rooms contain a quaint mix of ancient Egyptian and Islamic artwork. The servants have set up one parlor for refreshments while the library contains several comfortable chairs surrounding a central pedestal upon which sits the figurine of Isis and the infant Horus. A small crowd of interested people from Cairo's upper society gathers for cocktails before the auction. Most came out of sheer curiosity, but by mingling the heroes quickly identify the key players:

The Host: An elegant, upper-class Egyptian in a well-cut European suit and the usual red tarboosh with tassel, the Host graciously greets each guest, invites them to have some food and drink, and shows them into the library to more closely examine the statuette. He does not offer his name, though the characters can trace his address through channels to discover the estate belongs to a deputy in the Egyptian-administered Desert Institute. Several hulking Sudanese bodyguards ensure nobody causes any trouble, and insist everyone leaves any weapons in the coatroom.

Reginald Sunderland: This dapper Englishman claims to represent a reclusive collector in London. He exudes elegance and charm, even toward the more resentful Egyptian bidders. Sunderland examines the statuette with an appraiser's eye, and, after reading the hieroglyphic inscriptions, claims it was dedicated for the tomb of a New Kingdom priestess of Isis.

Mrs. Cavanaugh: This brash American widow treats everyone with condescension, though nobody returns the disrespect since she's both a woman and a foreigner. She claims a superstitious Egyptian guide at the Step Pyramid at Sakkara said the statuette holds a curse that dooms anyone who possesses it. Regardless, Cavanaugh hopes to acquire it for her personal collection of ancient oddities back in Philadelphia.

Pierre Beaulac: Despite his fashionable suit and jovial French manners, Beaulac exudes the seedy, predatory air of a smuggler. Posing as an agent in the import/export business, he hopes to acquire the statuette to slip out of Egypt and sell for an exorbitant price on the Paris art market. Beaulac heard the Host arranged to purchase the figurine from a merchant at the Imbaba market who sells oriental carpets.



Ahmad Jubayr: Even dressed in his best clothes with his mustache and pointed goatee neatly combed, this competing Egyptian smuggler appears more like an Arabian pirate than a gentleman at a soiree. His attempts at charming behavior come across tarnished by his naturally rough demeanor. Though he, too, heard the statuette holds a curse, Jubayr smiles slyly when he says he intends to win it at auction to export to a wealthy German buyer.

Mustafa Khalil: The antiquities dealer the heroes met at Hammal's murder scene also shows up at the auction, hoping to at least have a look at the figurine, if not actually bid on it. The fellow's behavior reminds the characters of a weasel seeking to take advantage of an opponent when distracted. He keeps his distance from the host and the foreigners, and only grudgingly acknowledges the heroes. If pressed, he admits he saw the figurine three months before when a young Egyptian peasant entered his store and tried to sell it to him as authentic; Khalil refused, claiming it was a fake, but the Host's experts confirmed the statuette is not a reproduction.

The Auction

After an hour or two of friendly mingling among the guests, the Host ushers everyone into the library, inviting each of the principle bidders to sit in one of the comfortable chairs surrounding the displayed figurine. Unfortunately the heroes remain among the observers since finances available to them don't even approach the opening bids the Host accepts (in the thousands of pounds). Even if they managed to slip out of Hammal's shop with the bar of Nazi gold (an *Improbable stealth* task given the attentive Cairo police on guard), they couldn't possibly have arranged to sell it with the usual precautions—evading the authorities, jealous competitors, and the bar's true owners—in the time before the auction.

The bidding quickly escalates, forcing Khalil, Cavanaugh, and Beaulac out of the auction. Sunderland and Jubayr engage in a spirited competition, but ultimately the Egyptian wins out over the Englishman, drawing grudging but respectful applause from the primarily foreign spectators. The Sudanese bodyguards escort the statuette and Jubayr into the Host's private study to complete the deal while the rest of the guests linger before heading back to Cairo. The characters can stick around and try following Jubayr back to his base (presumably near the Boulak docks) once he's finished his business with the Host.

With a bit of stealth evading the cautious Sudanese bodyguards, the heroes might sneak a glimpse into the Host's office during the transaction and notice Jubayr paying for the statuette in three heavy bars of gold (though noticing whether or not the bars contain the Nazi stamp remains almost impossible). The Egyptian watches as the Host lovingly wraps the figurine and packs it in a small wooden box large enough to fit on a man's lap. Jubayr pays his respects to the Host, puts box under his arm, and leaves the estate. Just outside the gate he slips into an old lorry driven by his own hulking Egyptian bodyguard, and they head off toward the bridge leading over the Nile to Boulak.

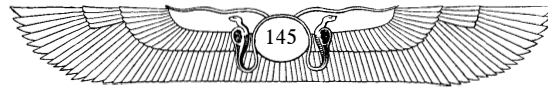
Tailing Jubayr

Although the auction finished well after dark, a good deal of traffic—primarily automobiles, camels, and pedestrians—still clogs the streets. The characters manage to tail Jubayr, but only at a distance and by constantly dodging others on the road. The smuggler's lorry rumbles through Imbaba, crosses the bridge over the Nile, and turns onto a side road running along the river's edge. Traffic distracts the heroes—a passing tram, a crowd of unruly camels, two foreign drivers arguing over a collision—and when they regain sight of Jubayr's truck it's stopped along the sidestreet and a figure falls over the railing into the Nile with a splash.

When they reach the lorry they find Jubayr's bodyguard dead in the driver's seat, his throat slit (with a *Challenging deduce* roll heroes can figure that the killer struck through the open driver's side window). The passenger side door remains open, though blood stains the cab interior. The characters find no signs of Jubayr or the box he carried. Drag marks and blood stains leading from the lorry to the river suggest someone dragged the smuggler



Jubayr takes a route that brings him along the banks of the Nile River, a notoriously unsavory locale at night.



and dumped him into the Nile. Given the river's flow and the dark nighttime conditions, they might have a hard time tracking down the body, though it's possible if they act quickly. The murderer cut the nose and ears off Jubayr's corpse and impaled him on a sharpened stake. If they don't manage to retrieve Jubayr's body for examination, it turns up the next morning eight miles downstream at Ausim, where villagers find the mutilated corpse washed ashore and report it to the authorities amid much commotion. In either case, Jubayr's lifeless hands do not clutch the Isis statuette.

Conclusions

Given the condition of the bodies, the characters can deduce that the same person murdered both Hammal and Jubayr, both to obtain certain antiquities they possessed and to send a grisly warning to others dabbling in the illegal sale of relics. From conversations at the soiree they might conclude that the carpet seller at the Imbaba market serves as a contact with the mysterious Watchman of the Cats. With a delivery to Hammal's shop scheduled for tomorrow night, the heroes have little time to prepare a rendezvous with the mysterious antiquities supplier.

Watchman Rendezvous

Intent on uncovering both Hammal and Jubayr's murderer and the mysterious "Watchman of the Cats" who provided the relics for which they were murdered, the heroes plan to rendezvous with the secretive Watchman, either waiting for his usual delivery to the back door of Hammal's shop (which may still be impounded by the inflexible Cairo police) or making contact for a meeting to arrange future deliveries to a new client dealing in stolen antiquities.

Making Arrangements

If the heroes try contacting the Watchman on their own to arrange a meeting, they must canvas the illegal antiquities traders and relic smugglers to see if anyone knows how to reach this elusive supplier. Most point to the carpet seller at the Imbaba market whom they believe acts as a go-between for clients seeking to buy authentic antiquities.

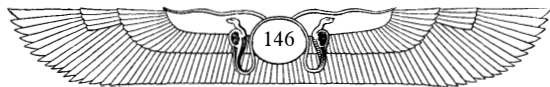
The market doesn't sprawl like the bazaars in Cairo but still bustles with great activity among shoppers and merchants. Characters easily spot the only carpet seller there, a wizened old man with a colorful awning stretched over a table piled with unrolled rugs and a stack of rolled carpets nearby. A lorry parked behind his booth contains even more carpets, manhandled by two strapping Egyptian youths who apparently deliver new carpets to the merchant each day.

If asked about the Watchmen of the Cats, the elderly merchant chuckles to himself and claims he doesn't care much for cats, who scratch up his carpets with their sharp claws. But if they seek someone to guard their cats, to make sure they don't ruin any expensive rugs or other rare items, he can arrange for them to meet the Watchman at an alley later tonight, assuming they can prove they can pay for his services (in other words, he expects some generous *baksheesh* for his troubles). The merchant suggests a rendezvous in the alleyway behind Hammal's shop or some other secluded lane near Cairo's foreign quarter.

Setting Up Surveillance

Whether the heroes plan to wait for the scheduled delivery to Hammal's back door or set up their own rendezvous with the Watchman, they should arrive early to prepare to observe the supplier from a hidden vantage point. The dark alley is wide enough to pass a small lorry and is kept relatively clear of major obstacles save for a few piles of trash. Sealed doors lead into the back areas of local businesses, though their entryways offer some shadowy concealment. The rooftops remain too high and inaccessible for surveillance.

Around the appointed time a furtive Egyptian dressed in robes and a turban hurriedly scurries into the alley from one end, carefully clinging to the shadows. The tail cloth of his turban wraps around his face, concealing it while only allowing the eyes to peer out. He clutches a small, cloth-wrapped parcel.



If the heroes did not set up a meeting on their own, the Watchman approaches the back door to Hammal's shop and gently knocks. Assuming they arranged for a rendezvous, the Watchman waits until he spots one of the characters, then approaches them openly with a quiet greeting of "Salaam." In either case, the heroes notice that even beneath the turban cloth, he further obscures his features with a painted papier-mâché party mask in the form of a cat face.

Alley Ambush

Before they can properly meet or transact any business, a gang of several cloaked figures (enough to cover each of the characters and the Watchman) loom at one end of the alley and begin advancing menacingly, drawn daggers gleaming in the faint light. The Watchman seems to panic, turning to the heroes and begging them in Arabic to help him. If they draw firearms, the cloaked figures seemingly disappear into the walls of the alley, taking cover wherever they can find it. Otherwise, they draw closer and prepare to strike, focusing their advance on the Watchman.

Just as the figures near the characters, a vehicle engine chugs to life, headlights flood the alleyway from behind them, and a lorry accelerates toward them at breakneck speed. Since the truck's body barely clears the walls, everyone has only a few seconds to find some way to avoid the speeding vehicle before it hits them! Some characters can squeeze into doorways or jump up to try and cling to windows that clear the truck's chassis. Since the attackers also scramble for cover, the heroes might charge them and try outrunning the speeding lorry. Amid all this chaotic action, any observant characters making a *Hard notice* roll catch a glimpse of faded writing on the side of the truck as it races past: "Kassam's Oriental Carpet Weavers, Mit Rahina." Those making a *Challenging notice* roll catch the number on the registry plates.

After the lorry tears through the alley and pulls out onto a side street, it speeds off into the night. The Watchman somehow escaped (he drops flat on the ground as the truck approaches and grabs onto handholds near the back payload gate, pulling himself up once the truck clears the fray in the alley). Unfortunately this leaves the heroes to deal with the menacing cloaked figures brandishing daggers, members of a secret guardian society of medjay led by Khatir. They tangle briefly with the characters until the assailants realize the Watchman has escaped; they beat a hasty retreat into the shadows of Cairo's back alleys.

Conclusions

At this point the heroes have seen the Watchman and the suspected murderers face-to-face. Though they have no leads on the killers, they have several clues about the Watchman's whereabouts: the writing on the side of the truck or the registry plates can, when one follows up through established channels, lead the characters to a carpet weaving workshop in Mit Rahina, a village near the ruins of Sakkara. They might also question the carpet merchant at the Imbaba market, who admits he gets his carpets from a workshop in Mit Rahina (though after the ambush, the truck does not make another delivery to him and he sadly admits his selection of rugs is somewhat lacking).

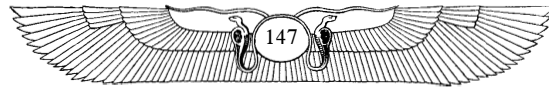
House of Robbers

Following clues left in the wake of their interrupted rendezvous with the mysterious Watchman, the heroes travel to Mit Rahina, a village near the desert ruins of Sakkara just south of Cairo, to look for the lorry involved in the ambush, visit the carpet workshop, and try uncovering the Watchman's true identity.

Carpet Workshop

Few foreigners venture into the village of Mit Rahina, preferring to spend their day wandering the ruins of Sakkara, marveling at the Step Pyramid, and exploring the labyrinthine Serapeum. Westerners in the village attract attention, causing passersby to stare and whisper speculatively among themselves.

The walled complex belonging to Kassam's Oriental Carpet Weavers sits on the edge



of town along the road leading to the Step Pyramid. It contains several buildings and courtyards, all bustling with activity. Since it merely manufactures rugs for delivery to area markets catering to tourists, it doesn't feature a shop on the premises where visitors can peruse the selection and purchase carpets. The principle street entrance contains the main office, while a large wooden gate leads into the side courtyard where workers load merchandise onto delivery trucks garaged there.

The owner, a dapper older Arab named Kassam, greets the characters, leads them into his office, makes a production of offering them coffee and cakes, and asks how he may assist them. His company owns several old lorries used to supply carpets to several markets around Cairo and make deliveries to customers. Sometimes drivers and loaders garage the trucks at their homes if they're out particularly late on business. Out of all six trucks in his company, only one did not return yesterday (and it matches the registry plates if anyone noticed them). He sends a servant off to ask who was working that truck yesterday and if it picked up its deliveries this morning. Kassam seems surprised to hear that two of his best workers, Girgis and Hanna, drove the lorry supposedly involved in the ambush. But when he sends for them, the characters hear a racket out in the loading courtyard. Girgis and Hanna, panicked by rumors that several westerners seek to question them, jump into their truck, burst out of the workshop service entrance, and dash off into the village streets!



The heroes follow the tomb robbers to an impoverished village near the Step Pyramid of Sakkara.

Village Chase

The heroes catch wind of the two suspects' flight—either by overhearing the commotion or witnessing their escape—and chase after their only leads in their investigation.

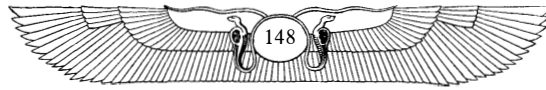
Girgis and Hanna drive off in a frenzied panic into the village streets, using whatever obstacles they find to slow their pursuers' progress. If the heroes run after them on foot, they find their progress slowed by a market filled with customers, merchants, and stalls piled high with delicate merchandise, herds of sheep, goats, and camels loitering on the village's perimeter, and a labyrinth of rutted streets. If they pursue in their own vehicle they encounter many similar problems maneuvering through the village. After several mishaps and close calls, they track the lorry to a walled courtyard and house just outside Mit Rahina.

Confronting the Thieves

If the heroes were close on the heels of Girgis and Hanna during the chase, they have a chance to burst through the doors into the courtyard and force a confrontation before they lock the gate. If they lagged behind, they have to find some way to storm the courtyard gate, climb the wall, or otherwise negotiate with the gang of tomb robbers holed up inside.

Girgis and Hanna hysterically call for their other friends who use the house as a base for their tomb robbing and illegal antiquities dealings. The stocky Ibrahim and Yusuf, plus the more slender Gebrail and Suliman, all emerge from various portions of the house wielding cudgels; they bring two extra to toss to their harried friends in case of trouble. The six friends prepare to make a stand.

The confrontation can go calmly, turn violent, or evolve into yet another chase depending on how the characters approach the gang. At first the Egyptians move to attack the characters with their cudgels, especially if the heroes don't quickly gain access to the courtyard and can be caught off guard climbing over the wall. They could even make a break for it, run for the lorry, and drive off toward Sakkara, unwittingly leading the heroes to the hidden tomb. If the gang members find themselves facing firearms, they back off and eagerly negotiate. Characters who approach them openly and honestly—just to ask them a few questions—must convince them of their good intentions. Assuming they know the



group has found a tomb, or at least is dealing in stolen antiquities, the heroes might ask them to reveal their source, shutting down their supply, of course, but incurring no other incriminations (a typical deal when authorities discover tomb robbers).

Conclusions

When ultimately faced with evidence that others know they're looting a previously undiscovered tomb and that people buying their artifacts have turned up gruesomely murdered, the thieves offer to make a deal with the heroes and lead them to the hidden tomb, relinquishing their claim on it and giving up their lives as amateur antiquities suppliers. Resigned in abandoning their lucrative scheme to loot a hidden tomb, the members of the Kabr gang reveal how they stumbled on the tomb as kids and kept it as a childhood secret. When they grew older and got jobs, they each managed to access resources and use their workforce education to systematically loot the tomb, restore and hide treasures, and transport them to Cairo for sale to a discreet network of buyers. Now that several of those clients have met terrible deaths, the Kabr gang eagerly seeks to rid itself of their hidden tomb and their illegal antiquities trade.

Cave of Wonders

While the others lament their situation, Ibrahim and Yusuf, the two gang members who work at an excavation in Sakkara, volunteer to take the characters to the hidden tomb. As nightfall approaches, the two direct the heroes to the crumbling limestone cliff that divides the green cultivated lands and the desert plateau upon which the ruins of Sakkara stand. Several portions display odd rock patterns—easily mistaken for natural features of erosion—that look like bricked up caves; the two Egyptians call this place the Abwab el Kotat, the “Doorways of the Cats,” since tombs found here had their entrance passages blocked by cat mummies stacked like bricks.

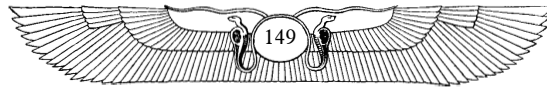
Tomb of Nebiri

Ibrahim and Yusuf lead them to a rockpile resting against the cliff. Concealed toward the back stands a tight entrance to a steeply sloping shaft large enough for a person to crawl through. Bits of wooden boards carefully prop up the stone walls and ceiling. The two point to the hole and claim it's the entrance to their treasure cave. If allowed, they bid the characters farewell and return to their village; however, the heroes might not trust them and force them ahead into the hole. The shaft leads down the buried cliff face to a tomb; the characters still see evidence of the cat mummies originally used to block the entrance.

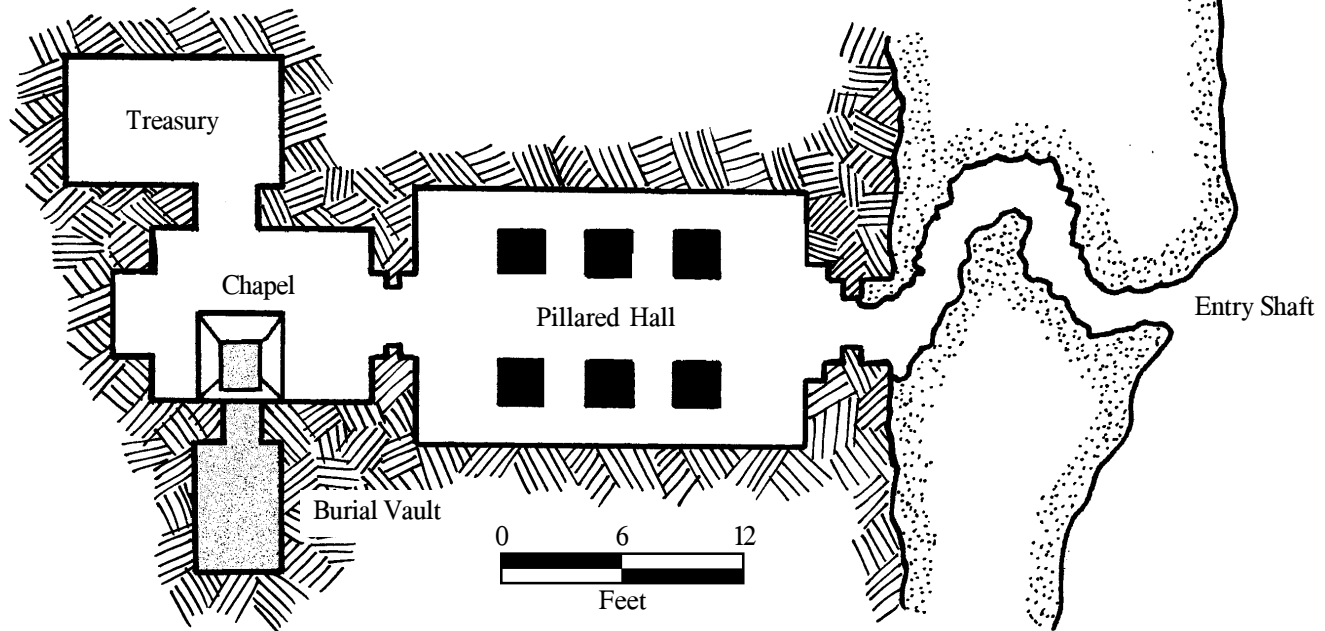
Anyone with archaeological expertise who examines the tomb decorations or artifacts identifies the tomb owner as Nebiri, a high priestess of Isis during the reign of Ramses III. The crypt contains several rooms the heroes can explore:

Pillared Hall: The shaft leads into a hall with six square pillars supporting a low ceiling. Carved reliefs once covered the walls, though many have crumbled to the floor. What remains shows a young priestess making offerings, singing hymns, and making adorations to the goddess Isis. The Kabr gang used this space as a staging area for sorting, cleaning, and packing artifacts to transport up the shaft. Several woven baskets with handles and a few coils of rope aided them in moving items from the tomb. Artifacts strewn here awaiting transport include a small cosmetics chest with inlaid designs, a basket full of faience ushabti figures, two deteriorating papyrus scrolls, a carved alabaster headrest, and several glass, pottery, and stone containers for perfumes, incense, and other divine offerings.

Chapel: A short passage leads to a smaller antechamber behind the pillared hall. Another doorway leads off to one side, and a shaft in the floor leads to the burial vault. Against the wall facing the main hall stands a life-sized statue carved from crumbling sandstone depicting the priestess Nebiri embraced by Isis, a magnificent piece for any collection, if one could manage to remove it from the tomb. Several more baskets sit in a corner on a pile of debris obviously cleared from the burial shaft.



Tomb of Nebiri



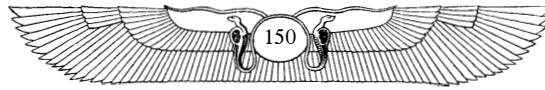
Treasury: The doorway on one side of the antechamber leads to a small room used to store Nebiri's grave goods. The gang looted this room first, since these treasures were more accessible than those in the actual burial vault. What's left consists primarily of worthless junk: broken boxes, crushed pottery, remains of wooden furniture, and mummified bits of bread and meat. Another pile of sand and rock shows the gang used this room to house debris excavated from the shaft.

Burial Shaft: The looters cleared this vertical shaft its entire width for the first few feet, but apparently grew impatient and dug a hole large enough for one person to wiggle down into the burial vault. The shaft leads to a crawl space through the broken necropolis seal into the burial vault. The thieves broke the stone lid on the sarcophagus, removed the inner, ornately decorated coffin, and have torn apart the mummy seeking valuable amulets wrapped beneath the linen gauze. Until someone enlarges the burial shaft passage and the entry shaft to the tomb the coffin and mummy cannot squeeze out through such tight spaces.

Ancient Retribution

While the heroes explore Nebiri's tomb, members of the guardian medjay sneak up outside and prepare to carry out punishment on those who dared to violate her grave. If the characters posted a solitary guard at the tomb entrance, the medjay neutralize him, though they don't carry out the sentence against this presumed tomb robber immediately. If a group guards the shaft, the medjay plan an ambush and outright attack the characters. Given the narrow entrance shaft, Khatir, leader of this medjay band, decides to seal any heroes inside. He collapses the shaft by yanking away several wooden supports and shoveling in rocks and sand. Satisfied that nobody's escaping from the tomb without outside help—and none seems at hand—Khatir and his medjay disappear into the night, confident they won't have to worry about looters at this site again.

The heroes might try several methods of escape when they realize that the entrance shaft has collapsed:



Digging: The heroes can try clearing the entrance shaft themselves. The thieves left several tools that might prove useful, including many baskets used to move dirt and two short-handled shovels. This task takes a good deal of coordination in the crypt's close confines. The characters must figure where to put excavated dirt (the burial shaft would work). The unstable nature of the upward-sloping passage makes cave-ins frequent and dangerous occurrences. At an industrious pace, the heroes can reach the surface by morning, just as their air starts running out.

Exploring: The heroes can more closely examine the interior of Nebiri's tomb for alternate escape routes. The entire cliff housing the "Doorways of the Cats" contains several tombs with chambers adjacent to those in this crypt. One wall in the treasury (where the looters heaped the debris from the burial shaft) was filled in and plastered over in antiquity, as if hiding a secret chamber; when torn away, it leads into a neighboring crypt. Vigorously spearing the shovels into the ceiling of Nebiri's tomb brings down a section of the roof in the pillared hall leading to yet another adjoining burial vault with a cleared shaft leading upward to the chapel. Only a thin layer of masonry and the stuffed cat mummies block the exits from both nearby tombs, whose entrances sit above ground.

Divine Intervention: Should all other attempts fail, the heroes slowly consume the available air within the tomb, torches and candles wink out, and even battery powered electric torches lose their energy. The reliefs carved on the wall slowly come to life in the failing light and the heroes think they're hallucinating. Is the Isis statue in the chapel moving and speaking to them? Is that melodious sound the voice of the priestess Nebiri intoning some ancient magical spell? Their consciousness fades in a delirium inspired by the remains of the magnificent tomb around them. When they wake, the characters find themselves sprawled on the sand near the tomb, the morning sun warming their bodies. How they managed to escape may not have an earthly explanation.

Conclusions

Unless they defeated the medjay in an ambush at the tomb, the heroes lose track of those responsible for the grisly murders in Cairo. Khatir and his guardians do not return until someone else begins looting a previously unknown tomb near Sakkara, bringing upon their heads the ancient punishment for those who despoil the final resting places of Egypt's long-dead rulers.

Appendix 1:

Character Archetypes

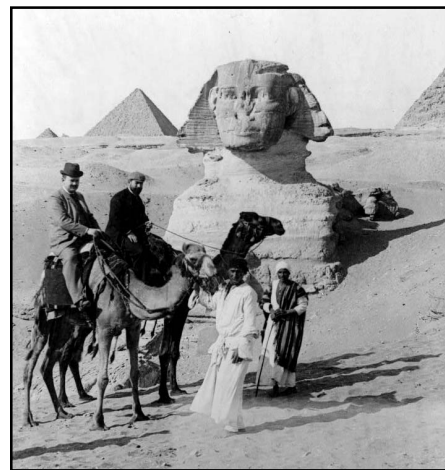
Use these archetypes to create your own characters in a *Pulp Egypt* game. You can use the backgrounds and personalities as written or change and embellish them with more elaborate, story oriented details better suited to your own character concept. Customize the *Any-System Key* skills and levels to your favorite roleplaying game using the *Any-System Key* guidelines on the last page of this supplement. Each character has one Signature Skill at which they're most proficient, several Expert Skills that usually support their profession, and a handful of Competent Skills to round out their expertise.

Most archetypes work for male or female characters; however, characters of Egyptian origin should be male given the less liberated view of women espoused by many forms of Islam during this period.

Archetypes can work in any campaign—archaeology, espionage, or criminal—though some might require a little imagination and adjustment to fit the storyline.

Each archetype includes some suggested connections to people in Egypt the character knows and might call upon for assistance. These relationships could also provide reasons for different archetypes to work together as player characters.

You can also adapt nearly any character provided with stats in any section of this sourcebook. For instance, if you'd like to play the member of a secret guardian society (working under cover, of course), just read up on that section of Chapter 3: Archaeology Campaigns and adapt the stats provided for a character in your favorite game.



Nearly any archetype can work well in the exotic setting of Egypt.

Ace Driver

Age: 25

Physical Description: Slight but nimble figure, with cap, goggles, and leather driving gloves.

Background: A rich upbringing exposed you to extravagant toys like motorcars, so you naturally developed an affinity for and proficiency in operating them. As soon as you were old enough to drive you pushed your way into the driver's seat, displacing friends, family, and even your hired chauffeur. You were in Cairo when your degenerate brother squandered the family fortune and sold all you had, including your beloved automobiles. Down on your luck and desperate for cash, you found work chauffeuring those wealthy enough to afford automobiles or driving delivery lorries for various employers, from archaeological expeditions and desert surveys to local manufacturers and even those engaged in dubious industries skirting the law. These varied experiences with every level of society enabled you to round out your skills to overcome the numerous challenges of living and working in Egypt. Given your current economic situation you don't have a vehicle of your own, but you're proficient enough to drive anything with wheels.

Personality: You're a bit cocky, and justly so; if it has wheels, you can drive it, whether over a paved road, dirt track, or desert sand dune. You still have a flair about you from growing up rich, though this means you spend more money than you make. Everything's an adventure to you. You easily get along with everyone you meet—wealthy and poor, European and Egyptian—in the hopes they can provide employment opportunities and much-needed cash.

Connections: Anyone who needs a good driver knows you—rich clients who own cars in Egypt, local delivery companies who can rely on you, expeditions that need truck drivers, and shady contacts with the criminal underworld who know that, for the right price, you can keep your mouth shut.

ACE DRIVER (Boss)

Competent Skills:

bluff _____

brawl _____

charm _____

dodge _____

gamble _____

streetwise _____

Expert Skills:

navigation _____

repair _____

shoot _____

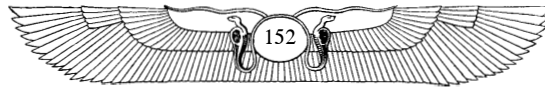
Signature Skill:

drive _____

Equipment:

Beretta pistol _____

cap and goggles



ANTIQUITIES SERVICE INSPECTOR (BOSS)

Competent Skills:

appraise _____
bureaucracy _____
charm _____
investigate _____
persuade _____
search _____

Expert Skills:

archaeology _____
excavate _____
notice _____

Signature Skill:

intellect _____

Equipment:

fountain pen and pad
personal journal
dusty suit
official credentials

Antiquities Service Inspector

Age: 34

Appearance: Fit but aging physique clothed in a dusty suit and hat.

Background: Growing up you were always the overweight kid with weird academic interests like ancient mythology, King Arthur, and lost civilizations. In school you concentrated on ancient cultures and the famous adventurers, explorers, and archaeologists who unearthed their remains. You attended university expecting to find a job as an assistant curator at a museum or some lowly editor at a publishing house for boring textbooks; but your destiny changed when you visited Egypt. You were already an amateur authority on Egyptian monuments before you arrived in Cairo. Your encyclopedic knowledge of ancient sites, culture, and history brought you to the attention of the Egyptian Antiquities Service, which hired you as an inspector to oversee and protect the numerous ruins throughout the country. You travel along the Nile making sure archaeologists preserve the monuments and carry out proper excavation procedure. You also work with local and national authorities to catch tomb robbers, prevent vandalism, and shut down unauthorized excavations. Your duties allow you a great deal of freedom for other pursuits; conducting excavations on behalf of universities, museums, and wealthy individuals with permission from the Antiquities Service, or writing about Egypt's monuments in novels, books, newspapers, and magazines.

Personality: Your status as an authority on ancient Egypt and an official representative of the Antiquities Service empowers you with a sometimes superior demeanor and haughty attitude, but you've worked hard to earn your reputation.

Connections: Everyone involved in archaeological pursuits in Egypt knows and respects you; they often seek to ingratiate themselves with the Antiquities Service to renew their excavation concessions and alleviate the bureaucratic red tape. You also know many academics in Egypt, maintain friendships with the Egyptian Museum staff, and hobnob with Cairo's socialites who find your stories about excavating in Egypt entertaining.

Bedouin Bodyguard

Age: 35

Appearance: Hulking physique draped with heavy desert robes, a colorful sash, and a turban.

Background: You grew up wandering the desert wastes with your tribe, living in tents and moving by camel among the various wells and sheltered oases. Such a life proved difficult, and you quickly learned how to survive in the desert, finding food and water, dealing with other nomadic tribes, and defending yourself against natural hazards and human enemies. When the Italians began exploring the Libyan desert, they carried out an aggressive campaign against the Bedouin inhabiting that region—including your own tribe, which they slaughtered. You managed to escape with a few refugees from other tribes. You led this rag-tag band across the vast sand seas toward Egypt in the east, hoping the British might help your people. Although a British desert explorer found you and led you to the Nile, the Egyptian government did little to offer you aid. You didn't know how to earn a living in the strange urban terrain of Cairo's bustling streets, but others quickly capitalized on your imposing stature, strong physique, and sharp reflexes. You found work as a bodyguard, escorting important people around the city and protecting their well-being by intimidating potential threats or dealing with them directly.

Personality: You are confident but quiet, speaking only to acknowledge your employer's wishes or make suggestions regarding his personal security. You prefer intimidating opponents rather than inflicting physical harm. Your past experiences with colonial powers makes you naturally suspicious of anyone in official government positions, especially Italians.

Connections: Choose one well-off character as the patron who employs you as a bodyguard. You share a unique bond of loyalty beyond that of employer and servant. You also know anyone involved in desert exploration, and a host of shadier personalities in the lower levels of Cairo's Egyptian population who first helped you when you came in from the desert.

BEDOUIN BODYGUARD (BOSS)

Competent Skills:

dodge _____
endurance _____
navigation _____
notice _____
ride _____
stealth _____

Expert Skills:

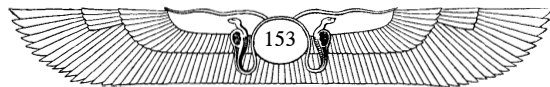
fight _____
intimidate _____
shoot _____

Signature Skill:

survival _____

Equipment:

flintlock pistol _____
scimitar _____
robes



Bespectacled Archaeologist

Age: 58

Appearance: Ruffled clothing with pockets stuffed with pencil, pad, magnifying glasses, and brushes.

Background: Always the bookish type, you pursued your love of mythology, ancient cultures, and history through school and university. You remained a curious student even though you rose through the ranks as a lowly assistant to a full professor of archaeology, spending your spare time conducting research when you weren't tagging along on expeditions in the field. Along the way you've spent countless hours pouring over old tomes in libraries, gazing at museum exhibits of ancient artifacts, closely examining relics through a magnifying glass, and wandering through ancient ruins furiously taking notes on architecture and inscriptions. You've worked in the field for universities, private collectors, and museums, maintaining a familiarity with both ancient Egyptian civilization and modern bureaucracy necessary to carry out your research. You know all the monuments along the Nile, most of the artifacts displayed in the Egyptian Museum, and your numerous colleagues competing to unearth Egypt's long-lost treasures from beneath the sands.

Personality: Among most people you remain quiet and aloof, slipping unnoticed into the background; most of their conversations about mundane matters do not interest you much. When archaeological matters arise in conversation, however, you come into your own, enlightening others with your vast, specialized knowledge. You're most at ease while supervising excavations in the field, where you work confidently in your element and can most directly pursue your passion for uncovering the mysteries of the past.

Connections: You're familiar with everyone in Egypt remotely connected with archaeology, including fellow archaeologists, excavation foremen, the director of the Antiquities Service and his inspectors, noted relic dealers, and scholars in ancient history and culture. By necessity you also maintain acquaintances among the British administration and foreign social set who can help you overcome bureaucratic entanglements and financial difficulties.

Desert Pilot

Age: 30

Appearance: Lanky frame and wind-blown features, wearing boots, riding pants, leather jacket, silk scarf, goggles, and flight cap.

Background: You always admired aviators since they first became heroes of the skies during the Great War. The passion to soar through the skies complimented your natural technical aptitude and an interest in travel. You realized that aviation was the way of the future for personal travel, transport, communication, and warfare. You pursued an interest in aviation through flying clubs, related courses at university, or the military. A trip to Egypt exposed you to the immensity of the Sahara desert and its long-buried mysteries. It further enthralled you with the idea of exploring such a vast region by air. With family money, business earnings, or cash gained through less-legitimate means, you purchased your own biplane and settled into the airfield near Cairo, seeking clients to hire your services to fly them across the desert.

Personality: You're generally easy-going but meticulously obsess over your aircraft and anything pertaining to flight planning and logistics. Cairo provides many diversions for you between jobs, but the lure of the desert always tempts you. You eagerly seek out desert explorers who might need you to supply their expeditions or photograph survey areas. You instantly befriend anyone who can give you reason (or better yet, money) to fly into the desert.

Connections: You know many people involved in the aviation field, from fellow fliers, military airmen, and desert survey pilots to engine mechanics, airfield sentries, and supply clerks. Since many westerners view an aviator's life as somewhat glamorous, you easily make friends among Egypt's social elite (who can also help fund your independent aerial activities).

BESPECTACLED

ARCHAEOLOGIST (Boss)

Competent Skills:

business _____

charm _____

command _____

endurance _____

notice _____

persuade _____

Expert Skills:

excavate _____

intellect _____

research _____

Signature Skill:

Egyptology _____

Equipment:

fountain pen and pad

personal journal

magnifying glass

brush

DESERT PILOT (Boss)

Competent Skills:

bluff _____

brawl _____

charm _____

dodge _____

notice _____

streetwise _____

Expert Skills:

navigation _____

repair _____

shoot _____

Signature Skill:

pilot _____

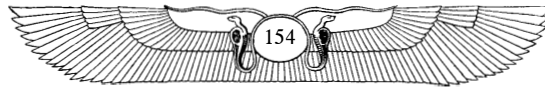
Equipment:

Mauser pistol _____

biplane

flight jacket and leather helmet

goggles



DILETTANTE (Boss)

Competent Skills:

archaeology _____
bureaucracy _____
drive _____
etiquette _____
notice _____
research _____

Expert Skills:

intellect _____
persuade _____
shoot _____

Signature Skill:

charm _____

Equipment:

Derringer _____
fine clothes _____
fountain pen and pad _____

Dilettante

Age: 32

Appearance: Dashing dressed, with a languid demeanor but a keen sense of perception.

Background: Although you grew up having every need catered by servants and doting parents, you insisted on pursuing your own interests and goals on your own. Wealth was convenient and allowed you the financial freedom to indulge your thirst for knowledge, but it never dampened your need to prove to yourself you could succeed at any task on which you set your sights. Today your wealth enables you to lead a life of ease, pursuing various interests that change with time. Everything about Egypt fascinates you: its ancient history, current excavations, political currents, Islamic architecture, and its role as a British protectorate in a world heading toward war. You mingle with Cairo's high society, but you don't fancy yourself much of a socialite, preferring to pursue your interests instead of simply wallowing in opulent luxury and mind-numbing gossip. You're more likely to visit the Egyptian Museum and Khan el-Khalili bazaar than you'd frequent the bar at Shepherd's Hotel or every opening night gala at the Cairo Opera.

Personality: You're an affable and curious person. You get along with almost everyone you meet and you're always eager to make new acquaintances and learn about what they're doing in Egypt. Good manners, courtesy, and etiquette guide your actions, but you consider yourself an amateur scholar whose curiosity manifests itself in endless questions, frequent wanderings, and personal research.

Connections: If you don't know everyone in Cairo's high society, they at least know of you and your dabbling in various areas of interest in Egypt. Your sojourns and your affable demeanor help you make friends throughout Egyptian society—museum curators, Islamic scholars, antiquities dealers, well-to-do tourists, native guides—cutting across political and cultural boundaries.

Egyptology Professor

Age: 59

Appearance: Dignified, wizened features, wearing an old tweed jacket and spectacles, and carrying a walking stick.

Background: As a sickly child frequently confined to bed you read every book about ancient history you could find. After excelling at your studies you pursued a university education in the culture that fascinated you most, that of the ancient Egyptians. You immersed yourself in the academic life, absorbing every book in the library, engaging fellow students in debates, and staying up late formulating hypotheses about life in ancient times. You graduated with top honors and several degrees—in fact, it seems like you never left the university. You soon found yourself teaching ancient history as an assistant, and then gaining full tenure as a professor. You've been to Egypt a few times before, but, after decades teaching, researching, and writing about Egypt, you finally settled down to fully absorb it first hand. You enjoy putting your book learning and armchair research to practical use visiting the ancient monuments and studying museum treasures in person. You might not have as much practical experience as archaeologists who've worked in the field all their lives, but your mind serves as a library of knowledge upon which you can draw.

Personality: You have an affable personality and get along easily enough with your academic and social peers. You gladly spout volumes of knowledge about ancient Egyptian history whenever anyone expresses even the slightest curiosity about the subject. Now that you're in Egypt, your enthusiasm for absorbing its history, visiting its ruins, and examining its artifacts knows no bounds.

Connections: You maintain acquaintances with academics of every type and nationality, from fellow professors and museum curators to archaeologists and desert explorers. You've made many friends among Cairo's social set, who find your personality much more palatable than those who've lost some of their personable traits working so long in the field.

EGYPTOLOGY PROFESSOR (Boss)

Competent Skills:

bureaucracy _____
charm _____
etiquette _____
investigate _____
notice _____
persuade _____

Expert Skills:

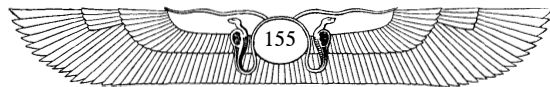
intellect _____
read hieroglyphics _____
research _____

Signature Skill:

Egyptology _____

Equipment:

Derringer _____
walking stick _____
pencil and pad _____



Excavation Foreman

Age: 52

Appearance: Hulking, gray-bearded Arab wearing a tarboosh and sashed kaftan.

Background: You have worked among the ancient ruins all your life. As a child you began hauling and sifting dirt from excavations for *ferengi* (foreigners) who came to dig seeking tombs and treasures. Unearthing clues about your ancient ancestors and helping to preserve them became your mission in life. You worked honestly and hard, showed great interest in archaeology, and befriended many employers. They taught you how to organize a campsite, manage workers, find the most promising places to dig, and clear ruins meticulously to uncover and catalog new discoveries. Eventually you rose to become a foreman, directing crowds of *fellahin* peasants on vast excavations and advising great archaeologists how best to unearth Egypt's regal past. Now you're a bit too old for the heavy labor (though you still lend a hand when needed), but most of your workers respect you and follow your orders.

Personality: You deal sternly with workers who need strict leadership and supervision, but you've also earned their respect. You work quickly to halt the spread of rumors and superstitious behavior, though even you sometimes believe the fantastic stories you hear. Those unfamiliar with your work often treat you as infirm or senile considering your great age. To your employers you offer quiet suggestions and paternal encouragement; they are friends whom you faithfully serve.

Connections: You have widespread contacts among the native Egyptian population. Your extended family lives in a nearby village and would go to great lengths to help you keep your job and preserve your respected status. You also maintain acquaintances with many people involved in the field of archaeology, including your employer, other scholars working for him, photographers and artists recording discoveries, *fellahin* workers, Antiquities Service inspectors, and artifact dealers.

Excavation Guard

Age: 21

Appearance: Skinny and slightly stooped, wearing a blue or white tunic, red fez, and a rifle slung over one shoulder.

Background: When you were younger you followed your father and brothers as a simple laborer on an archaeological dig. You worked hard but also exhibited a keen sense of observation and a commanding manner with your fellow laborers. Someone recognized that you possessed special talents and brought you to the attention of the Antiquities Service, which hired and trained you as a guard. After some initial work at the Egyptian Museum you received postings to various digs in the field, making sure workers don't pilfer small artifacts, guarding the payroll, and protecting the site at night from robbers. Although night watch usually brings a bonus, you still stand guard with your trusty electric torch in fear of various rumors you've heard about curses, walking mummies, and other supernatural occurrences. Slightly smarter than the average excavation worker, you answer to both the leader of the archaeological expedition and members of the Antiquities Service.

Personality: Although your overall appearance and general demeanor radiate authority, you prefer to make friends and get along with everyone rather than act the part of an imposing, inflexible guard. You enjoy the prestige your job carries—protecting your country's ancient heritage—and bask in the popularity you gain from your uniform, rifle, and commanding position. You know to whom you can give orders and you know when you must follow them from a higher authority.

Connections: You've worked on several digs, so you're familiar with many people involved in excavations. Most workmen know you, though some resent your authority. You make easy friends with the professors, archaeologists, artists, and photographers supervising the dig, and you respect your superiors, however officious, at the Antiquities Service.

EXCAVATION FOREMAN (Boss)

Competent Skills:

archaeology _____

dodge _____

endurance _____

lift _____

persuade _____

street smarts _____

Expert Skills:

fight _____

intimidate _____

notice _____

Signature Skill:

command _____

Equipment:

stout stick _____

pipe

kaftan and tarboosh

EXCAVATION GUARD (Boss)

Competent Skills:

bluff _____

bureaucracy _____

command _____

dodge _____

persuade _____

stealth _____

Expert Skills:

charm _____

fight _____

shoot _____

Signature Skill:

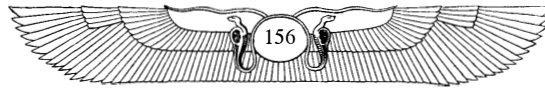
notice _____

Equipment:

Lee-Enfield rifle _____

uniform and fez

electric torch



IDEALISTIC EXPLORER (Boss)

Competent Skills:

climb _____
notice _____
persuade _____
shoot _____
track _____
wireless _____

Expert Skills:

drive _____
endurance _____
survival _____

Signature Skill:

navigate _____

Equipment:

Browning pistol _____
compass, pencil, and notebook _____
map of North Africa _____

Idealistic Explorer

Age: 28

Appearance: Dusty and ragged looking, wearing an old canvas shirt, shorts, and a broad-rimmed pith helmet.

Background: Exploration has always been a focal point of your life. As a child you wandered the uncharted regions of your native country, even if that was only your back yard. You combined an athlete's physique with an intellectual's curiosity. When you grew up you found more official ways of exploring new territory by joining the armed forces or university sponsored expeditions. Now you're in Egypt with the vast Sahara desert stretching before you. Others charted the upper reaches of the Nile River, but you prepare to trek out across the sandy wastes by courting sponsors, raising finances, designing new equipment, outfitting vehicles for desert travel, and gathering supplies to sustain you on your long expeditions. You're always looking for new patrons, opportunities to join other expeditions, and interesting rumors of geographical features you might discover.

Personality: You're a genuine person who believes everyone has some good within themselves. Although you enjoy exploring nearly any environment—from the vast desert to the neighborhood near your hotel—you yearn for epic expeditions with potential to fill in blank portions of maps and discover never-before-seen landmarks. You like to wander where your heart takes you, so you don't believe political powers should limit one's mobility, especially to chart the unexplored regions for the greater good of common knowledge.

Connections: You maintain contact with others concerned with desert exploration, leaders of past expeditions, former partners, military officers, even competing explorers. Anyone who can provide valuable services to future expeditions—outfitters, Egyptian porters, mechanics, pilots, drivers, potential financiers—remains at the very least a friendly acquaintance.

Newspaper Reporter

Age: 25

Appearance: Tall and wiry, wearing dapper clothes and a broad-rimmed hat, and always carrying a pen and pad.

Background: As the child of a cotton mill owner in the Nile Delta you spent much of your youth in Cairo among both wealthy Europeans and common Egyptians. Every village, ancient ruin, and city provided you with exciting new territory to explore. You made friends with everyone you met, finding something interesting in each person and encouraging them to talk about themselves and their work. You used this natural rapport when you got a job reporting for Cairo's English-language newspaper, the *Egyptian Gazette*. You cover various beats: archaeological digs, society gossip, business news, military activity. Cairo can be a pretty rough city, so you carry a two-shot Derringer in your pocket in case of trouble. Although you have several "official sources" to provide information about news in Egypt, you also maintain a wide cast of contacts throughout Cairo, people who can offer other angles on stories you're researching. Your solid understanding of Arabic culture also aids you in navigating the exotic terrain of Egyptian society.

Personality: Your open and affable demeanor appeals to everyone you meet. You can start a conversation with almost anyone, and most people have no qualms talking freely with you. Those who do discover you're a persistent hound when you're on the scent of a good story.

Connections: You maintain a stable of contacts essential to covering news in Egypt (though not all of them would consider you their friend). You know bureaucrats and minor functionaries with both the Egyptian government and the British High Commissioners office. A few key people from all walks of life—policemen, bazaar merchants, foreign entrepreneurs, socialites, hotel clerks—provide you with information from their professional and social experiences.

NEWSPAPER REPORTER (Boss)

Competent Skills:

bluff _____
charm _____
notice _____
dodge _____
speak Arabic _____
stealth _____

Expert Skills:

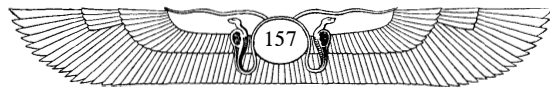
persuade _____
research _____
street smarts _____

Signature Skill:

investigate _____

Equipment:

Derringer _____
camera _____
notepad and pen _____



Old Army Officer

Age: 47

Appearance: Aging fellow with stern face, meticulously trimmed mustache, army uniform and hat, and military bearing.

Background: As a child of a military father you grew up dabbling in various amateur academic interests, including ancient history, Latin, mythology, exotic cultures, and British history. Life had little direction until you came of age and the Great War started. You received a commission in the British Army and fought the Hun in France. Since then you've remained in the service, rising in rank and going wherever His Majesty required: India, Hong Kong, Singapore, British East Africa, and lately Egypt. No matter where you traveled, you always took an interest in that region's history and culture. Between your light duties at the Cairo garrison you dabble in archaeology, tagging along on excavations, observing, and occasionally helping to supervise operations. As a senior-ranking officer you're also a socialite, frequenting your clubs, attending parties, and making appearances at receptions.

Personality: You understand obedience and the chain of command, but realize individual soldiers must rise to the occasion to prevail. You hold authority over lower-ranked British military personnel and have the respect of many Englishmen in Egypt. Your duty to King and country is beyond reproach, though many native Egyptians treat you with resentment for occupying and ruling their country. In polite society you maintain a courteous and overly polite demeanor.

Connections: Everyone with British Troops Egypt knows you by your rank and uniform, and most officers also count you among one of their polite acquaintances. You have several friends among your social contacts, mostly fellow club members, a few regular socialites, and the occasional dilettante tourist. Those involved in archaeological pursuits know you as a gifted and passionate amateur welcome at excavation sites and museums.

Photographer

Age: 24

Appearance: Youthful physique, wearing a ruffled suit and carrying a camera.

Background: Photography always fascinated you. Your parents gave you your first pinhole camera at an early age and you quickly progressed to more sophisticated models, collecting all kinds of photographic paraphernalia to help you compose, take, and process pictures. Those around you always provided you with the means to continually hone your skills through experience. You have a good eye for interesting subjects and distinct composition, and can find an interesting photograph in almost any subject. Circumstances brought you to Egypt—on holiday with friends or family, as part of your collegiate studies, or pursuing business opportunities—and your talent quickly gained you work in your chosen field. Egypt fascinates you and provides many subjects for good photographs, from monuments and museum pieces to native Egyptian tradesmen and Islamic architecture. You gained experience applying your photography skills in a variety of trades: shooting subjects for newspapers, covering society events, taking souvenir pictures of tourists, or systematically photographing ancient ruins, inscriptions, and artifacts as archaeologists uncover them.

Personality: Despite the challenges of working for various clients with different demands, you still manage to preserve your youthful enthusiasm for your profession. You see yourself as part artist, and part visual chronicler of your times. You're always happy for work, and even find time and resources to pursue your own, more artistic projects. You maintain an affable and chatty demeanor to attract new clients and interact better with your subjects.

Connections: You've earned the trust and respect of clients in different fields, including newspaper reporters and editors, archaeologists and epigraphers, and even several well-placed socialites whom you've given good coverage in the society pages. If people in Egypt don't know you by your reputation, they know your more famous photographs of archaeological treasures or events in the news.

OLD ARMY OFFICER (Boss)

Competent Skills:

archaeology _____

brawl _____

charm _____

dodge _____

navigate _____

shoot _____

Expert Skills:

investigate _____

street smarts _____

survival _____

Signature Skill:

command _____

Equipment:

Webley revolver _____

riding crop _____

army uniform

PHOTOGRAPHER (Boss)

Competent Skills:

charm _____

endurance _____

etiquette _____

intellect _____

investigate _____

shoot _____

Expert Skills:

business _____

notice _____

persuade _____

Signature Skill:

photography _____

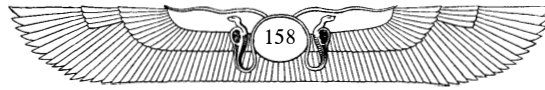
Equipment:

Derringer _____

camera

pad and pencil

ruffled suit



POLICE DETECTIVE (Boss)

Competent Skills:

bluff _____

bureaucracy _____

charm _____

intimidate _____

persuade _____

search _____

Expert Skills:

deduce _____

notice _____

street smarts _____

Signature Skill:

investigate _____

Equipment:

pad and pencil

suit

Police Detective

Age: 28

Appearance: Short and squat physique from which hangs a shabby suit.

Background: You grew up in Egypt—either as the son of a wealthy westerner living here or the child of native Egyptians with good connections—so you're familiar with the urban terrain, culture, and social problems. Living in a strict household gave you a firm respect for order, one you pursued when you reached the workforce after a basic education. You joined the police force in one of Egypt's cities, rising through the ranks (if a native Egyptian) or receiving an immediate appointment as a detective (if a privileged westerner). Unlike lowly police officers who patrol a beat and deal with petty crimes in their territory, you investigate more serious crimes lacking obvious perpetrators. Most involve wealthy westerners as victims, who often assume—and insist you pursue a course of investigation on such assumptions—that native Egyptians perpetrated the crime. Regardless of these biases, you pursue suspects out of a firm belief in maintaining order, punishing wrongdoers, and upholding the law. Most Egyptians and many lower-status westerners respect your authority on a basic level, but members of higher social circles rarely take you seriously.

Personality: You openly display a cautiously affable demeanor tempered with a good deal of skepticism and suspicion. In your profession you run the fine line between maintaining the aloof, authoritarian facade of an official police investigator and making suspects feel comfortable enough to open up and talk.

Connections: You can draw upon the limited resources of the Cairo police force, but also rely on your own network of informants on the street and contacts willing to betray their criminal associates. Despite your somewhat privileged upbringing, you know few people in Cairo's high society (and they certainly don't want to know you), but you still infiltrate their ranks thanks to friends in the industries that serve them, such as hotel workers, cabbies, and restaurant waiters.

Private Investigator

Age: 37

Appearance: Grizzled and world-weary, wearing a shabby suit and old fedora.

Background: Throughout your entire life you've seen how people's corrupt nature emerges in everyday life. At first you joined the local police force, naively believing you could make a difference in your neighborhood by protecting the innocent and pursuing law-breakers. As you rose through the ranks from patrolman to detective, you realized corruption ran rife throughout every level of society. Everyone has an ulterior motive, and those with any kind of power—money, influence, sheer brawn—use it to their advantage over other weaker people. Maintaining your idealistic beliefs in this overwhelmingly dishonest environment proved impossible; you soon fell victim to the very concept you loathed, looking the other way, covering up scandals, even accepting bribes simply to survive and keep your job. Finally your enemies exercised their own powerful influence and managed to get you kicked out of the police. Since then you've drifted around the world, putting your detective skills and your experience with human nature to use as a private investigator. Egypt proved an exotic locale overflowing with potential work, from high-society types seeking to hush up their scandals to low-life natives trying to fleece westerners of their opulent wealth.

Personality: You're tired, sarcastic, and weary of all the corruption in the world, yet still dependent on people and their problems to make a living. You don't trust anybody, constantly watch your back, and suspect everyone of acting on their ulterior motives. You hire yourself out to anyone willing to pay you to solve their problems. You don't care which side of the law they're on, you just need the money to get by.

Connections: Everyone knows you but hopes they never have to deal with you. You have a few advocates—hotel clerks, servants, bartenders, merchants, cabbies, waiters—who readily recommend you to those in trouble and act as informants when motivated with cash.

PRIVATE INVESTIGATOR (Boss)

Competent Skills:

bureaucracy _____

dodge _____

fight _____

intimidate _____

notice _____

persuade _____

Expert Skills:

bluff _____

deduce _____

investigate _____

Signature Skill:

street smarts _____

Equipment:

Colt pistol _____

hip flask and cigarettes

notepad and pencil

shabby suit



Secret Agent

Age: 27

Appearance: Choose an appearance that matches that of your assumed cover.

Background: You lived a normal life until operatives working for your home country's intelligence agency (or perhaps even that of a competing nation) recruited you to work for them as a spy, living and working under a cover identity, collecting information on their enemies, and sometimes sabotaging their installations. (See the "Recruiting Spies" section in Chapter 4: Espionage Campaigns for ideas on how you were recruited and what cover you assumed.) Now you live a double life. Most of the time you continue your former pursuits in Egypt, but you keep your eyes and ears open for intelligence useful to your agency. Sometimes your handler gives you a specific assignment. Choose another character archetype as your cover, adopting its background as your own (and assuming you have forged credentials and similar skills to support it), and openly conforming to its attitudes and activities. Choose the country whose intelligence service you secretly serve so you have some idea how you can further its agenda in Egypt and the Middle East as the world careens toward another global war.

Personality: You assume whatever outward personality required to maintain your cover, though you harbor a secret ambition motivated by your method of recruitment; to gain money, promote an ideology, protect a shameful secret, or to fuel your ego with your espionage exploits.

Connections: You work for a "handler" within your espionage agency through whom you receive your orders, send reports, receive payments, and request resources. On rare occasions you have access to other agents, their contacts, or military personnel allied with your intelligence agency. You cultivate your own stable of informers who help you monitor subjects, gather information on enemy activities, and provide resources as needed.

Socialite

Age: 45

Appearance: Fashionably dressed in clothing of the latest style, with a snobbish demeanor and an overly poised bearing.

Background: You've lived a life of luxury on a fortune inherited from your family or accumulated through vast industrial concerns. Other people's social status, finances, and parentage mean more to you than anything else. You have a hobby of making (or is it collecting?) interesting and influential acquaintances wherever you go. Egypt serves as a pleasant diversion from the usual social calendar in your home country. The pyramids and museums and bazaars and all must seem fascinating to some, but you find them a bore compared to Cairo's captivating social scene with its opera balls, hotel soirees, juicy gossip, and high tea. Occasionally one of the more picturesque characters from Egypt appears in your social circle—a brilliant archaeologist, daring desert explorer, or even a native Egyptian of some repute—more as a quaint diversion than a true member of high society. You sometimes stoop to such mundane activities common tourists enjoy—shopping in dusty bazaars, traipsing about ancient ruins, gawking at musty museum exhibits—but you do so only because it offers an opportunity to mingle with other important people.

Personality: You're used to being the center of attention, having everyone listen to you, and letting others cater to your every need. Nobody else matters more than you. Showing off your prestige and the reputation of your acquaintances only comes second to protecting your social standing and enlarging your circle of influential associates. More unpleasantly mundane people like servants, waiters, and beggars remain completely invisible to you.

Connections: You know everyone worth knowing among Cairo high-society (and a few people not worth knowing). You've made many influential friends with top-level entrepreneurs, bureaucrats, diplomats, army officers, and other prominent westerners, and know a few well-placed Egyptians of rank and privilege, too.

Pulp Egypt

SECRET AGENT (Boss)

Competent Skills:

bluff _____

cryptography _____

dodge _____

fight _____

street smarts _____

wireless _____

Expert Skills:

notice _____

shoot _____

stealth _____

Signature Skill:

tracecraft _____

Equipment:

Beretta pistol _____

Any gear your cover archetype would normally carry

SOCIALITE (Boss)

Competent Skills:

bluff _____

bureaucracy _____

business _____

intimidate _____

ride _____

shoot _____

Expert Skills:

etiquette _____

notice _____

persuade _____

Signature Skill:

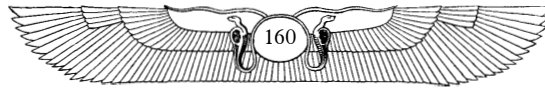
charm _____

Equipment:

Derringer _____

fine clothes

500 £E cash



TREASURE HUNTER (BOSS)

Competent Skills:

bargain _____
dodge _____
drive _____
fight _____
navigate _____
notice _____

Expert Skills:

bluff _____
excavate _____
shoot _____

Signature Skill:

street smarts _____

Equipment:

Colt pistol _____
satchel _____
map of Egypt _____
100 £E cash _____

Treasure Hunter

Age: 27

Appearance: Rugged good looks, wearing a leather jacket and sturdy expedition boots.

Background: You came from a poor, urban family where stealing to survive was simply a way of life. Street life taught you everything you needed to know, but you had greater aspirations fueled by adventure stories you read in pulp magazines borrowed from friends. One day while trying to get into the local museum a shady fellow befriended you and gave you a personal tour of the institute's treasures. Later he asked you to do a few favors, and you soon realized you were working for an art thief. You soon became his apprentice, met some of his more adventuresome associates, and eventually joined a gang that traveled the world tracking down ancient legends about lost treasures. After a few years learning how to verify rumors and legends, scout out the terrain, and delve for long lost relics, you struck out on your own...and what better hunting ground than the fertile Nile valley?

Personality: You run the fine line between daring explorer and charming thief. Nothing poses so great an obstacle that you can't overcome it somehow. You're a mercenary at heart; although you enjoy following clues and digging for artifacts, and do so out of a sense of adventure and excitement, they ultimately represent a means to acquire money by selling them to interested parties willing to reward you with huge amounts of cash.

Connections: You know many people throughout Egypt who can help you conduct research, retrieve artifacts, and dispose of them for cash. You maintain loose friendships with anyone involved in archaeological activities throughout Egypt who can supply you with tips on new places to dig, stories of as-yet undiscovered treasure troves, or other resources that can help further your goals. Most native Egyptians working at excavation sites know you reward them well for tips. Acquaintances familiar with the criminal underworld often aid you with supplies or personnel. Smugglers and antiquities dealers help you dispose of new finds in return for hard currency.

Wayward Adventurer

Age: 35

Appearance: Tall, well-built, with rugged good looks and wavy brown hair, wearing a leather jacket, brown fedora, and sturdy expedition boots.

Background: Your wanderlust and natural curiosity led to a life of varied adventure across the globe: mountaineering in the Rockies, treasure hunting in India, smuggling in Italy, exploring the Amazon. You made friends around the world, usually under stressful circumstances. While drifting from one dangerous profession to another you quickly learned how to hold your own in a fight, bluff your way out of volatile situations, circumvent official bureaucracy, and survive by using your wits. When fate brought you to Egypt you saw a country teeming with opportunity for someone with your varied expertise. You're no academic, but you find yourself suited to organizing security and logistics for archaeological and desert survey expeditions, running odd jobs for various people, and handling delicate affairs in less savory matters of business.

Personality: Your dubious past and often rough demeanor sometimes inhibit courteous interaction with others, but you get along well enough with your fellow Europeans and the native Egyptians, and work easily with both to achieve your goals. You don't get involved in the politics of self-rule, nationalism, or colonial administration; you simply want to travel the world and make money to support yourself and your globetrotting activities. Although some might identify you with your country of origin, you have little allegiance to any nation unless they somehow further your pursuit of adventure.

Connections: You maintain a stable of acquaintances whose work in Egypt one might consider adventurous, including archaeologists and other excavation workers, desert explorers, military personnel, antiquities dealers, drivers, pilots, even smugglers. You're familiar with anyone who can offer you the opportunity for exciting exploits in Egypt.

WAYWARD ADVENTURER (Boss)

Competent Skills:

climb _____
dodge _____
navigate _____
notice _____
search _____
survival _____

Expert Skills:

bluff _____
fight _____
stealth _____

Signature Skill:

shoot _____

Equipment:

Webley revolver _____
compass _____
satchel _____

Appendix 2:

Artifact Generator

“Though plunderers had stripped the contents of this tomb of all its valuable gold, they had left much that to us is even more valuable.”

—Ambrose Lansing, *Archaeologist*

Gamemasters can use these tables to randomly generate or intentionally choose ancient artifacts suitable for inclusion in an Egyptian campaign. These tables can determine souvenirs found in the bazaar, relics offered by established antiquities dealers, or objects uncovered while excavating a site. They do not include such immovable items as ruins or statuary, only those objects one can easily carry. These tables are not comprehensive, but offer a basic idea for generating the most common and sought-after relics of Egyptian civilization.

Roll or choose from the various tables—starting with the “Artifact” table—to determine an object and its relative price to purchase it. This list assumes objects are authentic pieces from ancient times; lower the price by one level for items peddled as copies or fakes, though unscrupulous merchants often charge the same price for such souvenirs or claim they’re authentic pieces.

1. Artifact

2D6 Artifact

2-4	Figurine
5-6	Jewelry
7-8	Everyday item
9	Papyrus
10	Funerary equipment
11-12	Mummy

2. Figurine

2D6	Figurine	Material Modifier	Price
2-4	Ushabti	-1	Cheap
5-7	Animal figure*	0	Cheap
8-9	Statuette of god**	+3	Average
10	Figure of priest	-2	Average
11	Statuette of minister	-2	Average
12	Sculpture of pharaoh	+3	High

* Roll on the “Animals” table to determine specific subject.

** Roll on the “Deities” table to determine specific subject.

Next table: “2c. Figurine Material.”



Tutankhamun’s sarcophagus remains one of Egypt’s greatest treasures.

Price Levels

In the *Any-System Key* prices for items have varying levels describing what kind of financial burden their purchase incurs on the average consumer.

Pittance: One wouldn’t think twice about the trifle spent on this purchase.

Cheap: An incidental expense.

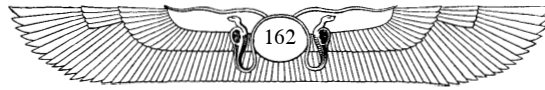
Average: An affordable price within one’s means.

High: The sum represents a significant yet bearable expense.

Luxury: The price puts a great strain on the individual’s funds.

Exorbitant: Purchase requires a significant drain on savings and personal assets.

Note: Lower a price by one level for wealthy individuals and increase it by one level for those considered poor.



2a. Animals

2D6	Animal
2	Bull
3	Cat
4	Cobra
5	Crocodile
6	Falcon
7	Hippopotamus
8	Ibis
9	Jackal
10	Scarab beetle
11	Scorpion
12	Vulture

Next table:
“2c. Figurine Material.”

2b. Deities

2D6	Deity
2	Amun-Re
3	Osiris
4	Isis
5	Horus
6	Set
7	Anubis
8	Ptah
9	Thoth
10	Hathor
11	Sekhmet
12	Sobek

Next table:
“2c. Figurine Material.”

2c. Figurine Material

D6	Materials	Price Modifier
0-1	Wood	0
2	Clay	0
3	Stone	0
4	Faience	0
5	Jeweled inlay	+1 level
6	Alabaster	+1 level
7+	Gold	+2 levels

Next table: “8. Artifact Condition.”

3. Jewelry

2D6	Item	Price
2-4	Faience amulet*	Cheap
5	Gold amulet*	Average
6	Ring	Average
7	Earrings	Average
8	Bracelet	Average
9	Necklace	High
10	Beadwork collar	High
11	Pectoral	High
12	Jeweled circlet	Luxury

* Roll on the “Holy Symbols” table to determine the amulet’s form.

Next table: “8. Artifact Condition.”

3a. Holy Symbols

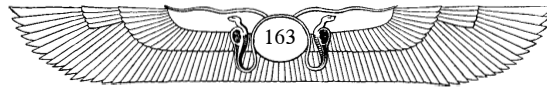
D6	Symbol
1	Ankh
2	Djed pillar
3	Scarab
4	Shen circle
5-6	Wadjet eye

Next table: “8. Artifact Condition.”

4. Everyday Item

2D6	Item	Price
2	Board game	High
3-4	Bronze mirror	Cheap
5	Cosmetic box	Average
6-7	Faience cup	Cheap
8	Glass perfume jar	Cheap
9	Headrest	Average
10-11	Ivory comb	Cheap
12	Writing palette	Average

Next table: “8. Artifact Condition.”



5. Papyrus

2D6	Subject	Price*
2	Epic poem	Cheap
3-4	Love poetry	Cheap
5-6	Legendary story	Cheap
7	Medical instructions	Average
8	Mathematical text	Average
9-10	Religious ritual	Average
11	Book of the Dead	High
12	Map to lost site	Luxury

* Assumes papyrus is fragmentary; lower price by one level if only a few sheets remain ("Damaged" on the "Artifact Condition" table), increase price two levels if scroll complete ("Perfect" on the "Artifact Condition" table).

Next table: "8. Artifact Condition."

8. Artifact Condition

D6	Condition
1-2	Damaged
3-4	Worn
5	Intact
6	Perfect

Note: No price modifier is provided since merchants often expect buyers to bargain down from suggested (and often inflated) value.

6. Funerary Equipment

2D6	Artifact	Price
2	Eviscerating knife	Average
3	Eviscerating tools	Average
4-7	Canopic jar, single	Average
8	Canopic jar, full set	Average
9	Reserve head	Luxury
10-12	Funerary mask	High

Next table: "8. Artifact Condition."

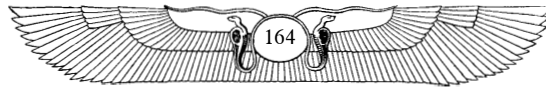
7. Mummy

3D6	Mummy	Price
3-4	Man	Cheap
5	Woman	Average
6	Child	High
7-9	Cat	Cheap
10-11	Ibis	Cheap
12	Dog	Cheap
13	Baboon	Cheap
14	Crocodile	Cheap
15-16	Falcon	Cheap
17	Gazelle	High
18	Cheetah	High

Next table: "8. Artifact Condition."

Example: A gamemaster needs a randomly determined object as the focus of his scenario. He starts by rolling 2D6 on the "Artifact" table; a result of 11 determines that the artifact is a mummy. The gamemaster rolls 3D6 on the "Mummy" table and gets a 15: a mummified falcon worth a pittance. Finally he proceeds to the "Artifact Condition" table, rolls 1D6; a result of 5 indicates the falcon mummy is intact.

Example: The gamemaster decides he wants a statuette to imbue with magical qualities for an upcoming adventure. He skips the "Artifact" table (he already knows he wants a figurine) and rolls 2D6 on the "Figurine" table. He rolls an 8, getting a statuette of a god, a cheap purchase should anyone wish to buy it. To determine which god the figurine depicts, he rolls 2D6 on the "Deities" table; a 4 results in Isis, a goddess of protection and healing. The gamemaster rolls 1D6 on the "Figurine Material" table, adding a +3 material modifier given deific figurines. A result of 6 determines the statue of Isis was fashioned from alabaster; the +1 price modifier boosts its price from cheap to average. The gamemaster consults the "Artifact Condition" table last; rolling a 4 on 1D6, he determines the figurine is slightly worn but still saleable.



Appendix 3:

Who's Who in Pulp Egypt

The entries below constitute common or easily obtained knowledge about various people operating in or affecting Egypt during the early 20th century until 1939. Historical personalities include dates of birth (where available) and, if deceased before 1939, dates of death. Fictitious individuals include a notation of "(F)" after their listing and, since they're not indexed, page references.

Ladislau Almasý: (b. 1895) Hungarian count who organizes and leads expeditions to survey motor routes across the Sahara desert of Egypt and Libya. He maintains a flat on Zamalek Island in Cairo. Almasý remains the principle expert on the lost legions of Cambyses' Persian army and rumors of the lost oasis of Zerzura. A member of the informal Zerzura Club.

Edward Ayrton: (b. 1882, d. 1914) Excavator who, while working for Theodore Davis in 1905, helped clear the Valley of the Kings tomb of Yuya and Thuya, parents of Queen Tiye, who ruled alongside Amunhotep III.

Ralph Bagnold: (b. 1896) Many consider this former British signals officer as the most experienced desert explorer in Egypt. He continues to develop new equipment and travel techniques based on experience from several expeditions across the desert in Egypt and Libya. A member of the informal Zerzura Club.

Wallis Budge: (b. 1857, d. 1934) Curator of the Egyptian collections at the British Museum viewed by many as the authority on Egyptian hieroglyphics. He translated and published the entire Book of the Dead (including several variations) in 1895. Many questioned his methods of obtaining ancient Egyptian artifacts for the museum, and believe he bought regularly from illegal antiquities dealers, smugglers, and other criminals.

Maxwell Bullard: (F) Travel agent working from Thomas Cook and Son offices near the Ezbekiya gardens; rumors claim he uses his job as a cover to handle agents for an undetermined espionage service. (pp. 106–107)

Lord Carnarvon: (b. 1866, d. 1923) Wealthy British earl and patron of archaeologist Howard Carter who died mysteriously after entering Tutankhamun's tomb in the Valley of the Kings.

Howard Carter: (b. 1874, d. 1939) Celebrated archaeologist who discovered and cleared the rich tomb of pharaoh Tutankhamun in the Valley of the Kings. He spent his earlier years as an inspector for the Antiquities Service, then excavated around Egypt under

the patronage of Lord Carnarvon. During the 1930s he travels the world giving lectures about Tutankhamun and ancient Egyptian civilization.

Pat Clayton: (b. 1896) British cartographer and surveyor who conducts expeditions to chart the sand seas west of the Nile and southward to the massive Gilf Kebir plateau. While crossing the Great Sand Sea in 1932 he discovered an odd desert valley strewn with chunks of clear green-yellow silica glass. A member of the informal Zerzura Club.

Theodore Davis: (b. 1837, d. 1913) Brash American who financed excavations in the Valley of the Kings from 1903 to 1912. He was generally disliked by more sophisticated archaeologists, but made several stunning finds, including the tomb of Yuya and Thuya, parents of Queen Tiye who ruled alongside Amenhotep III.

Clementine Delafon: (F) Demure, charming French socialite who haunts all the European hotels and constantly seems to be down on her luck. (p. 126)

Gerhard Dolch: (F) Charming German mountain climber visiting Egypt to research ancient cultures and organize an expedition across the Sahara desert. Many suspect he's a covert operative for the Nazi security service. (pp. 114–123)

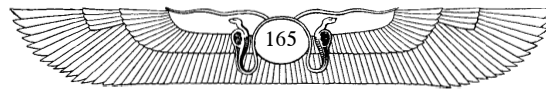
Inspector Draffin: (F) Egyptian police detective who investigates crimes among the local populace of Cairo but enjoys mingling with high society. (pp. 136–137)

Walter Emery: (b. 1903) Member of the British Egyptian Exploration Society who begins excavating at the vast necropolis ruins of Sakkara in 1936.

Hekmat Fahmy: Celebrated Egyptian belly dancer who lives on a houseboat moored on the western shore of the Nile. Frequent rumors associate her with the criminal underworld, foreign espionage agents, and Egyptian nationalist groups covertly working for independence.

Francisco Franco: (b. 1892) General who leads a fascist revolt against Spain's republican government in 1936; with aid from sympathetic fascist Germany he defeats the Loyalists and declares himself dictator in 1939.

Henri Frankfort: French archaeologist working at el-Amarna to unearth the site of the heretic pharaoh Akhenaton's palaces, administration buildings, and tombs.



King Fuad: (b. 1868, d. 1936) Crowned King of Egypt by the British in 1922, he strikes a delicate balance between western concerns and greater rumblings for true Egyptian independence. Upon his death in 1936 he is succeeded by his less-effective, play-boy son, Farouk.

Ahmar abu Fuloos: (F) Egyptian antiquities dealer exuding European charm, he deals in reproductions of ancient artifacts for tourists, and possibly stolen relics for those who show discreet interest in purchasing them. (pp. 132–133)

Safid el-Hammal: (F) Native Egyptian entrepreneur who runs a business outfitting archaeological and desert survey expeditions. He knows where to find good *fellahin* workers and stays abreast of any rumors surrounding different ancient sites. (p. 77)

Prince Ombashi Hassan: A distant member of the Egyptian royal family who served as a governor of a desert oasis and now acts as chief administrator charged with forming the Desert Institute, an academic association intended to promote exploration.

Selim Hassan: Native Egyptian archaeologist excavating at various locations around the Giza plateau for the Antiquities Service.

Adolf Hitler: (b. 1889) Austrian-born German dictator who rises to power at the head of the fascist Nazi party in 1933. He is particularly fond of German culture, occult mysteries, and super-weapons that might give him an edge over those opposing the Nazis' rise to world domination.

Ahmad Husayn: Young Egyptian lawyer who in 1933 creates the Arab nationalist movement called Young Egypt. Influenced by fascist ideals of nationalism and its methods of control, it seeks to gain Egyptian independence from English influence, establish an Islamic state in Egypt, and stand as a strong ally for Arab countries emerging from the yoke of European domination.

Bill Kennedy Shaw: (b. 1897) Arabic scholar and desert explorer who participates in many of the British-sponsored expeditions into the Sahara across Egypt and Libya. A member of the informal Zerzura Club.

Kusayyar: (F) Young Egyptian boy who hangs out in the Cairo streets pestering westerners to give him errands to run for a few coins of *baksheesh*. Some suspect he serves as a courier for covert espionage agents. (pp. 110–110)

Jean-Philippe Lauer: (b. 1902) French archaeologist working primarily at Sakkara to uncover and understand the vast Step Pyramid complex. Considered by many an expert on pyramid construction techniques.

T.E. Lawrence: (b. 1888, d. 1935) Scholar of classics who worked on several excavations throughout the Middle East before the Great War. In 1914 he joined the fledgling British intelligence service in Cairo, infiltrated into Arabia, and helped lead the Arab revolt against the Turks, earning him the nickname "Lawrence of Arabia."

Aldo Lorenzetti: (F) A former member of the Auto-Saharan Company, this Italian desert explorer lives the life of a playboy from his houseboat in Cairo. Some suspect him of working for Italy's

intelligence service since he keeps company with both his fellow countrymen and German visitors in Egypt. (p. 155)

Duke Mitchell: (F) Brawny American private investigator who trolls the bars and European hotels seeking foreigners who require his unique services to clear up their problems. (p. 138)

Sayed Mohammed: (F) Unemployed Egyptian clerk who spends his time promoting Arab nationalist groups; rumors claim he's a member of Young Egypt's semi-fascist Green Shirts. (pp. 115–116)

Pierre Montet: (b. 1885) Frenchman who holds the concession to excavate Tanis, capital of Ramses the Great and ruling seat of late dynasties in the Nile Delta. In 1939 he uncovers six regal tombs from the 21st and 22nd Dynasties containing several royal sarcophagi, including a silver coffin.

Cavaliere Munari: Shipping agent with the Lloyd Triestino company known to supply Italian and German desert expeditions and funnel intelligence from Cairo to various fascist agencies.

Benito Mussolini: (b. 1883) Italian dictator who rose to power at the head of that country's fascist party in 1922. He remains passionate about Italian heritage and the nation's colonial holdings in Africa, particularly Libya and Ethiopia.

Mustafa: (F) One of the innumerable street urchins crowding the streets of Cairo who survives by picking the pockets of unsuspecting foreigners. (p. 127)

Harold H. Nelson: Head of Chicago House in Luxor responsible for overseeing the epigraphic survey of monuments in Luxor, Karnak, and Thebes for the Oriental Institute of the University of Chicago.

John Pendlebury: Egyptian Exploration Society archaeologist working at el-Amarna to unearth the site of the heretic pharaoh Akhenaton's palaces, administration buildings, and tombs.

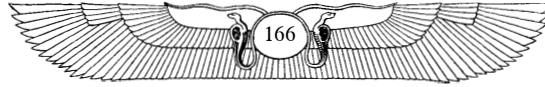
Alexandre Piankoff: Soviet archaeologist conducting the only serious work in the Valley of the Kings, studying the texts, symbols, and scenes painted in the numerous open tombs

Guy Prendergast: British aviator, gifted mechanic, and supporter of many expeditions into the western deserts led by his friends Ralph Bagnold and Pat Clayton. A member of the informal Zerzura Club.

Habib abd el-Rassoul: Leader of a gang of antiquities thieves (consisting of his extended family members) based in Kurna, near the abundant ruins of Thebes. Though his family has sworn off their illicit profession many times before, Habib and his relations still seek hidden tombs, plunder their riches, and sell the artifacts on the illegal antiquities market.

George Reisner: (b. 1867) American archaeologist leading the expedition funded by Harvard University and the Museum of Fine Arts in Boston to explore, excavate, and record the ruins of the Old Kingdom cemeteries surrounding the three great pyramids. Based at Harvard Camp on the Giza plateau.

Diedrich Renier: (F) Swarthy Belgian who runs Renier Investments, a business many suspect provides a legitimate front for his smuggling activities. (p. 130)



Jacques Riboulet: (F) Chief librarian at the Geographical Society in Cairo and authority on ancient Egyptian language and literature, including hieroglyphic writing and its more common hieratic “cursive” form. (p. 75)

Gunther Roeder: (b. 1881) German archaeologist sponsored by the Pelizaeus Museum in Hildesheim excavating the ancient site of Hermopolis in Middle Egypt.

Niles Routledge: (F) Agent for the British High Commissioner’s office who sorts out troubles for foreigners who run afoul of the law in Egypt. (pp. 133–134)

Thomas Russell: Chief of the Cairo police force since 1917 who occasionally cracks down on crime among the Egyptian populace, particularly prostitution and drug dealing.

Sallaha: (F) Burly leader of a gang of brothers who work in the Egyptian State Railway yards north of the Cairo suburb of Boulak who often hire themselves out as paid muscle.

Sarraf: (F) Affable habitué of the Khan el-Khalili bazaar and nearby cafes whom many suspect deals in drugs. (pp. 128–129)

Harry Snyder: (F) Unscrupulous American treasure hunter posing as an archaeologist, he’s funded by a wealthy patron and runs a

gang of thugs who obtain their antiquities by any means necessary. (pp. 79–80)

Assam Uddam: (F) Young student at el-Azhar University who spends his spare time politely yet firmly correcting fellow Muslims who stray from the path of righteousness. (p. 140)

Hansjoachim von der Esch: German baron and veteran of the Great War who participates in several desert expeditions with Ladislaus Almasy; many suspect he secretly works for the German Abwehr.

Officer Waleed: (F) Middle-aged Egyptian police officer who patrols a beat through the Khan el Khalili. (p. 136)

Arthur Weigall: (b. 1880, d. 1934) Egyptologist and contemporary of Howard Carter’s who at various times in his career served as an inspector for the Antiquities Service, acted as a newspaper correspondent, and authored travel guides, excavation reports, and even novels. After Carter opened Tutankhamun’s tomb he was one of the prime believers that an ancient curse had been unleashed.

Herbert E. Winlock: (b. 1884) American archaeologist leading the Metropolitan Museum of Art expedition to clear, record, and preserve Hatshepsut’s funerary temple at Deir el-Bahri in Thebes.

Appendix 4:

Media Resources

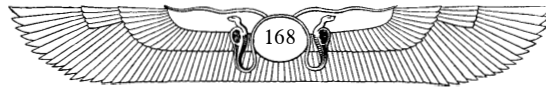
Various media resources can help players and gamemasters gain a better understanding of the *Pulp Egypt* setting, inspire characters and adventures, and provide additional materials to use in the game. All the sources listed below include annotations on their specific usefulness or limitations within the setting and genre. Most of these materials provided inspiration for this roleplaying game supplement.

Bibliography

- Baines, John, and Jaromir Malek. *Atlas of Ancient Egypt*. Facts on File, 1988. One of the core Egyptian resource books, this tome contains maps, comments on various archaeological sites, and some general coverage of the history and culture of ancient Egypt.
- Kelly, Saul. *The Hunt for Zerzura: The Lost Oasis and the Desert War*. John Murray, 2002. Comprehensive narrative history of twentieth-century desert exploration in Egypt and Libya to the end of World War II, including political ramifications, colorful personalities, and individual expeditions/operations. An essential reference for exploration and espionage in Egypt.
- Lurker, Manfred. *The Gods and Symbols of Ancient Egypt*. Thames & Hudson, 1988. Concise dictionary explaining the significance of gods, theological concepts, symbols, and animals that played roles in ancient Egyptian religion.
- Meade, Glenn. *The Sands of Sakkara*. Thomas Dunne Books, 1999. An espionage-adventure novel revolving around a Nazi plot to assassinate President Roosevelt at the Cairo Conference in 1943, with spies using ancient tunnels beneath the Giza plateau to achieve their objective.
- Nicholson, Paul, and Ian Shaw. *Dictionary of Ancient Egypt*. The British Museum Press, 2002. An essential encyclopedic resource for all things ancient Egyptian, complete with many site maps, illustrations, and cross references.
- Peters, Elizabeth. *Crocodile on the Sandbank, The Falcon at the Portal, He Shall Thunder in the Sky*, et. al. Various publishers. Although these Amelia Peabody mystery novels cover late-Victorian/Edwardian England and Egypt, they illustrate the kinds of sleuthing adventures possible involving Egyptian excavations.
- Rice, Anne. *The Mummy, or Ramses the Damned*. Ballantine Books, 1989. Although set in the Edwardian era, the novel includes many elements of the pulp story in Egypt, including scheming criminals, shady aristocrats, and a resurrected pharaoh.
- Weigall, Arthur. *A Guide to the Antiquities of Egypt*. Bracken Books, 1996. A modern reprint of a volume first published in 1910 by a contemporary of Howard Carter. Contrary to the title, it only covers monuments in Upper Egypt, though it does so with comprehensive floor plans, historical details, and meticulous descriptions of ornamentation and inscriptions.
- Wilkinson, Richard H. *Reading Egyptian Art: A Hieroglyphic Guide to Ancient Egyptian Painting and Sculpture*. Thames & Hudson, 1996. Handy guide to hieroglyphic symbols, their meanings, and use in Egyptian art (though not a primer on reading hieroglyphics as a full language).

Gaming Resources

- Anderson, Marion. *The Cairo Guidebook: The Lure of the Nile*. Chaosium, Inc., 1995. A comprehensive resource on Cairo (and to a lesser extent the rest of Egypt) in the 1920s for the *Call of Cthulhu* roleplaying game. Filled with useful details, including historical and cultural notes, scenario hooks, numerous gamemaster characters, maps, and examples of enhancing the setting with the usual Cthulhu elements. A good reference for those seeking to infuse their *Pulp Egypt* adventures with a tone of lurking horror.
- Perry, Brian Sean. *The World of Indiana Jones*. West End Games, 1994. Half rulebook, half sourcebook on adventuring in the setting created by the popular films, the book includes tips on running pulp scenarios, a timeline of significant events in the first half of the twentieth century, lists of adventuring gear, briefs on period vehicles, and stats for the allies and enemies encountered in some of the movies.
- Schweighofer, Peter. *Raiders of the Lost Ark Sourcebook*. West End Games, 1994. Sourcebook covering the locations and characters seen in the first *Indiana Jones* film. Sections pertinent to Egypt include chapters on Cairo and the excavations at Tanis, plus a short solitaire adventure set in Cairo.
- . *Weird War II: Afrika Korpse*. Pinnacle Entertainment Group, 2002. Supplement for gaming in the North African campaign in World War II with a dose of “weirdness” that characterizes the *Weird Wars* game line. Resources include an overview of ordnance, equipment, and vehicles of the time; summaries of the North African campaign; Axis and Allied forces; suggested campaign themes; numerous adventure seeds; and a bestiary of weird creatures.



Filmography

Death on the Nile. Dir. John Guillermin. Lumiere, 1978. Based on the Agatha Christie novel of the same name (and worth a read for those who like mystery novels), it illustrates how the upper classes enjoyed Egypt on holiday and its potential for murder, mayhem, and sleuthing.

The English Patient. Dir. Anthony Minghella. Miramax, 1999. Based loosely on historical fact surrounding Count Almasy and desert exploration in Egypt, the film offers a view into life in 1930s Cairo, stunning panoramas of the vast Sahara desert, and a glimpse of how desert exploration affected intelligence in the North African campaign in World War II.

The Mummy. Dir. Karl Freund. Universal, 1932. The creepy original (without the over-the-top special effects that filled the remake) that defined pulp horror in its own time, with a chilling performance from horror icon Boris Karloff.

The Mummy. Dir. Stephen Sommers. Universal, 1999. Remake of the earlier Universal classic, with beautiful scenery and incredible special effects. Great rapport among the principle players helps this blend of action, romance, humorous banter, and horror illustrate exactly what modern audiences seek from a pulp story in Egypt.

Raiders of the Lost Ark. Dir. Steven Spielberg. Paramount, 1981. The quintessential pulp Egypt action film containing all the essential elements—rugged heroes, villainous Nazis, native Egyptian allies—with a good dash of mysticism and holy magic.

Discography

Goldsmith, Jerry. *The Mummy* soundtrack. Decca, 289 466 458-2, 1999. Contains many adventuresome tracks for most situations: action, chases, exotic scenery, bazaar encounters, creepy settings.

Horner, James. *The Rocketeer* soundtrack. Hollywood Records, HR-61117-2, 1991. A heroic score highlights the exciting action sequences and several mysterious scenes in the film, with a few period nightclub pieces for flavor.

Neena and Veena. *Essential Bellydance*. Caravan Records, CR 5234, 2005. Bellydancing music can enhance gaming encounters with native Egyptians, particular during visits to the bazaar. This recording includes many pieces from around the Middle-East, each clearly noting its cultural origins, with several specifically Egyptian tracks.

Shearmur, Edward. *Sky Captain and the World of Tomorrow* soundtrack, Sony Classical, SK 92932, 2004. Heroically themed soundtrack dominated by ominous and mysterious music with a few action tracks.

Williams, John. *Indiana Jones and the Last Crusade* soundtrack. Warner Brothers Records, Inc., 25883-2, 1989. Well-rounded score with plenty of fight and chase music, with the martial Nazi theme buried in several tracks and many exotic-sounding desert pieces.

—. *Raiders of the Lost Ark* soundtrack. DCC Compact Classics, DZS-090, 1995. Perhaps the most useful soundtrack to use in any pulp-era game. The prevalent Indy theme might distract some, but adds a heroic element to any piece. This extended version of the score contains tracks unreleased on previous recordings, including such useful pulp selections as “The Medallion,” “Airplane Fight,” and “The German Sub/To the Nazi Hideout.”

Appendix 5:

Creating A Pulp Soundtrack

“Jones did not perish but listened carefully to the *Raiders* score. Its sharp rhythms told him when to run. Its slicing strings told him when to duck. Its several integrated themes told adventurer Jones when to kiss the heroine or smash the enemy.”

—Steven Spielberg

Soundtracks can enhance gameplay, whether playing in the background or keyed to specific encounters in an adventure. The recordings listed in the “Discography” in *Appendix 4* proved inspirational in writing *Pulp Egypt* and contain the best variety of music to play during games.

Although viewers might not notice it, a movie soundtrack enhances the action, subconsciously affects emotions, and imprints viewers’ memories. Short musical themes introduce, describe, and reinforce impressions of characters, locations, ideas, and general concepts. Think of themes keyed to such heroes as Indiana Jones, or exotic music that sounds characteristic of Egypt.

Music from particular sequences in a film can enhance similar action in a roleplaying game scenario. Soundtracks in films and games serves as a cue for how to feel and what to expect. They set the mood for the scene and provide a musical “description” of the setting.

Just as gamemasters would prepare a scenario by reading it, checking stats, and reviewing maps, they can prepare for using soundtracks by listening to music appropriate to the adventure and selecting certain tracks that enhance encounters.

Listen to music while reviewing rules, creating gamemaster characters, scripting campaigns, or designing adventures. Familiarize yourself with a soundtrack’s musical themes and find inspiration for music to tie into scenario events. Review a scenario outline to find mood-setting or climactic scenes to enhance with music. Jot down a play list with tracks keyed to adventure encounters. Watch the film again to see how music enhances the action (and mine the movie for encounter and adventure ideas).

Line up some tracks, then listen to them in order as you design your adventure or review a prepared scenario. Note in the margins or on a separate piece of scrap paper which track you want to play for which scenes. Read the adventure and play the music at the appropriate points. Practice starting or ending tracks if certain pieces blend into others you don’t want to use.

Not every scene needs music. Choose tracks to enhance the most pivotal, exciting sequences in the adventure.

Balance playing music with the usual conversation that takes place during the game. If you’re well-prepared music can serve as an enhancement instead of a distraction.

Make sure your gaming location has appropriate equipment to easily access and play your music. Don’t let the soundtrack dominate the game or distract from gamemastering duties. Ensure all players can hear each other clearly. If the music interferes with communication, turn down the volume or shut it off for a moment.

Here are four ways you might try incorporating a soundtrack into your gaming:

- Play each track continuously throughout an appropriate scene, repeating at lower volume as action continues.
- Play each track only once at the beginning of the appropriate scene—when you’re describing the setting and action—then turn it off while you play through the game mechanics.
- Let a player or a gamemaster aide run the soundtrack according to your adventure notes and signals from you during the game.
- If this all seems too complicated (and it can be at times), don’t worry about what tracks to play, just find a recording of appropriate mood or genre music and let it play itself out in the background.

As an example, take the events from “The Lorry Pit,” the first adventure in the “Sky-Temple of Khaemwaset” campaign outline in Chapter 3: Archaeology Campaigns. Suggestions for music to play during the episode include a recording title from the “Discography” and the specific track name.

Tomb Pit: The heroes stumble upon a pit tomb, explore it, and examine the relics found within. (*Raiders of the Lost Ark*, “The Map Room: Dawn”)

Researching Menhed-Ptah: The characters conduct investigations into the identity of the pit tomb’s occupant. (*The Rocketeer*, “Neville Sinclair’s House”)

Examining the Scrolls: While translating the hieroglyphic scrolls found inside the tomb, the heroes learn of a lost temple waiting for discovery. (*The Mummy*, “Discoveries”)

Thieves! Masked villains ambush the characters in an attempt to steal the scrolls and other relics found in the tomb. (*Raiders of the Lost Ark*, “Airplane Fight”)

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Note

This index lists people from history both as individual index entries for extremely notable people and in the “historical personalities” entry by period. Fictitious game characters do not appear in this index.

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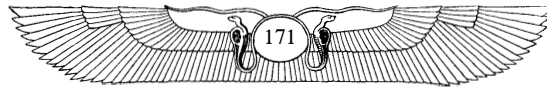
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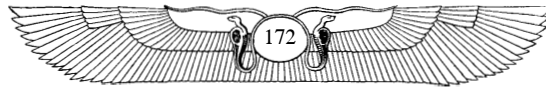
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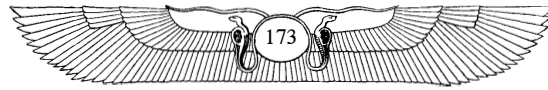
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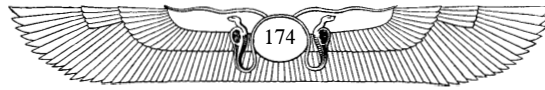
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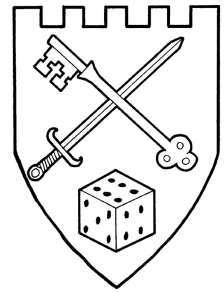
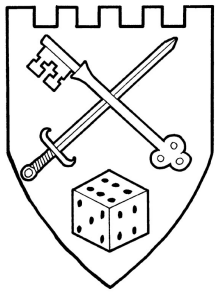
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About the Author

Peter Schweighofer, known for writing and editing numerous *Star Wars* roleplaying game products for West End Games, has designed such period sourcebooks as *Weird War II: Afrika Korpse* for Pinnacle Entertainment Group's *Weird Wars* series and the *Raiders of the Lost Ark Sourcebook* for West End Games' Indiana Jones roleplaying game. He founded Griffon Publishing Studio (www.destinyrealms.com/griffon/) as a means to market his own sourcebooks and games to the adventure gaming hobby. He lives in Brandy Station, VA, with his wife Lynanne, a film preservation specialist with the Library of Congress, and their two cats Wolfgang and Peggy Lee.



The Any-System Key



An Adaptable Stat System

By Peter Schweighofer

The *Any-System Key* describes character skills and task difficulties in terms that easily translate into different game systems. These terms do not key into any one game engine, but serve as general guidelines to give readers an overall sense of how they fit within their own game's stat and difficulty scale. *Any-System Key* publications provide settings, characters, adventures, and other source material adaptable to your favorite roleplaying game.

Character Stats

Assume characters have the average rating in most skills, with several rated at the level of a competent professional, a few considered expert in their field, and sometimes one signature skill for which the character is renown.

Skill Levels

Competent Skills: Displays a professional level of training

Expert Skills: Possesses specialized knowledge

Signature Skill: Ranks among the best in the world

Three character levels further describe their abilities. Henchmen do not possess Signature skills and only have one Expert skill. Bosses have the usual complement of skills. Masterminds boost all their skills by one level; their Competent skills have the same value as Expert skills normally possess, Expert skills have values equivalent to the Signature level, and Signature skills increase by one increment beyond their maximum game value.

Character Levels

Henchman: No Signature Skill, only one Expert Skill

Boss: Normal skill levels

Mastermind: Skills boosted one level, Signature Skill gains bonus

An equipment category defines a character's possessions (or an animal's natural weapons) gamers can easily look up for damage, cost, and other stats in their preferred game.

Example:

Orc (Henchman)

Competent Skills: carouse, climb, intimidate, shoot, track

Expert Skills: fight

Equipment: leather armor, short bow, sword

Task Difficulties

Any-System Key publications use four levels to describe the degree of difficulty for tasks undertaken by a person with professional training and proficiency in relevant skills.

Task Difficulties

Routine: Low chance of failure (25%).

Challenging: Moderate chance of failure (50%).

Hard: High chance of failure (75%).

Improbable: Almost certain chance of failure (99%).

Example:

The characters must leap across a chasm to reach safety. Doing so successfully requires a *Challenging jump* roll; they have a moderate chance of failure, but also a moderate chance of success. If flames leaped out of the chasm, the difficulty might increase to *Hard*; not only must they jump the chasm, but they must withstand intense heat.

Higher Level Games

Running a setting or scenario with heroes who seem to waltz through encounters? Simply raise the gamemaster character levels and the task difficulty levels. Nothing turns Henchman-level mooks into challenging opponents better than upgrading their Expert skill into a Signature skill.

Fits Your Favorite Games

Game character skills have different degrees of competence defined by stats. Simply figure out which stats best represent the levels of Competent, Expert, and Signature skills and use those values when integrating *Any-System Key* material into your game. The same applies for difficulties; match the *Any-System Key* difficulty descriptions with the corresponding values in your own game.

Any-System Key Customization to:

Insert the name of your favorite roleplaying game system here.

Skill Level Customization

Any-System Key Your System
Skill Level Skill Level

Competent	
Expert	
Signature	

Difficulty Customization

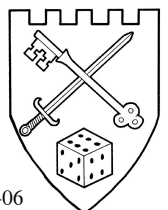
Any-System Key Your System
Difficulty Level Difficulty Level

Routine	
Challenging	
Hard	
Improbable	

Skill Name Customization

appraise _____	identify magic _____	run _____
archaeology _____	intellect _____	seafaring _____
bargain _____	interrogate _____	search _____
bluff _____	intimidate _____	sing _____
bureaucracy _____	investigate _____	shoot _____
business _____	joust _____	sleight of hand _____
carouse _____	law enforcement _____	stealth _____
cast magic _____	lift _____	streetwise _____
charm _____	medical _____	strength _____
chivalry _____	navigate _____	survival _____
climb _____	notice _____	tactics _____
command _____	persuade _____	track _____
cryptography _____	photography _____	tradedcraft _____
dodge _____	pick lock _____	wireless _____
drive _____	pilot _____	_____
endurance _____	poetry _____	_____
etiquette _____	research _____	_____
excavate _____	riddle _____	_____
faith _____	ride _____	_____
fight _____		
fly _____		
forage _____		
forge _____		
gunnery _____		

Visit Griffon Publishing Studio and the *Any-System Key* page at
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 for more examples and sample stats.



Pulp Egypt

Adventures Along the Nile, 1933-1939

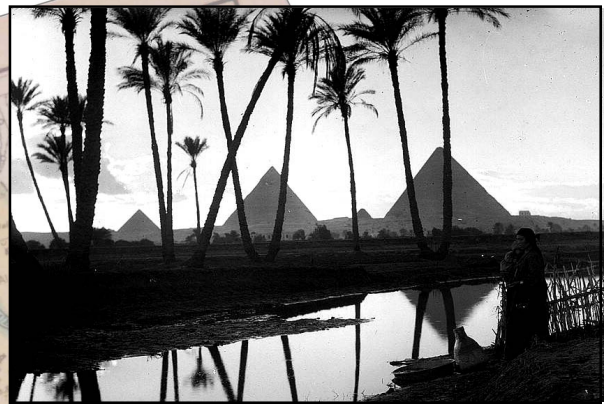
An *Any-System* Key Sourcebook

By Peter Schweighofer

“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: land of mystery and adventure. Here diligent archaeologists struggle to unearth Egypt’s great secrets without accidentally unleashing some of its deadliest curses. Tomb robbers plunder ancient treasures for their own profit. Spies work covertly to thwart enemy operations as the world plunges steadily toward war. Secret cults pursue their own agendas to preserve their country’s past and resurrect its former glory. The land once ruled by powerful pharaohs now languishes under the rule of dominant British administrators, merciless crime syndicates, devious spies, and darker forces manipulating the course of history.



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. Inside you’ll find:

- A “Visitors Guide to Egypt” suitable for orienting gamemasters and familiarizing players with common knowledge of the setting.
- A chapter filled with Egyptian exotica, all the mysterious places, supernatural occurrences, magical artifacts, and mythical beasts abounding with adventure ideas.
- A chapter for running each of three kinds of themed campaigns in Egypt—archaeology, espionage, and criminal—including a full campaign outline for each.
- Appendices detailing suitable character archetypes for pulp Egyptian campaigns, a random artifact generator system, and a list of book, film, and music resources to enhance your game.

**Griffon
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Studio**



This pulp-era sourcebook uses the *Any-System* Key to describe stats and difficulties in easily defined terms gamers can quickly customize to their favorite game engines. To use the information in this roleplaying game supplement you’ll need a copy of the *Any-System* Key (included) and your favorite roleplaying game system.