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INTRODUCTION



Several years ago, Hero Games began producing short adventures in PDF format. Primarily created for the *Pulp Hero* line, these “Hero Plus Adventures,” as they were called, proved to be a success. But since not everyone wants their scenarios in electronic format, you now hold in your hands this book. It features over a dozen of the “HPAs,” with high-quality maps to enhance play. It includes:

The Curse Of The Vulture-God, in which the heroes’ exploration of an ancient Egyptian tomb unleashes a terrifying evil they have to stop;

The Dordogne Zodiac, in which the heroes investigate a sinister, possibly prehistoric, cult;

The Fangs Of The Scarlet Serpent, which takes the heroes to the wilds of Malaysia to thwart an evil cult;

The Golden Idol Of Sikral, in which the heroes must safely negotiate a trap-filled underground temple to obtain a rich prize;

Inner-Earth, a “Hollow Earth” setting for the Pulp Hero world, complete with dinosaurs, Aztecs, Neanderthals, and much more;

The Locomotive Pirates, which pits the heroes against some daring bandits who are robbing trains and then mysteriously escaping;

The Malay Coins, in which some antique coins provide the heroes with a map to an even greater treasure — one that some other people are willing to kill to possess!;

Nazi Death-Zombies Of The Congo!, in which the PCs discover that a series of zombie attacks on an African village are not quite what they seem;

Pterodactyls Over Broadway, in which a mad scientist’s fiendish schemes threaten the people of New York City;

The Radio Marauders, in which the heroes have to stop a gang of criminals equipped with Weird Science gadgets;

She-Fiends From Planet X!, the chronicle of a potential alien invasion of Earth that your PCs have to stop;

Spears Of The Tisangani, in which a crumbling old map leads the PCs to a mysterious lost civilization in the heart of Africa;

The Tablets Of Destiny, in which an ancient artifact brings the heroes face-to-face with a horror from Babylonian myth;

The Valley Of The Spider Queen, in which the heroes find themselves trapped in a hidden valley in Darkest Africa ruled by a mysterious woman who can command enormous spiders; and

The Voodoo Cross, wherein the heroes chase a stolen artifact right into the heart of voodoo-tormented Haiti.

The final section of the book is an Appendix containing rules for assembling, outfitting, and running expeditions into wilderness areas.

With a few exceptions, the adventures in this book are designed to provide roughly one game session’s worth of entertainment. They’re intended to be straightforward and easy to use so you can run them with a minimum of preparation. However, they often include suggestions on how to lengthen or expand the scenario if you want to, and each has an “Adventure Links” text box that discusses how to tie it into other adventures in this book or in the other books in the Pulp Hero line (*Masterminds And Madmen* and *Thrilling Places*).

So put your pith helmet on, make sure your gun has plenty of ammo, and don’t forget to bring that moldy old treasure map you found — it’s time for some *Thrilling Hero Adventures!*

CURSE OF THE VULTURE-GOD



When a colleague of theirs uncovers a new clue leading to the undisturbed tomb of a pharaoh, the heroes find themselves plunged into the middle of a millennia-old scheme to unleash an ancient, imprisoned evil. When their efforts to resolve the crisis only make things worse, they have to race against time to destroy the newly-arisen priest of the evil vulture-god, Ehbek-Reme!

Curse Of The Vulture-God is a *Pulp Hero* adventure designed for characters built on a total of 150 Character Points or less. The optimal number of PCs is four to six, but you can scale it up or down based on the number of opponents you pit against the heroes in various encounters.

ADVENTURE LINKS

Three other *Thrilling Hero Adventures* — *Nazi Death-Zombies Of The Congo*, *Spears Of The Tisangani*, and *Valley Of The Spider Queen* — also take place in Africa, so linking them together shouldn't prove too difficult. Just sprinkle in some clues leading from the one you're currently running to the next one you want to run. (You could also take the PCs to Neos Themiscyra in *Thrilling Places*.)

Similarly, *The Tablets Of Destiny* takes place in the Near East, quite close to Egypt, and also involves archaeology, so tying it into this adventure shouldn't be too hard. *The Tomb of Kemtehenraau-Khanu* from *Thrilling Places* is a similar adventure to this one and might tie into it somehow, or you could substitute the map of that tomb for the one in this adventure.

BACKGROUND

In the days of ancient Egypt, a few dark and evil-minded Egyptians worshipped Ehbek-Reme, the vulture-god, son of Set and god of darkness and cruelty. Their cult was a shadow upon the land, a force for chaos and destruction. In time a mighty pharaoh, Amen-ta-hetep, destroyed the cult and executed its leader, the high priest Takhat-nakht. As he died, Takhat-nakht cursed all of Egypt, and prophesied that he would not truly die, but one day would return to make Ehbek-Reme supreme among all the gods.

Fearing this might be true, Amen-ta-hetep and the priests of Horus took steps to prevent the prophecy from coming to pass. After Takhat-nakht was slain, they mummified him and buried him in a deep, unmarked tomb which they protected with many wards and seals. Some years later, when Amen-ta-hetep died, he was buried in a tomb directly above Takhat-nakht's, that he might guard him and keep him imprisoned for eternity. The priests cast special spells over the mummified pharaoh, giving him the power to rise from his sarcophagus to fight any who would try to despoil the tombs or free Takhat-nakht.

Despite Amen-ta-hetep's efforts, the cult of Ehbek-Reme did not truly die. It survived by lurking in the shadows, its few members passing the worship of the vulture-god from father to son, mother to daughter, right down to the present day. The cult's goal, then as now, has been to free Takhat-nakht that he might return to life and lead them... but the spells and traps placed upon his tomb, and the fearful presence of the pharaoh's mummy, has always thwarted them.

Recently the cult's current leader, a devilish little man named Aboosh, devised a plan to achieve the cult's long-held goals. Rather than try to penetrate the tombs by themselves, the cultists would use cat's-paws — a famous archaeologist or two. Someone who doesn't worship the vulture-god can get through some of the wards easily... and then, while they're fighting (and hopefully destroying) the pharaoh's mummy, the cultists can sneak down into Takhat-nakht's tomb, free him, and escape by a tunnel the cult dug centuries ago in a failed effort to get to him. Then Ehbek-Reme will reign supreme!

But Amen-ta-hetep's mummy isn't the only thing protecting his (and Takhat-nakht's) tomb. The priests who interred him gave the responsibility to watch over the tombs to their sons, and their son's sons, and so on through the centuries. Today this group, the Brotherhood of the Western Ankh, continues to monitor and defend Amen-ta-hetep's burial-place.

PART ONE: JOURNEY TO EGYPT

The adventure begins when the heroes receive the following telegram from their old friend, noted archaeologist and Egyptologist Sir Robert Madison:

MERCURY TELEGRAM

★ B.D. Bilkins, President ★

Have discovered new lead tomb Amen-ta-hetep.

Come to Cairo soonest to join expedition!

Wire with travel plans. – Madison

This company transmits and delivers messages only on conditions which have been assented to by sender of the above message. The company will not hold itself liable for errors or delays in transmission or delivery of unrepeatd messages. The company will appreciate suggestions from its patrons concerning its service.

(As a fun prop, create a telegram and “deliver” it to the players. You can photocopy the one on this page, or use online resources to mock one up.)

No true Pulp hero could resist an invitation like that! As any hero with an appropriate Background Skill (SS: Archaeology, KS: Egypt, KS: Ancient History, or the like) can tell the group, if Madison has found a way to locate the never-uncovered tomb of the powerful pharaoh Amen-ta-hetep, it's a discovery that will make the tomb of Tutankhamen pale in significance.

To give you the chance to stage an initial encounter with the Brothers of the Western Ankh — thus injecting an early bit of action and giving the heroes a clue that there's more going on than a simple archaeological expedition — try to arrange it so the heroes have to get to Egypt via ocean liner. Don't start the adventure until they're far enough from Egypt that they can't get there easily. If they have access to a plane or prefer to fly, try to find a way to stop them from doing so, or make an ocean voyage more attractive somehow. If you absolutely can't get them on a ship, stage the first encounter with the Brotherhood of the Western Ankh at the airfield when they land, at their hotel in Cairo, or the like.

SHIPBOARD BATTLE

One night while the heroes are relaxing (eating, playing cards, dancing, or engaging in some other form of entertainment that the ocean liner has to offer), a group of Arabic-looking men swarms into the room and attacks them! Since the heroes aren't expecting trouble, they shouldn't be armed; they'll have to deal with these attackers using their fists, their wits, and whatever they can find in the way of impromptu weapons. See the accompanying sidebar for a

character sheet for the Brothers.

If possible, draw this fight out a bit. Make it a running battle around the ship as the heroes try to stop their attackers, who will retreat, take hostages, and do whatever they must to win the battle (remember, they're fanatics!). Give the heroes plenty of interesting scenery to swing from, jump over, and hit people with. If you need floorplans for the ship, try these websites, which have maps of the Queen Mary:

<http://www.paper-dragon.com/1939/images/queenmarydeckplan.jpg>

<http://www.queenmary.com/factsandhistory.php?page=deckplans>

For the Brothers, use the Cultist character sheet on page 406 of *Pulp Hero*, or other character sheets in that section.

The fight should be tough, exciting, and offer plenty of opportunities for heroic action and daring-do. In the end, the heroes should win... and if possible, all the Brothers should be dead or beyond their reach (e.g., thrown overboard) when it ends. The rest of the adventure works better if the heroes think the Brotherhood is inimical — if they don't yet know exactly what's going on. If necessary, assume each Brother has a hidden cyanide tooth and uses it to commit suicide if he has no other option.

When they search the bodies of their defeated adversaries, the heroes note several interesting facts:

1. Based on appearance and clothing, each of them seems to be Egyptian.
2. Each of them has, somewhere on his person, a tattoo of a blue ankh (crux ansata) turned on its side, with the loop pointing to his