



AKHENATEN UNVEILED

A Cthulhu Invictus Scenario
Set in Ancient Egypt

CRIMSON PARCEL GAMES





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INTRODUCTION

Akhenaten Unveiled is a Cthulhu Invictus scenario which takes place in the New Kingdom of ancient Egypt, in the year 1336 BCE. All dates referred to in the scenario are BCE - that is to say, before the year 1.

BACKGROUND

In 1351 BCE, Amenhotep IV was crowned king of Egypt. His name referred to Amun - the sun-god also known as Amen or Ra. Amun was the figurehead of a larger, more intricate pantheon of gods, all of whom were vital parts of the religion of ancient Egypt. However, Amenhotep IV attempted to do away with the centuries-honored tradition of Egyptian polytheism.

Instead, he tried to get his subjects to worship a single god, one he called Aten. Aten was similar to Ra in that he was a sun-god, but there were key differences. Most notably, the priests of Egypt would not be able to speak to or sway this new god. Aten would speak only through Egypt's leader - the king (*note: the term pharaoh was not used at this point in history*). In 1357, Amenhotep IV changed his name to Akhenaten (meaning "Aten is pleased") as a way of affirming his devotion. He also attempted to move the capital city of Egypt from Waset (Greek: Thebes) to a new city he was constructing, which he called Akhetaten. The scenario proposes a different explanation for these actual events.

ANCIENT ALIENS

Humans are far more popular in the cosmic community than they are aware of - this is nothing new. There is a race of aliens living on a planet they call Urun, orbiting the star we will one day call Sirius. Due to their proximity to Earth they have been observing humanity, and recently, interfering.

Uruvians are a race of creatures which somewhat re-

semble tall dogs. Their features are more reptilian, however, including a maw resembling a crocodile's. To manipulate objects, each Uruvian has a pair of spindly tentacles protruding from their front haunches. As a result, their technology is strange and would be difficult for even a modern human to interact with, such as wheels of symbols manipulated by tentacle sliding.

Though their torsos are roughly the same size and shape as a wolf or a dog, Uruvians have long, spindly legs which propel them up to heights of 4 - 5 feet.

Uruvians are particularly interested in preserving specimens of other species and using what they find to improve their own genetic code. Their planet, Urun, has several cities with large "Exobiology Museums" where different species of aliens (including dozens of humans) are kept in detailed exhibits for observation. Uruvians are very intelligent and their society is political and brutal. Espionage and assassination are considered part of the political process on Urun.

ALIEN EXPERIMENTS

The Uruvians are currently running several experiments on Earth, mostly in Egypt. Two such experiments will concern the investigators.

1) Uruvians are trying to get humans to worship their spaceship; "The Aten" (since most Egyptians believe it to be a divine being upon seeing it for the first time).

2) They are also modifying certain humans to create mutated beasts for warfare.

To attain these goals, they have killed the king and replaced him with a clone. The new king has a chip in his brain allowing the Uruvians to directly control his thoughts and actions. This happened in 1357 BCE, the same year Amenhotep IV changed his name to Akhenaten and began construction of his new capital city.

THE INVESTIGATORS

The investigators will be brought together in Thebes (referred to henceforth by its ancient Egyptian name, Waset) at the summons of Ankh, a vizier who served the former king. They will then have to travel down the Nile towards the newly-declared capital, where the king resides, in a bid to assassinate him. Unbeknownst to them, their attempts may be stymied by aliens!

Akhenaten Unveiled comes with six pregenerated ancient Egyptian investigators. They are:

- **Khendjer**, the architect.
- **Naunet**, the vizier.
- **Wennefer**, the spy.
- **Qalhata**, the warrior.
- **Nakhtmin**, the general.
- **Bentanath**, the medicine woman.

For more information on the pregenerated investigators, see Appendix B [pg. 32].

DESCRIBING ANCIENT EGYPT

It can be easy to fall into the trap of describing Egypt as it appears in today's popular culture. Remember that you're trying to depict Egypt in its heyday. When picturing a temple wall, don't imagine the colorless yellow-white sandstone you're familiar with. Try to imagine a wall flush with paint: golden yellow, blistering red, and cool blue. Instead of crumbling facades, describe beautifully laid and uniform homes of sturdy mud brick. Describe a bustling empire with citizens scrambling from place to place, carrying water, caring for young, baking bread, creating art, and constantly trying to beat the heat. Egyptians had architectural techniques in place to cool their homes, and living rooms where they would "chill" and gossip.

The mostly predictable flooding of the Nile famously turned ancient Egypt into a land of plenty. Far from deserts, the civilized parts of Egypt were more akin to oases. For the rich, and for those lucky enough to simply get by, life was easier here than in many other parts of the world at the time. However, Egypt has never been kind to everyone. The grand constructions put in place by the state required a huge number of slaves who were forced into back-breaking, often lethal positions.

WALK LIKE AN EGYPTIAN

You may find that your players have a hard time "getting into it" and roleplaying characters from such an ancient culture. Consider reading the following bullet points aloud, delivering them in a handout, or just reading them to yourself and giving advice to the players as you run your game.

- Life in ancient Egypt was similar to life in any other large, ancient empire. As an investigator you are likely neither serf nor noble. You are somewhere in between; you don't worry about having to work in the fields, but you aren't exactly rich either.

- Grain is used as currency, and since it's so abundant on the banks of the Nile, wheat beer and bread are among the most common foods. People also enjoy fruits such as figs and dates for treats.

- Your religion is composed of a vast pantheon of gods. You are most familiar with Amen or Ra, the sun god who rules over all gods and kings. You may also be devoted to Isis, Hathor, Osiris, and etc. Some Egyptians devote themselves to a "cult" of a particular god in their pantheon.

- Ancient Egyptians are dark-skinned and mainly dress in light linens. The use of eyeshadow is ubiquitous; men and women both often have thin black lines painted around their eyes. Contrary to popular belief, this is not a fashion choice - the Egyptians believed it would ward off disease.

- Most citizens farm and harvest grain along the river banks, while wealthier people use the grain for trade, some recording business transactions on sheets of papyrus or wax tablets.

- Ancient Egyptian society is patriarchal with a strong focus placed on marriage. An unmarried person is seen as "incomplete" and all are encouraged to marry early and have as many children as possible. Only in rare circumstances do women find themselves in positions of significant power.

- Overall, the stereotypical view of the ancient Egyptian is that they lived in paradise, kicked back and relaxed. The stresses of other ancient societies, for them, weren't so bad since farming was so easy. There is some truth to this - Egyptians had enough free time to build some pretty amazing things, and to create art. However, life was not without hardships. Many Egyptians had little to no defense against horrors such as slavery, disease, and (perhaps worst of all) crocodiles.

AKHENATEN UNVEILED

“To suffer in pursuit of truth gives the truth meaning.”
- Ancient Egyptian Proverb

“I’m an alligator... I’m a space invader.”
- David Bowie, *Moonage Daydream* (1971)

THE SUMMONS

At the start of the scenario each investigator will have received a papyrus scroll from a man named Ankhu asking them to come to Luxor Temple in Waset [Handout #1; see pg. 6]. The handout is delivered in English, but in the fiction it is written in Demotic Egyptian script. Unless an investigator can read Demotic script, they will need to have the courier read the summons to them.

For the sake of convenience, the investigators should all arrive in Waset around the same general time.

LAYOUT OF WASET

Once the investigators have arrived in the city their first goal will be to visit Luxor Temple, as per their instructions. This trip will take them through dusty city streets, many of which aren’t much wider than five feet. They wind between tightly packed mud-brick houses, filled with Egyptians moving to and fro as the pounding, oppressive sun beats overhead.

Waset is the ancient Egyptian name for the capital of Egypt. This huge metropolis is now known by its Greek name: “Thebes”. It is dominated on its east side by the **Karnak Temple** - a massive complex. Egyptians come here to worship Amun, the sun-god. A large **bazaar** is set up outside this temple, beyond which the capital sweeps west along a main road. This road eventually splits off into several residential sections. At the end of the road is the **Luxor Temple**.

The city is overseen by Ankhu. He is an aging vizier (55 years old due to wealth, diet, and exercise). As a vassal of the king, he spends much of his time managing trade, water distribution, and et cetera for Waset and its surrounding villages.

KARNAK TEMPLE

Karnak Temple (or “The Amenophium”, as it’s known in ancient times) is three stories tall and flanked on all sides by massive pillars, most of which have intricate carvings of the gods and are covered in vibrant red and yellow paint. Accents of blue lapis dot the art of the temple’s interior, indicating the vast wealth of the city. Erected within the temple are several massive statues of the Egyptian gods which are regularly visited for worship by the citizens of Waset. The chief deity worshipped here is Amun.

At this time, the temple has two main buildings. A third, devoted to King Akhenaten, is currently under construction. When Akhenaten dies, this part of the temple will be promptly destroyed.

THE BAZAAR

In a large courtyard of squared sandstone brick, outside the walls of the Amenophium, is the Waset Bazaar. Here several small market stands are set up, selling everything from bread to pottery to make-up to oil. Each transaction is paid for in grain. The vendors each remember how much grain they’ve earned and every so often a scribe comes around to the stands and records the flow of grain and merchandise.

Towards the back of the bazaar, hidden beyond a narrow alleyway (**Spot Hidden** to find) is a shop which is operated by a mousey fellow and seems to be selling some quite valuable merchandise (jewels, golden trinkets, etc.). Most notable is a khopesh with golden filigree which looks very sturdy (damage: 1D10 + db). The shopkeeper won’t part with it for fewer than ten sacks of grain. Allow the players to be creative and bargain, or come up with other ways of procuring grain if they wish.

Handout #1

This is the vizier of Waset and former advisor to Amenhotep III who was beloved by Amen and held by Osiris. I am contacting you now because you have previously shown your value to me.

Egypt is in turmoil and needs your help.

Come to Waset at once and proceed immediately to the Sun Court. The courier who delivered this message to you is also prepared to escort you there.

You will be granted bountiful wealth upon your success, both in this life and in the next. I will explain more when you are here. Walk with Amen.

From Ankhu

They may also be able to get Ankhu to shut down the stall. **Insight** will confirm that everything being sold here is stolen, probably from the funerary temple of a king or noble family. Ankhu will agree with this assessment and arrest the grave robber. He can then be convinced to give up the khopesh as a reward.

LUXOR TEMPLE

Luxor Temple (ancient name: "The Sun Court") is a recently renovated temple with abundant artwork. It was the seat of power for the Egyptian Empire until Akhenaten

relocated the capital. Visitors enter through a pylon flanked by statues of great kings, which leads into a courtyard. Once the investigators arrive, a guard will escort them to a meeting room where Ankhu is waiting.

Once inside the meeting room, the investigators will see a young boy with beautiful gold hoop earrings sitting at a table. The boy looks to be around eight or nine. He is flanked by a much older man, who looks at least forty. The investigators may find themselves somewhat impressed at Ankhu's advanced age. Ankhu introduces himself and says that the boy's name is Tutankhaten. "Tut is the son of

our *king*,” he says, with disdain at the word king. Ankhu demands that Tutankhaten be treated with respect, despite his age.

Tut may occasionally try to interject, as if trying very hard to be useful. He is not useful - far from it. He is a 9-year-old boy who is currently a tad overwhelmed. *Note: The famous boy-king Tutankhamun was originally named Tutankhaten. When Akhenaten died and Tut became king, he changed his name.*

THE AKHENATEN SITUATION

Once everyone has gathered, Ankhu collects a few sheets of papyrus and begins the meeting. He tells the investigators that he’s gathered them to perform a mission of vital importance. Their task could save not only the empire, but the very spiritual essence of the Egyptian people.

- As the investigators know, more than ten years ago a king named Amenhotep III passed on. He was a mighty king who was dearly beloved by nearly everyone.
- Amenhotep III was entombed and his eccentric son, Amenhotep IV, took the throne.
- About nine years ago the new king’s behavior came to a head. He announced that Waset was “no longer the capital”, and that the new capital would be a city down river, one which his followers would build. He had construction of Amun’s temples halted in favor of the city.
- Shortly thereafter, the king announced that he had seen his father in the afterlife. He also declared that Amun, Horus, Osiris, and several other deities which have been beloved by the Egyptian people for centuries were dead. There was now only one god: “Aten”, whom he described as a glowing disc.
- The king changed his name from Amenhotep to Akhenaten and claimed that this new god spoke only to him and his wife. This horrified Egyptian priests, who saw it as heresy and an attempted breach of their power.

Ankhu, who spent his entire life serving Amenhotep III, is unwilling to accept these changes. He and a small group of loyalists wish to fund a party to go to the new capital and assassinate the king. Then, Tutankhaten will become king and Ankhu will help him undo some of the damage done by his father. **Insight** can confirm that Ankhu is legitimately loyal to Egypt.

The investigators are to travel down the Nile until they reach Akhetaten. Then, while masquerading as representatives of the Sun Court, they will search for

an opportunity to kill Akhenaten. The queen, Nefertiti, can be left alive; only Akhenaten has to die for Tut to be eligible for the throne.

As representatives of the Sun Court, their cover will be that they are simply there on a diplomatic mission to convince Akhenaten to revert to the old religion. Ankhu also advises - and he stresses this point - that the deaths should look like accidents, if at all possible. He wishes to avoid more unrest as Egypt transitions into the rule of Tutankhaten.

Note: The king, Akhenaten, and his city, Akhetaten, are easy to confuse as they only differ in spelling by one letter. The city is now commonly referred to by its Greek name: Tell-el Amarna (or just Amarna). Keepers who prefer simplicity over historical accuracy may wish to use the Greek name.

TAKE ME TO THE RIVER

A barge made from acacia wood, with oars and rowers, sits in the Nile ready to float to Akhetaten whenever the investigators are finished exploring Waset. The barge is stocked with bread to last at least two weeks. There is also a bit of room left for the investigators to bring their own supplies, if they wish.

Travelling down the Nile is slow but steady and easy; the current does most of the work. The rowers mostly guide the boat to keep it from running ashore. The banks of the river are lined with lush palms, small villages, and myriad wheat fields. Since the barge has only a small canopy, sunburn is a possibility.

The journey covers 250 miles (~400 km) of river and will take the better part of two days. At night, the rowers work in shifts and the barge slows down somewhat. Nighttime on the Nile is silent and still, with only the moon and stars overhead to light the way. An occasional plunk can be heard in the water.

Ask the players how they pass their time, possibly reminding them that they have a mission to plan for. There’s little to do on the trip besides chat or gossip.

CROCODILES!

Early into day two of the voyage, an argument erupts between two of the rowers. One of them is accusing the other of slacking off. The argument quickly escalates into a shoving match. The rower being accused gets shoved hard and nearly falls out of the barge.

As he is attempting to regain his balance, a crocodile snaps up, bites into him, and drags his screaming carcass into the water. Investigators witnessing this gruesome scene should make a **SAN** roll (1/1d4).

Just as everyone is realizing what happened, another crocodile crashes into the underside of the barge. Then another. Their bodies slam into the boat with such frequency that it threatens to capsize.

Before long, the barge starts taking on water. Now panicking, the rowers desperately try to bring it ashore. Once they are close enough everyone starts jumping out of the boat and onto the riverbank. The investigators can do so as well (the barge is close enough that no Jump roll is required). However, a hungry crocodile slavers out of the river and must be fended off. Once it reaches half health it will become discouraged and turn tail.

CROCODILES?

One or more investigators might conclude that this is odd behavior for crocodiles. The sheer size of the barge should have been enough to scare them off.

In fact, the investigators have been attacked by a psychotic former priest of Aten named Seker. He walks along this stretch of river, where he casts spells allowing him to command the crocodiles. In his mind he is protecting Akhetaten. In reality, he is an exiled cultist losing his grip on reality, cast aside by Akhenaten after his usefulness had run out. Once the fight is over, Seker will run away, using the palms as cover. **Spot Hidden** reveals soft rustling and a distant figure darting away. If the investigators manage to catch him, they will find that he is mad and that information is hard to squeeze out of him. He will likely be more fearful of the king's vengeance than the investigators. However at the keeper's option he may give up some bits of information: "don't trust the queen", "don't go under the city", etc.

A FINAL PUSH

The barge sinking, the investigators (and remaining rowers) must walk the last 50 miles (80 km) to Akhetaten. There is no road, but following the Nile on foot is simple. It's past midday. The rowers suggest walking until evening and then making camp. Alternatively, an investigator with the **Repair** skill might be able to get the barge back up and running after a few hours of work.

That evening, the surviving rowers murmur amongst themselves. They wonder aloud if the crocodile attacks were an omen sent by Seth, or by Amun himself, in order to warn them.



AKHETATEN (AMARNA)

THE KING'S PRIVATE CITY

The investigators should arrive in Akhetaten in the afternoon (or morning, if the boat was repaired) around the third day of travel. The rowers will say goodbye and begin the comparatively more difficult trip back upstream.

The buildings of Akhetaten are new and impressive, but the city is smaller than one might expect the capital of Egypt to be. It's more town than city. A handful of homes (mostly for builders) comprise a suburb around the outskirts of the city center. There is a market with necessities, a temple, a large palace for the king and queen, and a handful of other administrative buildings. A map of the city can be found on page 12.

The investigators will disembark near the southern entrance to the palace. As they do so, they will hear the sounds of laughter and music coming from within the walls of the palace.

THE PARTY

As they approach the palace, a pair of guards will halt the investigators and ask them their names. Upon hearing the names, they will simply let the investigators in.

Once inside, the investigators will find themselves in the main courtyard - one of many, as several of the palace's rooms are open to the sun. The courtyard is flanked by tables with fruits, flavored breads, dried meats, and cups sitting next to jugs of cooled beer. There is also a band featuring harp, lute, oboe, and percussion. Noble men and women dressed in flowing white robes (not because they're in a cult - this is just what Egyptians wear) fill the area. Many of them eat and converse, and some dance to the music. Investigators may note that there are several guards at this party.

After a few moments Nefertiti, the current queen of Egypt, will realize that a new group has arrived. She makes a point of approaching the investigators and welcoming them to Akhetaten.

After confirming that they are here to speak of political matters, she kindly informs them that "the king is not currently present." According to her, Akhenaten has gone to Ineb Hedj for a political meeting (*Ineb Hedj* or "White Walls" is the ancient Egyptian name for the city of Memphis). Nefertiti is happy to host the investigators until her husband returns the following day. In a few hours, she says, there will be a boar hunt. In the evening, she plans on telling stories while guests drink and watch the sunset. Then, the investigators can sleep in the beautiful guest mansion. When they wake up the next morning, she says, Akhenaten will have arrived and business will commence.



Queen Nefertiti is famed for her beauty to this day.

PARTY GUESTS

There are a good number of people (around 30) attending the party, but only a small handful are named and detailed. Keepers are encouraged to write or improvise other party guests as desired.

Ziyad: A tall, athletic man with dark skin. He is the general in charge of troops defending Akhetaten, many of whom are currently travelling with Akhenaten as he moves around the empire. Though he is off-duty at the moment, Ziyad spends his time training others for combat. Right now he is more than a bit intoxicated and is sharing his enthusiasm for the upcoming boar hunt.

If a fight or an assault breaks out, Ziyad may very well join in. Even while drunk, he is an adept fighter who will protect the king and queen at all costs. His statistics, and those of the other guests, are on pg. 31.

Methusuphis: A fat man with a colorful robe, wearing a mountain of jewelry. Methusuphis is a noble from the nearby city of Khemenu (Hermopolis). He oversees a number of farms, and has decided to donate a large amount of grain to aid in construction at Akhetaten. He hopes this favor will be repaid down the line. Methusuphis is quite vile and enjoys telling stories of lashing peasants under his control who are “lazy” or “insolent”.

Kashto: A stout young man with a dark beard, his robe adorned with gold. Kashto is a priest like Seker. However, unlike Seker, he has not been privy to the dark secrets of Akhenaten’s new state religion. He is vehemently opposed to worship of Aten and is staying in Akhetaten only as long as it takes for him to talk to the king, in an attempt to make him see the error of his ways. After this he hopes to return home to Khemenu.

Women at the party: Egyptian nobility is dominated by men. That said, several men at the party are accompanied by their wives. For those that aren’t, some are trying to hit on the servant women, who have been instructed to entertain the male guests within reason. *Though the atmosphere at the party is chauvinistic, don’t go so far with it that you end up making your female players uncomfortable.*

THE BOAR HUNT

Ziyad, Kashto, and a few other male party guests decide to join the boar hunt. Any investigator who wishes to join may do so as well. As they set off toward the river banks, Ziyad tries to excite the hunters by saying “whatever we catch today we’ll be serving for dinner tonight!”

He then organizes the hunters into two groups, one led by Kashto and one led by himself. The

investigators can choose which group they’d like to join. This is a good opportunity for them to hear Kashto voice his concerns about Akhenaten. He will be more blunt when he is outside, away from Nefertiti.

“It’s quite clear”, he says, “that something is amiss. So we are all to start worshipping the Aten now? And, so conveniently, the Aten speaks only through the king and that bizarre wife of his? It’s a lie, and an obvious one at that. We have our gods. The people have their gods. He may be a king, but he’s still a human. His power is nothing compared to the true Amun.” Kashto does not wish to kill the king, only to speak with him. He will likely be encountered again later in the scenario.

Meanwhile, Ziyad’s group is forced to follow as their drunk leader laughs, curses, and makes haughty declarations. Any potential quarry is quickly frightened away by the yelling. **Charm** or **Persuade** can convince Ziyad to step down as leader of the hunting group, or at least to quiet down a bit. If this is not done, this group will come back empty handed.

With boars in sight (at least for Kashto’s group), the spotlight will fall on any players in the group. Have them roll **Fighting (Spear)**. A successful roll means a boar was killed. If there are multiple players in a group, each of them can roll and each successful roll means they will bring home an additional boar. If Ziyad was convinced to quiet down, players in his group may roll to get a boar as well.

Note: Primitive boar hunting was done with spears. An arrow may stun a boar for a moment, but is unlikely to actually kill it. Keepers striving for historical accuracy should politely point this out to potential bow-hunters.

THE EVENING STORIES

The sun will eventually set, making the dusty sky turn brilliant shades of orange and yellow. Once dinner has been served and the guests have begun to drink more heavily, Nefertiti will gather everyone around and tell a story.

“Aten has been with us for a long time,” she says, “since before we had the good sense to recognize his power.” Nefertiti tells the story of Sinuhe, a ruler from Egypt’s 12th dynasty (roughly 500 years earlier). Eyewitness accounts of his death state that he “rose as a god and became one with the sun-disk”. She claims that several members of his court, including the succeeding king, told the same story and claim to have seen the same thing - Sinuhe “flying up” to greet Aten.

She describes “supremacy in the synthesis of bodies”

and wonders aloud what Ra must have thought when he died and was synthesized. “We do not rejoice in his death,” she says, “we rejoice in his new life - Ra Horus, Osiris - all are one in the glory of Aten!”

Other stories are mostly anecdotal visions of Aten from throughout Egyptian history. Some guests are intrigued while others are obviously dubious.

When the stories are over, guests begin to file out. It's growing dark, and many of them must return to Khemenu. A few of the guests, investigators included, are offered beds in the guest's mansion. Nefertiti has a servant guide them there. Akhenaten will arrive tomorrow.

LEAVING THE PARTY

At any point, the investigators may decide to leave the party and explore the rest of the city. They should remember that they are meant to be masquerading as diplomats. If they leave the party for long (particularly if they miss the hunt and/or the evening stories) Nefertiti may grow suspicious of them. At the keeper's option, she may opt to act on her suspicions and attempt to subdue the group herself with a squad of soldiers as her backup. With that in mind, here is what the investigators will find if they explore the rest of the city.

1. GRAND ATEN TEMPLE

Still under construction. As of right now the foundations are laid out and a few small rooms are built, and that's all. The entrance to Akhenaten's tomb sits on the east end of the temple foundation, meaning it will be a funerary temple. Heavy stone blocks are being moved into place for the eventual construction of a pyramid.

There exists a possibility for the players to break into the tomb beneath the temple with **Locksmith**, or with an Extreme **STR** roll. However, the temple grounds are heavily guarded. A **Stealth** roll is required to reach the door, and failed attempts to open it will quickly draw the attention of guards. Kindly keepers may allow the players a bit more leniency if they try to break in at night, when patrols come around less often.

If the players enter the tomb from here, jump to the section “The Spinning Wheel Puzzle” [pg. 19]. They may be able to break the lock to get in, but they will still have to be able to solve the puzzle before they gain access to the tomb proper. If the players are adamant about entering from this side, the keeper should allow them to find the clues they will need to solve the puzzle.

2. ARMY BARRACKS

A large set of buildings surrounding a courtyard with equipment for combat training. Patrols here are currently light. There are still some patrols, however, so a **Stealth** roll must be made to explore the barracks without getting caught.

If an investigator makes a **Spot Hidden** or **Architecture** roll while exploring the armory, they will happen upon a hidden store room. The door looks like any other wall, but slides open when pushed firmly. Here there are documents detailing Akhenaten's military plans. If some time is spent to look over these documents, investigators will learn that the king plans to spend a few more years “protected” in the city while bolstering his army. Then, he will march across Egypt and kill everyone on a list of enemies he has compiled. Tutankhaten and Ankhufankh are on this list. If armies are raised to resist him, Akhenaten says he plans to use something he calls “the weapon” to crush them.

Also in the hidden room is a wooden shelf containing several vials of a substance labeled “fire poison” (it is actually arsenic). Anyone who drinks the poison must make a Hard **CON** roll. If they fail, they suffer 8d6 damage. If they succeed, they suffer only 4d6 damage. *Note: Akhenaten may very well survive being poisoned.*

Just south of the barracks is an armory. Replacement spears, bows, arrows, and khopeshes can be stolen from here if an investigator has lost their weapon. South of the armory are luxury homes for high-ranking officers.

3. GUEST MANSION

A beautiful guest mansion, resplendent with art and painting, to the point where it nearly looks like a temple. Decorated statues of the king and luscious green courtyards dot the various halls and rooms of the mansion. There are several bedrooms, a large sitting area for lounging and socializing, and there is even a cool basement stocked with bread, water, and beer - everything the investigators could want.

The investigators can be led here by a servant at the end of the party, or at any time if they simply ask the Queen where they will be staying.

Spot Hidden or **Architecture** will once again find a hidden room, this time in the basement of the guest mansion. The room contains a teleportation circle leading to the prison cells in the dungeon beneath the city. For more information see the section “Teleportation Circles” [pg. 14].

AKHETATEN



4. THE KING'S HOUSE

A lavish home where Akhenaten, Nefertiti, and their children live. To get past the guards and into the king's house requires a successful **Stealth** roll.

The house is decorated with beautiful art and pottery. The architecture is top notch - a gentle breeze seems almost omnipresent. Akhenaten's children (aside from Tut) are here, being taken care of by a servant. Uncareful investigators risk being caught by these ruffians - once inside, investigators should make a **Luck** or a further **Stealth** roll. Akhenaten's children and their

nanny have all been instructed to scream for guards at the first sign of an intruder.

A **Spot Hidden** roll made on the upper floors of the king's house will unearth something very useful in Akhenaten's study: a series of scrolls comprising his journal. The scrolls don't have any revelatory information, but can be used to glean Akhenaten's routine.

He takes three meals each day - each prepared by a servant in his house. He eats breakfast and dinner with his family but generally eats lunch while working. Most notably, he enjoys a period of "alone time" each evening, time which he reportedly spends in his study.

Note: The journals are mundane and contain no record of things such as alien communication. In fact, no record of such things is kept (at least, not on Earth).

Yet another secret room can be found in the basement of the king's house, requiring a successful **Spot Hidden** or **Architecture** roll to find. Inside is a teleportation circle much like the one hidden in the basement of the guest mansion.

TELEPORTATION CIRCLES

There are two circles: one in the guest mansion and one in the king's house. Each is a circle of hieroglyphics chalked on the ground in white. Each has a faint but visible glow. The circles function the same as Gates - an investigator who travels through them while conscious will lose a sanity point and a magic point.

Where the investigator ends up depends on which one they use. Both teleportation circles lead to the dungeon beneath the city. The one in the guest mansion leads into cell #1, and the one in the king's house leads directly to the altar room. Since they are one-way only, both will have the effect of trapping the investigators until they are able to escape from the dungeon.

Investigators who get split up from the group (perhaps by stepping on a circle without thinking) will likely be overwhelmed by guards and brought to cell #1. They can reunite with the other investigators here later on - either because the other investigators were ensnared as well or because they came to the dungeon as part of a rescue operation.

5. SMALL ATEN TEMPLE

A small temple with priests who worship Aten. The walls of the temple are covered in hieroglyphics, which none of the investigators can read. If an investigator thinks to ask someone what the hieroglyphics say, they say "His majesty mounted a chariot of electrum and rose, like Aten, over the horizon. Before he left the world, however, Aten brought forth the king back to earth. His love poured down on the world as he rode the heavenly winds to Akhetaten; a new land which Aten had created for him." The inscriptions themselves go on in more detail, but this is the gist of what they say.

Not much else of interest can be found here in the temple - it is a legitimate place of worship with no tricks and (shockingly) no hidden rooms.

6. GREAT PALACE

The palace features a beautiful open courtyard, altars and wall carvings adorned with lapis and gold, and even a swimming pool. The main entrance is on the south side of the building, overlooking the market area.

There is a direct hallway between the king's house and the palace. The investigators might spot the hallway when touring the palace, or by going up around the east side of the palace's outer wall and walking underneath it. This second-floor tunnel between the buildings was Akhenaten's idea and he is quite proud of it. The hallway is currently heavily guarded due to security concerns. Not even an extreme Stealth roll can get an investigator through such a tight and closely-guarded corridor without being spotted. However at night, when the guests leave, the hallway becomes unguarded.

The back rooms of the palace are also heavily guarded. They do have some important things tucked away - letters of correspondence, ledgers, military payroll, and et cetera. In terms of things that will interest the investigators, the party is the main attraction.

7. RESIDENTIAL AREA

An array of homes, some as small as hovels and some as large as mansions, dot the hillside leading away from the city center.

If an investigator walking around this area happens to make a **Luck** roll, they hear a whispering, gargling noise coming from an alleyway between houses.

The gargling man is Osihar - a scrawny fellow with a pot belly and a receding hairline. Osihar is regarded by the people of Akhetaten as the local lunatic. Despite his declining mental state, he was once a wealthy man. He was a scribe in service of the king.

One day, he saw the king with a group of guards dragging a friend into his house, a friend who never came out. He asked the king about it. The king cut out his tongue so he wouldn't be able to tell anyone else. Because Osihar was a scribe, he also lost his hands. He is now forced to communicate - very slowly - by carefully holding a reed pen in his mouth as he writes. After getting the attention of one or more investigators he will awkwardly negotiate a piece of parchment onto the ground while he stoops over to write on it. He then hands the parchment over [**Handout #2**; pg. 15].

If one or more investigators can read and write, they can communicate with Osihar. If not, they can find someone to translate the note into spoken word. They should be

careful who they ask, however, as this action may lead to them getting reported to the guards.

If Osihar is asked what his story is, or why he lost his

Handout #2

Stranger,
The king takes people into his house and they don't come out. The king hides this!
For help I help. I may not look it but I am a wealthy man.
king hides the truth from me
THE KING TOOK MY HANDS
HE WORSHIPS FALSE GOD
Please, i need to know what happens to people he takes
Help me and i will pay you
I have treasures from my time as a scribe

hands, he will at first shake his head. He wants the investigators to hurry and fears that the explanation will be too lengthy. If the investigators persist, however, he will give in and relay the story detailed above. The process, as always, is painstaking. It takes several minutes for him to write the whole thing.

The investigators may end up being able to actually report their findings back to Osihar. If this happens, they will find he was not lying; he gained quite a bit of wealth during his time as a scribe and is willing to share various treasures (golden jewelry, statuettes of gods and et cetera) as a reward. However, depending on how much the players tell him, Osihar may go indefinitely insane before he is able to deliver the reward.

Keeper's note: If the players are in need of direction and unwilling to come up with their own path, consider putting Osihar in front of them - no Luck roll required. His purpose is to get the players curious about what lies beneath the city.

8. WORKSHOPS

A series of large, mostly two-story rectangular workshops. These buildings serve as both production and storage facilities for the nearby marketplace. All manner of things are made here, including tools, pottery, and other basic amenities.

One of the buildings is a tannery. **Natural World** or a halved **Education** roll will cause an investigator to realize that tanin, a substance used in the crafting of leather from animal hide, is harmful to the body. Furthermore, it can be distilled into a more potent form that is downright poisonous if ingested. The investigator will have to make a **Stealth** roll to steal some tanin without being caught (no roll needed if the theft occurs at night). After this, they need to spend 1d3 hours working to get one dose of tanin poison.

The tanin poison is less potent than the “fire” poison. It is not likely to kill Akhenaten outright, but it should weaken him significantly. Anyone who consumes tanin poison must make a Hard **CON** check. On a failure, they lose 4d6 hit points. On a success, they lose 2d6.

Weapons and other amenities can also be stolen from the workshops if the players refuse to pay for them.

9. MARKETPLACE

The Akhetaten marketplace is fairly large and generally bustling with activity. Peddlers sell bread, fruit, dried meat, pots, tools, extra water supplies, make-up, weapons, and anything else the keeper wishes. Scribes move

to and fro, recording the flow of grain and merchandise

Beyond the marketplace, to the south (not pictured on the map) are the grain fields which supply the city with much of its food supply. These fields are not detailed as nothing of importance happens within them.

AFTER THE PARTY

The music has faded, the sun has set, and the remaining beer has gone stale. Some guests are gathering their things and preparing to make the long walk back to Khemenu. Others are making their way to their assigned guest houses east of the palace. How the investigators proceed from here is up to them. They may choose to lay low, or they might be more proactive and do some snooping now that night has fallen and patrols have slowed down. The following sections “Laying Low”, “Discovered!”, and “Beneath the City”, discuss options for moving forward with the scenario.



Although depictions of Akhenaten are oddly stylized, most agree that he was certainly “weird-looking”.

LAYING LOW

If the investigators haven't done anything suspicious up until now, they might avoid going to the dungeon and instead spend the night sleeping in the guest mansion.

Akhenaten will arrive, as predicted, the following morning. He rides into town with his camel caravan, citizens gathering near the palace gate to rejoice at the return of their king. The players can enact any assassination plan they might have at this point. They may find that killing the king is easier than they expected - the problem is keeping him dead.

Let the players come up with their own assassination method. If they are stumped, an **Idea** roll can indicate that investigating the city might help unearth a better method than simply "attack the king". Of course, if they want to simply attack the king, by all means let them.

Mere moments after his death, a second Akhenaten will emerge from the tomb.

DEATH, DENIED

The sarcophagus in the king's tomb contains a fully formed clone of the king. Once the old king dies, the new one immediately wakes up. If the original saw the people who took his life, the new king will remember and go after them (the Uruvians, who control Akhenaten, see everything he sees). If the king did not see his killers, he will fly into a rage. He immediately orders the city into a state of lockdown. Every guard begins patrolling as citizens are herded into their homes and told not to leave. His guards will search for anyone out of place, whom they will then attempt to restrain or kill.

The shock of seeing the king after having killed him minutes ago will cost each investigator 1/1d6 **Sanity**.

If the investigators try to run away immediately after killing Akhenaten #1, Akhenaten #2 will chase them on horseback, accompanied by a group of guards.

If your players confront the king in an unexpected way such as this, you may still wish to make their encounter with him a dramatic one. Refer to the section "Unveiling" [pg. 25] for tips on running a final, climactic battle with Akhenaten.

Once the second Akhenaten has emerged from his crypt, the Uruvians will start to create a third. This process will take several days. If the second king is killed, the aliens will likely panic and abduct the body in an attempt to save some of his genetic material. Because of their proximity to the body, the investigators will have to be abducted as well. If this happens, once again, jump to the section "Unveiling" [pg. 25].

DISCOVERED!

If one or more investigators get caught doing something they shouldn't have been doing, whoever catches them will try to find a guard to report it to. If the person who caught them *is* a guard, they will either call for more guards or attempt to restrain the investigator(s).

Certain guards carry small horns which produce a very loud noise, alerting all other guards in the area. Investigators who are **unlucky** enough to encounter one of them may not be able to get away before being spotted by a dozen or more lawmen.

The guards will try to overwhelm and restrain the investigator(s). Once this is done, they will blind the investigators by putting bags on their heads. When the bags come off, the investigators will be in cell #1 of the dungeon beneath the city with their weapons missing and their hands tied behind their backs.



BENEATH THE CITY

The investigators might find themselves in the dungeon beneath the city in one of several ways. They might take one of the teleportation portals, or be dragged in after getting caught by guards. They might simply break down the door and walk in. Finally, your players might bypass the dungeon entirely. Keep this in mind when planning your game, and try not to force your players into doing something they don't want to do. Each potential method of entrance will lead to a different set of starting circumstances. These are detailed below.

GUEST MANSION PORTAL

If they use this portal, the investigators will begin in cell #1. They will lose one point of Sanity and one magic point, but they will retain their weapons and other belongings. This portal is used by Akhenaten when he needs to quickly imprison an unsuspecting guest.

KING'S HOUSE PORTAL

If they use this portal, the investigators will begin in the altar room after losing MP and SAN. They may encounter cultists. They will always encounter Aten. For more information, see the section "The Altar Room" [pg. 22]

IMPRISONMENT

The investigators may be taken prisoner as is described in the above section "Discovered!" In this case they will begin bound, disoriented, and weaponless.

Two of the pregenerated investigators (Naunet and Wennefer) carry concealed daggers. These daggers will not be noticed by the guards and can be used to cut the ropes binding the investigators. They might also think of a clever way to break out on their own.

If none of the investigators have a concealed blade and they can't think of another way to get out, as a last resort the keeper can throw them a get-out-of-jail-free card in the form of Kashto the priest. It's not unreasonable to say that Kashto was caught by guards while snooping around in the castle, or that he happened to find a teleportation circle. He is distrustful of Akhenaten and wants to find any evidence that might discredit his beliefs. Perhaps he is even present before the investigators arrive and says he was "waiting for the right moment to escape". However he gets into the dungeon, he has a small dagger that he can use to free the investigators. Kashto is a *wild card* that can be used to push the story in whatever direction the keeper wishes. He can also serve as a replacement if one of the investigators dies.

Kashto's statistics are listed at the end of this book, on pg. 31.

OTHER PATHS

As is mentioned above, the players may skip over this section entirely. They might lay low, kill Akhenaten at the first opportunity, and then immediately kill Akhenaten's clone. This is a valid path through the scenario. If this happens, the keeper is offered a choice:

A) Have the aliens immediately abduct the investigators alongside Akhenaten's body, then jump to the section "Unveiling", or

B) Have the aliens wait for a bit and see what happens. The investigators might conclude that there is a third king beneath the city and go to investigate. Or they might leave the city, at which point the Uruvians can go ahead and abduct them anyway. They believe the investigators have seen too much, or they simply wish to enact petty vengeance.

THE SPINNING WHEEL PUZZLE

This massive and amazingly intricate piece of technology serves as a security measure for those trying to enter (or exit) Akhenaten's tomb. The device is similar to a modern-day combination lock, but much larger. Three spinning stone wheels are interlocked in the center of a room. Each wheel is inlaid with hieroglyphics. To open the tomb, the wheels must be aligned to a small arrow. When they are aligned, the hieroglyphics correspond to the phrase "Aten brought forth the king."

Keepers who run Akhenaten Unveiled around a real table are encouraged to create a physical version of the puzzle by printing or pasting the three pieces of the wheel onto cardstock and binding them together with

a thumbtack. The individual puzzle pieces are provided alongside the hieroglyphic translation notes in the "Handouts" ZIP file accompanying this book.

The puzzle room keeps whoever is out of the dungeon out and it keeps whoever is in the dungeon in. Those entering from the Great Temple in Akhetaten can get into the puzzle room, but cannot enter the tomb without first solving the puzzle. Similarly, those who enter from the tomb-side must solve the puzzle before they will be able to exit to Akhetaten. The massive sliding stone doors cannot be broken by force.

To solve the puzzle, one needs to align the three correct hieroglyphs ("Aten", "To Bring Forth", and "King") with the arrow. Once the wheel wedges, correct or incorrect, have been lined up, someone must press a large circular stone button in the center of the wheel. If the wedges are lined up correctly, the door will open. If the wedges are incorrect, the wheel will emit a flash of

Solution



bright light followed by a headache-inducing screech. This unpleasant experience causes everyone nearby to lose one Sanity point. At the keeper's option, the screech may also draw a nearby group of guards and/or cultists (once or twice, but not every time they get it wrong).

TRANSLATION NOTES

Since none of the pregenerated investigators can read hieroglyphics, they will need to find a way to translate the wheel. If one of your investigators can read hieroglyphics, you can skip this section.

The investigators should come across the translation notes gradually. None of the notes have a set location; instead, it is the responsibility of the keeper to put the notes in places where they will be found. If the investigators kill Seker, perhaps there is a note on his body. If they explore Akhenaten's basement, they might find one in his secret room. If they immediately get stuck in the dungeon they will find the notes in the dungeon, and etc. The keeper might even use the notes to force their players to explore more of the dungeon.

Note: Not every hieroglyph on the wheel has a translation note, but the "Handouts" ZIP File contains a key for keepers who wish to know all of the meanings. Some hieroglyphs have meanings which should be obvious. Others are meant to remain mysterious.

THE INSCRIPTION

A final clue to puzzle can be found in the Hall of Murals (or, if the players are entering from outside, they might find it above the door to the puzzle room). An inscription on a plinth below a statue of the king reads "...brought forth..." The phrase is written in demotic script (as opposed to hieroglyphics) and the first and final words are missing. The areas where these words were carved appears to have been smashed, roughly, probably with a hammer and chisel. Whatever was once written on them is now gone.

Keepers can decrease the difficulty of the puzzle by adding words to the inscription, or increase the difficulty by adding "red herring" inscriptions to the dungeon.

WHY ALL THE FUSS?

Akhenaten is controlled by the Uruvians, who are consistently paranoid. His intelligence is superhuman, and his free time is vast. Devising such a complicated security measure is not an imposing task for him.

As for the notes, one could imagine that the reason they are in such odd and seemingly random locations is that Akhenaten wanted to split them up for security reasons. Rank and file guards need to be able to enter the dungeon, and so a translation is sometimes needed.



King



Sun



Rain



To Unite



To Revoke



To Bring
Forth



Aten



Man



To
Protect



Amun



Moon



To Rule
Over



Horus



To Find



Dog



Under-
world



To Have



Horse

THE DUNGEON

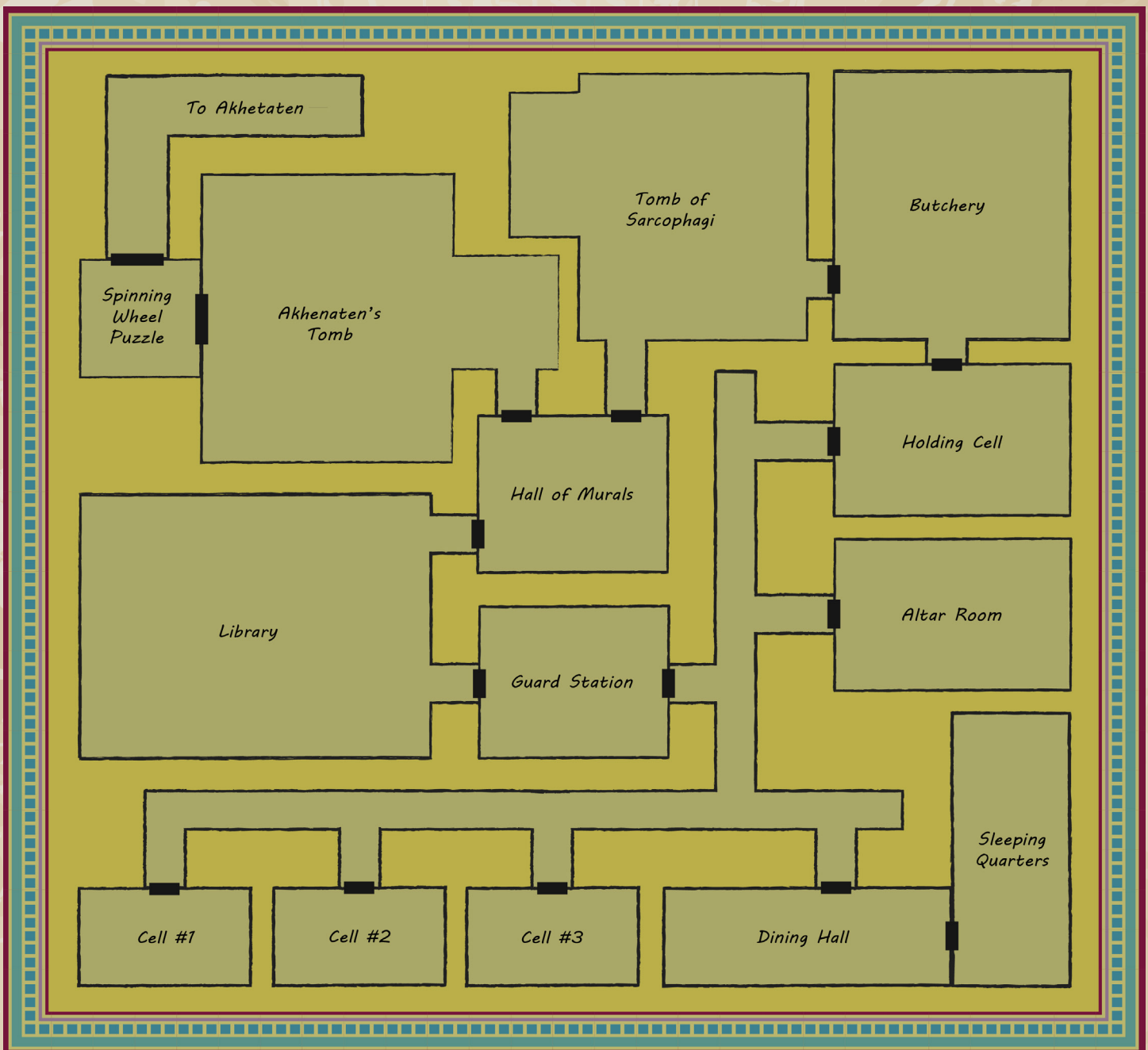
Akhenaten's dungeon is a prison for those who oppose him, a gathering place for those who revere him, and a laboratory where his mysterious "weapon" is created. The weapon referred to in Akhenaten's military plan is actually of Uruvian design. It is a process through which humans are starved, then have their metabolisms frozen in place. They also have maws grafted onto their mouths. The resulting creatures are doglike monstrosities which usually slaver along the ground on all fours. They are constantly extremely aggressive, and constantly hungry - yet they never starve. On Urun, this process is called "metabolic freezing" and it is used to punish criminals, who are then turned into soldiers.

Akhenaten calls the beasts "jackals."

The exact number of guards, jackals, and cultists within the dungeon is left to the keeper's discretion, but there should generally be at least 10 - 20 people milling around at any given time. At night, the dining hall and sleeping quarters are heavily trafficked, but overall activity is much lower. During the day cultists are likely to mill around the library or altar room while guards and jackals regularly patrol the entire complex.

CELL #1

A dark, dirty room with plain mud-brick walls and an earthen floor. This is the most likely starting point for the investigators. There are a number of escape methods.



Both the door to the cell and the lock on the door are made out of wood, and are simple to break if a **STR** check is made. However, the loud noise produced by slamming into the door may attract a group of nearby guards.

Alternatively, the keeper might send a guard alongside a jackal into the investigators' cell. The man holds the beast on a short leather leash. It snarls maddeningly, its features pulled forward into a drooling maw. The sight of it will cost each investigator 1/1d4 **Sanity**. However, killing or incapacitating the guard will allow investigators to take a key off his body. They can also take his weapon, or use his outfit (if it's still clean) as a disguise.

If the investigators find cell #1 as part of their exploration without actually starting in it, it can be used for whatever the keeper wishes. Maybe, like other cells, it is filled with corpses or skeletons and is a drain on sanity. If the keeper wishes to introduce Kashto, they can use it for that. Perhaps the cell is simply empty, as is the case with some things in life.

CELL #2

The door is unlocked, but the cell is empty aside from a number of rotting corpses and skeletons. Due to the gauntness of the corpses, investigators can determine that most of them probably died from malnutrition (**Sanity Loss**: 1/1d4).

CELL #3

This door is locked. However, upon a cursory examination, investigators will see that the lock to the door could easily be broken. If the investigators do break the lock, they should be quiet about it. Pay attention to how they say they're getting in. If someone announces their plan to "kick the door in" (or something similar), have them roll **Luck**. Failure indicates that a group of guards, cultists and/or jackals has heard them and will attack momentarily.

The scene inside the cell is similar to Cell # 2. However, one person is still alive. Chained to a wall, he weakly calls out to the investigators. "Please," he says, "they barely give me any water. I'm so thirsty, please help."

Jugs of water can be found in the nearby dining hall. If given some, the prisoner (Pamu is his name) thanks his saviors profusely. He says he doesn't have much information to offer, but will do what he can to help.

- He was a merchant from Khemenu, trying to set up a deal at Akhetaten. Just as the deal was coming to a close, the ground began to shake. Pamu looked up and

saw a massive glowing silver disc: Aten, close up.

- The other visitors saw it, too. The king flew into a rage, but nobody understood why. People were crying, falling to their knees, and praising the Aten. Yet, for some reason, Akhenaten didn't care. He didn't want anyone else to know.

- The king threw every visitor from that day into the dungeon. Pamu is the only one still alive. Some of the others, he says, got taken out of the cell by a jailer and never came back.

Without a personal escort, Pamu is likely to die as well. He can weakly follow behind the investigators, but he will slow them down significantly. Furthermore, his presence confers a penalty die to all **Stealth** checks (due to his slow, lumbering form).

DINING HALL

A typical dining hall. If the investigators are hungry there's plenty of bread, dried meat, and water to be found here.

Typically there are at least one or two cultists milling around the dining hall, snacking or conversing. At night it is often completely empty. If it is occupied, a successful **Stealth** roll is required to move around or through the room without being noticed. If the investigators happen to show up during a major mealtime, only **Disguise** or an extreme **Stealth** roll will help them.

SLEEPING QUARTERS

A large room filled with beds, with little else in the way of decoration. Obviously, the room is highly trafficked at night, but less so during the day. In this room is a wardrobe containing a number of robes worn by the cultists of Aten, which the investigators might think to use for disguises.

THE ALTAR ROOM

A room of worship bathed in soft blue light. Small woven mats on the floor all face the front of the room, where a large hexagonal stone altar sits.

A beam of light emanates from a small hole in the center of the altar. A floating object sits in the beam, a convex disk shape roughly the size of a human fist. On the front of the disk is a bulging eye resembling a tiny version the Eye of Horus. This is Aten (**Sanity** loss: 1/1d4). If the investigators approach Aten, his voice will suddenly fill the room, as if by magic.

- The voice greets the investigators, introducing itself as “the life-giver, the all-god, Aten”.

- The voice behaves in the stereotypical manner of a god. It tries to be comforting when possible, but does not give away information that would give the investigators an undue advantage.

- The only real recourse Aten will suggest is that the investigators accept his existence and wait out their stay in the dungeon; perhaps Akhenaten will take mercy on them.

In reality, the altar room is where the Uruvians get Akhenaten to indoctrinate others into his religion - the hologram of Aten is just an added touch. The Uruvian controlling Aten is intelligent, but he is not paid enough to care deeply. Difficult questions posed by the investigators might trip him up. They might find that he knows less than he should about Egyptian culture.

An investigator who goes insane as a result of viewing Aten might become convinced that the king is in the right and should be served; the old gods are dead! If this happens as the result of an indefinite insanity it could be so severe that it causes an investigator to want to turn against their companions.

If the investigators attempt to dismantle the altar to see what's inside, Aten will become upset and *command them to stop!* He will not actually do anything however, as there's nothing he can do. To dismantle the altar, an investigator must make a **Repair** or a hard **STR** check. Failure on a pushed roll will break the altar, smashing the electronics and the delicate projector inside. Aten will flicker away as light slowly fades from the room.

Investigators who see inside the altar will likely not be able to make much of what's inside. It is an unkempt mass of knotted, gnarled metal. Glowing lights, like tiny eyeballs, blink on and off purely at random. Tubes of glass twist into unthinkable shapes which could have only been formed by magic. It is an alien machine. No words can capture the shock and utter confusion the investigators will feel as they view it. **Sanity** loss for viewing the innards of the projector is 0/1d6.



HOLDING CELL

A pile of broken, starving bodies, some of whom are still alive but are too weak to talk. Most of the nearly-dead are the other visitors to Akhetaten spoken of by Pamu. Cultists in the butchery are waiting to bring them inside and turn them into jackals.

BUTCHERY

A room containing large vats of stone, each filled with a translucent reddish fluid. Looking into the vats reveals that each of them has two to five human bodies floating around inside. Some of the bodies are in various stages of dismemberment, floating around with terrible whip scars, or broken arms and legs. Some of the bodies appear to be hunching over and growing strange protrusions from their mouths. **Sanity** loss upon looking into the vats is 1/1d8.

Near the vats there are stone tables with surgical knives (1d4 +db), bloodstains, and various body parts. One of the tables supports a rotting jackal corpse.

TOMB OF SARCOPHAGI

A room lined with a small number of ornate sarcophagi. Inscriptions on the wall indicate that the room is intended to serve as a resting ground for noble men and women in service of Aten, and that more sarcophagi will be added when more worshippers are ready to become one with the sun-god. This tomb is a prime target for investigators with inclinations toward grave robbing - it is filled with all manner of trinkets and treasures. It is also a fine spot for the investigators to come across a translation note and/or a red herring inscription.

HALL OF MURALS

The walls of this room are covered with murals depicting Akhenaten performing amazing feats such as flying, producing fire from his hands, and etc. There is even a panel that appears to depict Akhenaten dying, then rising from the dead. Where the relief sculptures end the inscriptions begin - the room is covered in hieroglyphic inscriptions. If an investigator happens to be able to read hieroglyphics, they will read of stories similar to those told in the Small Temple in Akhetaten, and by Nefertiti. There is, however, a single demotic inscription below a statue of the king. See “The Inscription” [pg. 19] for more details.

THE LIBRARY

A large library with cabinets containing scrolls on subjects such as Egyptian culture, history, and religion. There are also tables and lounging chairs. Cultists often gather here. Aside from that, it is a prime spot for the investigators to find a translation note or two.

If a **Spot Hidden** roll is made, an investigator will notice that one of the cabinets looks out of place. It is protected by lock and key, while none of the others are.

The “forbidden cabinet”, as Akhenaten calls it, contains perfectly rectangular sheets of smooth paper, covered in an unrecognizable script. The language these documents are written in features characters which flow from one to the next, similar to demotic Egyptian or cursive English. However the characters themselves are unorthodox, jagged, and meaningless to the human eye.

The forbidden cabinet does contain one scroll written in demotic script. It stands out as the only recognizable thing in the cabinet. Investigators who can read can spend a few minutes studying the scroll. They will lose 1d4 **Sanity**, but they will gain a spell.

SPELL: FLAMES OF THE DOG STAR

A blue fireball shoots forth from the hand of the caster, blasting a target within 30 feet. The target takes 1d8 damage and must make a **Luck** roll to avoid catching on fire. Once on fire, the target takes 1d6 fire damage each until they manage to put the fire out. The spell costs 1 **Sanity Point** and 3 **Magic Points** each time it is cast.

GUARD STATION

This room serves as both a small armory and a staging area for guard patrols. If the players had their weapons taken away, they were taken here and are being kept on a table in the corner of the room. This room might be difficult to move through, as it generally always contains at least one or two guards.

TOMB OF AKHENATEN

This huge room contains statues, engravings, decorations, treasures, and all manner of Akhenaten’s personal belongings. Towards the front (or the back, depending on which side you’re entering from) of the room is a huge golden sarcophagus stylized with the king’s face.

If they open the sarcophagus, depending on their prior actions, the investigators might find one of two things. If they have killed Akhenaten once (or twice) already, they will find an empty sarcophagus. Counter-intuitively, if Akhenaten has not been killed at all they will find his body here.

The body looks relaxed and peaceful. **Spot Hidden** or a very close examination can reveal that he is actually still alive, somewhat. His chest rises and falls very, very slowly. He even has a pulse - a very, very slow pulse. Either due to shock that there are two Akhenatens, or horror that the king has been living here, buried alive, the investigators will each lose 0/1 **Sanity**.

Beyond the king’s tomb is the spinning wheel puzzle and the exit to Akhetaten. If the investigators are just now escaping the dungeon and getting ready to kill the king, their climactic encounter will come soon. If not, the investigators may still be in for a strange encounter after they emerge from beneath the city.



UNVEILING

The climax of Akhenaten Unveiled is an alien abduction scene. Because of their transgressions, or due to sheer circumstance, the investigators will find themselves onboard an alien starship: the Aten.

Circumstances that can lead to the abduction of the investigators are detailed below.

THE MAN WHO SOLD THE WORLD

It is possible that the investigators have not seen the living, breathing Akhenaten up to this point. If the investigators were spotted by a cultist, or if they spoke to Aten, Akhenaten will know about it. He will be waiting at the top of the stairs when the investigators are leaving the dungeon. At the keeper's option, he might also have a small group of guards as his backup.

Akhenaten has little interest in dramatic speeches. He wishes to kill his opponents quickly, before they escape. However, he may entertain one or two questions before he gets fed up and attacks.

- If he is asked about the being in the altar room, Akhenaten insists that Aten is real. He says that every Egyptian god lives within Aten, as part of it. By introducing monotheism, Akhenaten wished to slowly transition the general population toward acceptance of this fact. "Not all at once," he says, "for they would not accept it. They could not understand."

- If he is asked about the jackals, Akhenaten says that Aten gave him secrets of something he calls "human alchemy". It taught him how to create mindless beasts out of humans. He says he only uses it on criminals, and on the starving and poor, remarking that "they are happier that way". He also explains that the process only works on those who are starving.

- If asked why he is so hostile, Akhenaten says that the investigators have seen too much and need to die. He is not willing to initiate them. He says that if they wanted to become initiates they could have asked, rather than snooping.

Before long, Akhenaten will grow tired of questions and attack. If Akhenaten is killed, the abduction will begin.

OTHER OPTIONS

If the investigators try to escape from the city after killing the king, the Uruvians will abduct them out of simple petty frustration.

If they explore the dungeon to gain more information after killing the king, the Uruvians will abduct them because they've seen too much.

Even dead investigators may find themselves abducted. For more details see the below section "Death, Forestalled".

Finally, keepers who feel that roping their players into the abduction scene would be illogical given the circumstances of their game should feel free to skip the scene and leave the ending mysterious.

DEATH, FORESTALLED

Investigators who have perished (particularly in the fight against Akhenaten) might find themselves resurrected for part of the final scene. Uruvians have medical techniques which allow them to restore brain activity to the recently dead. The more recent the death, the more likely it is that the restoration will be successful. The rest of the body is not similarly affected, and will remain dead. If an investigator died in the dungeon, the Uruvians might go down to retrieve the body. Several hours

can pass between the Abduction scene and the Underworld scene, so they have more than enough time to do this. Their reasoning is that it completes their illusion.

ABDUCTION

If possible, place this scene at a dramatic moment. If the investigators have a climactic battle with Akhenaten, it might occur as he is dropping to his knees, dying.

There is no massive beam of light, or slow float up into the sky. In fact, if the investigators blink they might miss the abduction entirely. **Spot Hidden** notices that there is a sudden shade. Those who look up will see a massive disc blocking out the sun. Then, there is a bright flash of light, then nothing.

THE UNDERWORLD

The investigators find themselves in a temple of gold surrounded by a sea of red sand. Before them is a very tall Egyptian man with a massive crown, each side of the crown adorned with colorful ostrich feathers. He also has a long golden staff in his hands. "Good day," he says. "I am Osiris. Welcome to the Land of the Dead."

- Osiris explains that the investigators have died, and now they are at the gates of the Underworld (*actually, they are hooked up to Uruvian virtual reality headsets*). The Underworld, Osiris says, is a land of harmony with no chaos or hardship. All Egyptian kings and several gods reside within.

- If the investigators mention that they have no memories of dying, Osiris will explain that "people often have vivid hallucinations just before their death."

SEEDS OF DOUBT

At this point, have the investigators each roll **Empire (Egypt)**. Anyone who gets a normal success realizes that Osiris is holding a staff whereas he is traditionally depicted holding a cane and whip.

- On a Hard Success they also realize that they should've been administered a test before entering the Underworld - a test which is normally administered by Anubis, not Osiris.

- On an Extreme Success they *also* notice that Osiris is wearing the symbol of the ankh, whereas he usually wears the djed, a symbol of stability.

"Osiris" will explain that the staff helps him govern



the Underworld and leave it at that. **Insight** reveals that he is suddenly nervous. If asked about the ankh or about Anubis, he is unable to explain. He stands there, awkwardly, for a few seconds before suddenly disappearing with a blunt instruction to “shout my name if you need me.”

THE CRASH

The “Osiris” the investigators have been speaking to is actually an artificial intelligence. Due to its experimental nature, it is poorly coded and will break upon being exposed to particular logical problems it cannot solve. If a contradiction pointed out by the investigators, the resulting bugs in the A.I.’s code will cause the entire simulation to crash. This happens mere seconds after Osiris’s sudden disappearance.

Everything goes black. The investigators each slowly start to gain an awareness that they are sitting in reclining chairs, with magical helmets affixed to their heads. Investigators who were previously dead will find themselves dead once more as whatever was keeping them alive breaks along with the simulation.

Living investigators will awake to find themselves in a truly impossible room, stripped of everything: weapons, possessions, even clothing. They are surrounded by Egyptians, all in reclining chairs and all with magical (virtual reality) helmets. Whatever caused the investigators to wake up doesn’t seem to have affected anyone else. If any of the helmets are removed, the people who wore them will suddenly die. Their bodies have already passed, for the most part, anyway. This room is where Uruvians study the activity of the human brain.

The rest of the room is rife with alien magic; a core in the heart of a metallic nightmare. There is nothing recognizable in any direction. A sudden awareness of the myriad flashing lights and noises will overwhelm the investigators. They will each lose 1/1d10 **Sanity** simply from existing in the room.

AKHENATEN UNVEILED

Sitting in the corner of the room is a large glass sarcophagus containing the king. He is laying prostrate, with his arms crossed. His body looks strange, his arms and legs are odd and spindle-thin, but it is quite clearly him. He is connected to various glass tubes and other magical implements.

This is the Uruvian’s backup king. They keep DNA of Akhenaten in case of his death. Then, they are

able to rapidly grow a new human using the DNA. However, the Uruvians had to use the entirety of the backup DNA to create the third clone. The Uruvians can only use DNA from living flesh to create new clones, so if this version of the king were to die, that would be it. He would be dead, once and for all.

If the investigators approach the king’s body, they will be interrupted by a sudden voice echoing through the room. “Hang on there,” it says. “Don’t go any closer. Let’s just talk about this...”

A FRIENDLY CHAT

The Uruvian in charge of studying human brain activity is on the intercom, using a high-tech piece of software to translate his voice into Egyptian in real time. He has sent a group of guards with ray guns to deal with the investigators. However, the Aten is quite large and it will take several minutes for the guards to arrive. In the meantime, the voice will attempt to stall the investigators for as long as possible. It may disguise this stalling as revelation, even going so far as to tell the investigators that they are on “an interstellar vessel”, which is like a boat that travels between dimensions.

The voice may go on to admit to using “magic” in an attempt to trick the investigators into thinking they died. The voice then pauses for a minute, with whoever is on the other end of the line making a long noise as if they are thinking hard about something. The Uruvian scientist is attempting to come up with a lie to explain why they would trick the investigators. “We wanted to study your brains” does not seem like an acceptable explanation. A decent lie does not come to him.

The voice will go on to offer a deal to the investigators. A choice: if they leave Akhenaten alone, they will be given whatever they want. They can return to Earth with fathomless riches. Or, if an investigator wants to return to “Urun, the true land of the gods”, that could be arranged as well. Humans on Urun, the voice says, are treated like kings (this is a blatant lie). However, the voice explains, if the investigators damage the king’s body, there will be no deal, and no choice.

Insight reveals that the voice is nervous and has the telltale signs of someone who is stalling for time. The investigators will have to decide: trust the voice and accept the reward, or kill the king and put a stop to the madness. Whatever they decide to do, they will have a limited time to make their decision. The keeper might put a timer or hourglass on the table to drive home this fact. When time runs out, two to four Uruvian guards

will rush into the room. The guards possess highly advanced weaponry, and the investigators are unarmed. To put it mildly, their chances in a fight will be slim. The room does contain things that may be identifiable as doors, but it's not clear how to open them and they can't be forced. The investigators cannot escape; they will have to make a decision.

CONCLUSIONS

Akhenaten Unveiled has a number of potential conclusions. They are detailed below. Of course, Keepers who have other endings in mind may wish to simply view the conclusions listed as suggestions.

AKHENATEN MUST DIE

The investigators have decided that there will be no deal. Maybe it was something about the urgency of the voice they heard - clearly, it values this gestating king.

Although weaponless, there are any number of mysterious objects lying around that the investigators can use to break open the glass sarcophagus that contains the king. The same implements can be used to cave in his skull. Naked, and entirely unsure of what they are doing, they will have to smash the glass sarcophagus mercilessly. This scene may be reminiscent of the opening of 2001: A Space Odyssey.

Not long after the final breath fades from Akhenaten's body, a group of two to four Uruvian guards will enter the room (**Sanity Loss: 1/1d6**). The time for negotiations has passed. The resulting battle will be nearly impossible.

Kindly keepers might take pity on the players and say that, if by some miracle they win this fight, one of the guards has a device that will open a gate back to Earth. Especially cruel keepers might send in a second group of guards after the first group has perished - then another, and so on. What matters most is not that the investigators survive, but that the king does not. The future of Egypt will be saved.

THE DEAL: BACK TO EARTH

One or more investigators might wish to take the Uruvians up on their deal. Perhaps they value their lives more than the future of Egypt. Perhaps they are simply too afraid or insane not to listen to their captors.

If the investigators accept the deal, each of them can choose between returning to Earth or going to Urun. Those who choose to return to Earth will be approached

by an Uruvian dressed in white with some sort of glass thorn (a hypodermic needle). The Uruvian stabs the investigator with the thorn. The next thing the investigator knows, they are back in Egypt. The last several weeks of their life will be completely gone from their memory.

THE DEAL: BACK TO URUN

This is a bad choice.

Those who choose to return to Urun with the Uruvians will encounter an almost comedic parade of sanity-blasting horrors and end up with a truly awful fate.

Upon entering Urun's atmosphere the ship is attacked by Flying Polyps, who are trying to take over the planet (**Sanity Loss: 1/1d6**).

The ship is forced to touch down in a jungle filled with highly evolved, intelligent carnivorous plants. They make sounds like whistling and shrieking as the Dogheads mercilessly cut through them with tempered blades (**Sanity Loss: 1/1d8**).

Eventually the aliens arrive at a city. The investigator(s) are loaded into a glass vehicle and driven through the streets. Crowds of Uruvians stare at them, babbling in their alien tongue (**Sanity Loss: 1d3/1d10**).

The investigator(s) are then led into a gigantic metal complex filled with glass pods where they see captured alien species, some of which are clearly sentient and are screaming, begging for help (**Sanity Loss: 2d6/2d20**).

They are loaded into a pod. Days go by. A starving alien with sharp teeth sitting across the way stares at them hungrily. Uruvians occasionally pass through and babble meaninglessly. The investigator(s) are eventually forced to accept the fact that they are in a zoo (**Sanity Loss: 1d20/1d100**).

If, at any point, the investigator tries to escape they will likely either be shot dead by Uruvian ray guns or eaten alive by hostile fauna. There is no "beating" this conclusion. Investigators who choose it may be disappointed to find that, far from being treated like a king, they are simply doomed.

REMAINING IN THE UNDERWORLD

In this scenario, the investigators were fooled by Osiris. Perhaps they aren't familiar with the details of the Egyptian afterlife. Perhaps they are simply having an off day. No matter - the Underworld is really quite lovely.

It's a lot like Egypt, but even more beautiful. The sand is a soft red, and the sunsets are magnificent. Here, investigators can sip cool beer with deceased kings, noblemen and even sometimes the gods themselves. Interestingly, though they may have expected they would be able to find their deceased friends and relatives here, they never do.

One day, something strange happens. Someone says something odd, or they start repeating a phrase over and over again in a bizarre fashion. Then, everything goes black, and there is no more Underworld.

The keeper should "zoom out" the scene and show the investigators where they truly were - in a room, on a spaceship, with a virtual reality headset on. The bodies of the investigators are gaunt and devoid of healthy flesh. An Uruvian comes by and lifts the headsets off of the investigators, then loads their lifeless corpses onto a cart. The cart makes a long journey to a boiler room, where the carcasses are incinerated.

EPILOGUE: THE KING IS DEAD

The investigators have succeeded. Akhenaten is gone. The rest of the world may never hear the tale of his death - and if they do, they may not believe it. What matters is that Egypt has been saved and history can continue along the path we are familiar with.

In the coming weeks, Tutankhaten changes his name to Tutankhamun and becomes King of Egypt. Incidentally, a few years after this, Tut dies after being accidentally impaled by a spear during a boar hunt. The one responsible for this atrocity is burned alive. And history marches on...

EPILOGUE: LONG LIVE THE KING

If the Uruvians are able to recover their clone, grow him into a complete Akhenaten, and return him to Earth, things in the coming years will get weird.

Egypt, its history, its art, and its culture will be changed irrevocably. Akhenaten goes on to become the longest reigning king in Egyptian history. Tales of his magical control over fire and life itself inspire massive hordes of followers to convert to the Cult of Aten. The specific consequences in terms of creating an alternate history are too theoretically vast to be listed here, but a

few suggestions are provided.

- The Uruvians become more guarded, preventing future assassination attempts from succeeding. Akhenaten becomes a legendary king who leads an unnaturally long life, and the prophet of a new religion. Tutankhamun never becomes king. Future kings are all puppets of the Uruvians.

- Egypt becomes uniquely suited to stand up to invasions from Persia, Greece, and Rome. As such it remains a powerful independent empire throughout history.

- Atenism could become so powerful that it replaces Christianity or another world religion in the modern day.

- Historic figures who invaded Egypt will likely either not exist or be completely changed. Perhaps Alexander the Great becomes a devotee of Aten?

- Whatever happens in the future, it will be stained with the grubby fingerprints of alien interference. History, though it is forever changed, marches on...

THE END



GLOSSARY AND APPENDICES

GLOSSARY

Note: Not every word defined below comes up in the scenario, but all are good to know for general storytelling in Ancient Egypt.

Cubit - An Ancient Egyptian unit of measurement roughly equivalent to the length of an average forearm (44 centimeters, or 18 inches).

Demotic - Demotic Egyptian was the common spoken and written language in Ancient Egypt. The writing loosely resembles Arabic. The term is used to differentiate it from hieroglyphic Egyptian.

Hieroglyphic - A form of pictorial writing used by priests and nobility. Often used for legal and/or spiritual writing.

Khopesh - A curved sword, usually cast in bronze, that is used throughout Egypt.

Lapis - A mineral that can be used to create dyes of soft blue. The presence of blue paint in temples and homes indicates the use of lapis - a rare and expensive material. Because of this, rich people will use blue paint to show off how rich they are.

Nemes - The iconic striped headcloth worn by Egyptian kings.

Pharaoh - a term meaning “great house”. Originally referred to the estate of the king, but its meaning has been adapted to refer to the king of Egypt himself. *Those striving for historic accuracy are discouraged from using this term, and it is not used in the scenario.*

Scribe - Someone, usually a noble man, who has learned to read and write and who does it for a living. The best scribes can read and write in both demotic and hieroglyphic script.

Vizier - A high ranking Egyptian official, usually in charge of one or multiple towns. Can also be thought of as a vassal.

APPENDIX A: STATISTICS FOR NPCs AND MONSTERS

Hungry Crocodile, *Terror of the Nile*

STR 150 CON 50 SIZ 120 DEX 30 APP -
EDU - INT 10 POW 10 SAN - HP 17
DB: +2d6 Build: +3 Move: 8 MP: 6

Combat

Bite 40% (Damage: 1d4+2d6)

Dodge 15%

Armor: 2 points of thick hide

Note: Once the crocodile loses more than half of his hit points, he runs back into the river and swims away.

Seker, *Deranged Priest of Aten*

STR 50 CON 60 SIZ 35 DEX 45 APP 40
EDU 25 INT 50 POW 60 SAN 12 HP 9
DB: 0 Build: 0 Move: 9 MP: 12

Combat

Dagger 40% (Damage: 1d4)

Dodge 22%

Spell: Command Crocodile

Spell Description: The caster commands a crocodile to obey a single command. The command is answered naturally, the crocodile moving by natural means towards the caster. The target is compelled to obey one order by the caster, even attacking its own kind. Upon completion of the command the target is freed and cannot be compelled again for one day. The caster's command must be simple, specific, visualized, and limited in duration. The target will begin to act in the round following the spellcasting, and the spell will diminish and end once the task is complete or over the course of 1D10+5 minutes—whichever is sooner. This spell costs 1 Magic Point and 1d3 Sanity Points to cast.

Nefertiti, *The Beautiful Queen of Egypt*

STR 45 **CON** 55 **SIZ** 40 **DEX** 60 **APP** 90
EDU 60 **INT** 55 **POW** 75 **SAN** 35 **HP** 9
DB: 0 **Build:** 0 **Move:** 9 **MP:** 15

Combat

Unarmed 40% (Damage: 1d3+db)
Dodge 30%

Spell: Flames of the Dog Star

Spell Description: A blue fireball shoots forth from the hand of the caster, blasting a target within 30 feet. The target takes 1d8 damage and must make a **Luck** roll to avoid catching on fire. Once on fire, the target takes 1d6 fire damage each round until they manage to put the fire out. The spell costs 1 Sanity Point and 3 Magic Points each time it is cast.

Skills: Charm 70%, Civics 65%, Empire (Egypt) 80%, Fighting (Brawl) 40%, R&W (Demotic) 50%, R&W (Hieroglyphic) 30%, Status (Egypt) 95%

Generic Akhetaten Guard, *Humble Lawman*

STR 60 **CON** 40 **SIZ** 60 **DEX** 50 **APP** 40
EDU 10 **INT** 45 **POW** 40 **SAN** 40 **HP** 9
DB: 0 **Build:** 0 **Move:** 8 **MP:** 8

Combat

Spear 55% (Damage: 1d6+db)
Bow 45% (Damage: 1d6+1/2db)
Dodge 25%

Armor: 1 point of patchwork leather

Skills: 45% Fighting (Spear) 55%, Intimidate 30%, Ranged Weapons (Bow) 45%, Spot Hidden 45%

Ziyad, *Inebriated General in the King's Army*

STR 70 **CON** 65 **SIZ** 75 **DEX** 70 **APP** 55
EDU 25 **INT** 60 **POW** 40 **SAN** 40 **HP** 14
DB: +1d4 **Build:** 1 **Move:** 7 **MP:** 9

Combat

Spear 70% (Damage: 1d6+db)
Dodge 55%

Skills: Dodge 55%, Fighting (Brawl) 40%, Fighting (Spear) 70%, Intimidate 55% Spot Hidden 45%

Methusuphis, *Repulsive Merchant*

STR 30 **CON** 55 **SIZ** 80 **DEX** 35 **APP** 40
EDU 40 **INT** 70 **POW** 45 **SAN** 45 **HP** 13
DB: 0 **Build:** 0 **Move:** 7 **MP:** 8

Combat

Unarmed 40% (Damage: 1d3+db)
Dodge 17%

Skills: Accounting 60%, Appraise 65%, Fast Talk 50%, Fighting (Brawl) 40%, R&W (Demotic) 40%

Kashto, *Devoted Priest of Amun*

STR 60 **CON** 45 **SIZ** 65 **DEX** 65 **APP** 40
EDU 50 **INT** 70 **POW** 75 **SAN** 75 **HP** 11
DB: +1d4 **Build:** 1 **Move:** 8 **MP:** 15

Combat

Dagger 60% (Damage: 1d4+db)
Dodge 32%

Skills: Empire (Egypt) 80%, Fighting (Brawl) 60%, First Aid 40%, Insight 60%, Natural World 65%, R&W (Demotic) 40%, Spot Hidden 50%, Stealth 35%

Note: Because Kashto is a young priest, he has yet to learn how to read and write hieroglyphics.

Generic Jackal, *Alien Experiment Gone Horribly Right*

STR 55 **CON** 10 **SIZ** 20 **DEX** 80 **APP** -
EDU - **INT** - **POW** 10 **SAN** - **HP** 3
DB: -1 **Build:** -1 **Move:** 8 **MP:** 8

Combat

Bite 45% (Damage: 1d3+db)
Dodge 40%

Sanity loss: 1/1d4

Note: Jackals are unthreatening on their own. However, guards will often patrol with small packs of 3 to 5 of the beasts. They can be excellent at chipping health away from investigators.

Generic Cultist, *Devotee of Aten*

STR 45 **CON** 50 **SIZ** 45 **DEX** 60 **APP** 50
EDU 15 **INT** 40 **POW** 60 **SAN** 35 **HP** 9
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12

Combat

Dagger 40% (Damage: 1d4)
Dodge 30%

Skills: Empire (Egypt) 40%, Fighting (Brawl) 50%, Intimidate 35%, Listen 40%, Spot Hidden 50%

Akhenaten, *Egypt's Puppet King*

STR 80 **CON** 90 **SIZ** 70 **DEX** 65 **APP** 30
EDU 70 **INT** 75 **POW** 75 **SAN** - **HP** 16
DB: +1d4 **Build:** 1 **Move:** 8 **MP:** 15

Combat

Khopesh 65% (Damage: 1d8+db)
Dodge 40%

Armor: 2 points of bio-fiber skin weave

Spells: Command Crocodile, Flames of the Dog Star

Skills: Civics 75%, Cthulhu Mythos 5%, Empire (Egypt) 80%, Fighting (Brawl) 65%, Intimidate 60%, R&W (Demotic) 60%, R&W (Hieroglyphic) 45%, Ride Horse 50%, Persuade 65%, Status (Egypt) 99%

Generic Uruvian Guard, *Hulking Alien Terror*

STR 100 CON 80 SIZ 120 DEX 60 APP -
EDU 75 INT 80 POW 60 SAN - HP 20
DB: +2d6 Build: 3 Move: 7 MP: 12

Combat

Ray Gun 50% (Damage: 2d6+4)
Unarmed 35% (Damage: 1d3+db)
Dodge 30%

Armor: 3 points of modern body armor

Skills: Computer Use 30%, Fighting (Brawl) 35%, Firearms (Handgun) 50%, Intimidate 60%, Listen 70%, Spot Hidden 45%

Sanity Loss: 1/1d6

Generic Uruvian Scientist, *Hulking Alien Academic*

STR 80 CON 80 SIZ 120 DEX 50 APP -
EDU 95 INT 90 POW 60 SAN - HP 20
DB: +1d6 Build: 2 Move: 7 MP: 12

Combat

Scalpel 30% (Damage: 1d4+db)
Dodge 25%

Armor: 2 points of bio-fiber skin weave

Skills: Computer Use 60%, Fighting (Brawl) 30%, Science (Xenobiology) 90%, Spot Hidden 35%

APPENDIX N

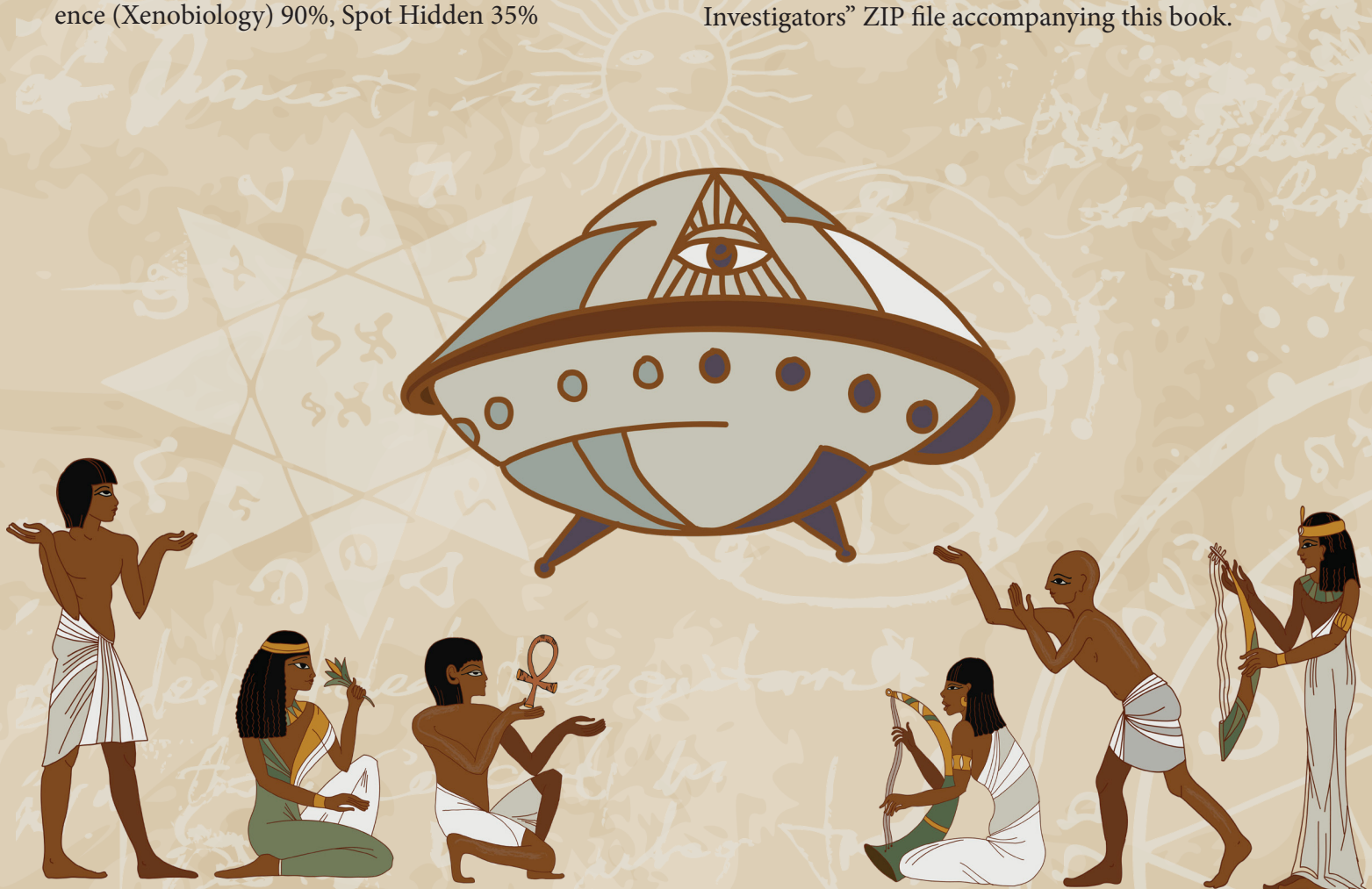
An Appendix N is a list of works of media that inspired another work of media, particularly a tabletop game.

The Appendix N for Akhenaten Unveiled consists entirely of music the author was listening to when he wrote it. Or, if you prefer, it's an *Appendix M* (the M stands for mixtape). Enjoy!

- *Ancient Aliens* - Lemon Demon (2016)
- *As the End Draws Near* - Arcana (2012)
- *Friend, You Will Never Learn* - Forest Swords (2013)
- *The Man Who Sold the World* - David Bowie (1970)
- *Moon Rocks* - Talking Heads (1983)
- *Peace Beneath the City* - Iron and Wine (2007)
- *Slippery People* - Talking Heads (1983)
- *Walk Like an Egyptian* - The Bangles (1986)

APPENDIX B: PREGENERATED INVESTIGATORS

The following pages contain abbreviated statistics for the investigators created for Akhenaten Unveiled. Full PDF character sheets can be found in the "Pregenerated Investigators" ZIP file accompanying this book.



BENTANATH



Bentanath, *Charming Medicine Woman*

STR 55 **CON** 70 **SIZ** 55 **DEX** 25 **APP** 70
EDU 70 **INT** 55 **POW** 45 **SAN** 45 **HP** 12
DB: 0 **Build:** 0 **Move:** 8 **MP:** 9 **Luck:** 65

Combat

Bow 60% (Damage: 1d6+1/2db)
 Unarmed 25% (Damage: 1d3+db)
 Dodge 12%

Skills: Charm 65%, Empire (Egypt) 55%, Fighting (Spear) 30%, First Aid 70%, Medicine 70%, Natural World 60%, Ranged Weapons (Bow) 50%, R&W (Demotic) 40%, Spot Hidden 45%, Status (Egypt) 5%, Stealth 40%

BENTANATH'S BACKSTORY

Personal Description: Attractive, with colorful clothes and thick, curly hair.

Traits: Her biggest weakness is her clumsiness, which has earned her the nickname "Benta Butterfingers".

Ideology/Beliefs: A follower of the old Egyptian gods. Otherwise, left up to the player.

Life Event: In her youth, when Memphis was receiving a visit from Amenhotep III, Bentanath heard the king coughing and gave him an herbal remedy which some say saved his life.

Significant People: Her father, mother, and two sisters. Her large circle of friends and colleagues in Memphis.

Meaningful Locations: The Mediterranean beaches at Alexandria.

Treasured Possession: Make-up palette with gold filigree.

KHENDJER



Khendjer, *Cowardly Architect*

STR 55 **CON** 70 **SIZ** 55 **DEX** 25 **APP** 45
EDU 70 **INT** 70 **POW** 45 **SAN** 45 **HP** 12
DB: 1d4 **Build:** 1 **Move:** 8 **MP:** 9 **Luck:** 50

Combat

Javelin 60% (Damage: 1d8+db)
 Hammer 35% (Damage: 1d4+db)
 Dodge 22%

Skills: Art/Craft (Architecture) 75%, Civics 50%, Empire (Egypt) 70%, Fighting (Brawl) 35%, Listen 45%, Persuade 60%, Ranged Weapons (Bow) 30%, Repair/Devise 70%, Spot Hidden 55%, Status (Egypt) 5%, Stealth 35%, Throw 70%

KHENDJER'S BACKSTORY

Personal Description: An intelligent man with a shiny bald head.

Traits: Though he tries to hide it, Khendjer is often nervous and fearful.

Ideology/Beliefs: A follower of the old Egyptian gods. Otherwise, left up to the player.

Life Event: Khendjer assisted in the building of the tomb of Amenhotep III and gained recognition for spotting and fixing a weak area of the tomb's construction no one else saw.

Significant People: His daughter Kiya, his friend Wen-nefer, and his two parents who are sadly now deceased.

Meaningful Locations: The banks of the Nile, where he enjoys pitching rocks into the water as hard as he can.

Treasured Possession: An ornately decorated bronze cubit.

NAKHTMIN



Nakhtmin, *Disciplined General*

STR 70 CON 60 SIZ 70 DEX 40 APP 45
 EDU 40 INT 55 POW 45 SAN 45 HP 13
 DB: 1d4 Build: 1 Move: 8 MP: 9 Luck: 60

Combat

Khopesh 75% (Damage: 1d8+db)
 Shield 40% (Damage: 1d4+db)
 Dodge 20%

Armor: 2 (patchwork leather and cowhide shield)

Skills: Empire (Egypt) 55%, Fighting (Brawl) 75%, First Aid 50%, Insight 55%, Intimidate 45%, Persuade 35%, Shield 40%, Spot Hidden 45%, Status (Egypt) 10%, Stealth 40%

NAKHTMIN'S BACKSTORY

Personal Description: Nakhtmin is tall and commanding - a man with the makings of a king. He is likely to adopt a position of leadership among the investigators.

Traits: Takes things a bit too seriously, loves the old gods, admires order and structure.

Ideology/Beliefs: A follower of the old Egyptian gods. Otherwise, left up to the player.

Life Event: Nakhtmin has won several combat tournaments in Ineb Hedj (Memphis), which once caught the attention of the former king, Amenhotep III.

Significant People: His wife. Also Bentanath, a medicine woman who once served in Nakhtmin's unit and saved his life.

Meaningful Locations: The white sun-baked temples of Ineb Hedj.

Treasured Possession: A gold ring gifted to him by his father.

NAUNET



Naunet, *Sly Vizier*

STR 60 CON 50 SIZ 50 DEX 45 APP 70
 EDU 85 INT 80 POW 75 SAN 75 HP 10
 DB: 0 Build: 0 Move: 8 MP: 15 Luck: 45

Combat

Khopesh 60% (Damage: 1d8+db)
 Dagger 60% (Damage: 1d4+db)
 Dodge 35%

Skills: Accounting 30%, Charm 55%, Civics 60%, Dodge 35%, Empire (Egypt) 75%, Fast Talk 45%, Fighting (Brawl) 60%, First Aid 40%, Insight 30%, Listen 55%, R&W (Demotic) 35%, Status (Egypt) 30%, Stealth 50%, Swim 45%

NAUNET'S BACKSTORY

Personal Description: A fair young woman in fine dress. As a vizier serving Ankhuf of Waset, she is a rare woman of power in Egypt.

Traits: Charming, intelligent, self-assured, devoted.

Ideology/Beliefs: A follower of the old Egyptian gods. Otherwise, left up to the player.

Life Event: She was appointed vizier of Deir el-Medina, a village near Waset after her father, the previous vizier, passed away. Now, she is Ankhuf's vassal.

Significant People: Her citizens, her mother, and her several suitors; Naunet's next goal in life is to settle down and continue her lineage.

Meaningful Locations: The streets of her home village, Deir-el Medina.

Treasured Possession: Her father's old hookah pipe.

QALHATA



Qalhata, *Fanatical Warrior*

STR 80 CON 80 SIZ 65 DEX 75 APP 55
 EDU 35 INT 60 POW 45 SAN 45 HP 14
 DB: 1d4 Build: 1 Move: 9 MP: 9 Luck: 45

Combat

Sturdy Spear 75% (Damage: 1d8+db)
 Bow 70% (Damage: 1d6+1/2db)
 Dodge 50%

Armor: 1 point of patchwork leather

Skills: Dodge 50%, Empire 35%, Fighting (Brawl) 60%, Fighting (Spear) 75%, First Aid 45%, Insight 45%, Intimidate 50%, Listen 75%, Ranged Weapons (Bow) 70%, Spot Hidden 75%, Track 35%

QALHATA'S BACKSTORY

Personal Description: Tall, broad-shouldered, and intelligent, Qalhata would have all the makings of a military general were it not for the fact that she is a woman.

Traits: Fanatic about religion, almost to the point of annoyance, she sees herself as a "holy warrior".

Ideology/Beliefs: Absolute, unquestioning devotion to the old Egyptian gods. Otherwise, left up to the player.

Life Event: At a young age, Qalhata shouldered her way into the royal guards' tournament and did very well. Since then she has been an occasional royal operative.

Significant People: Amenhotep III, also her father and mother (sadly now deceased) and Naunet, whom she looks up to greatly despite being taller.

Meaningful Locations: The desert or the river at night, when the stars loom overhead.

Treasured Possession: Her Khopesh, which was gifted to her directly by Amenhotep III.

WENNEFER



Wennefer, *Kleptomaniacal Spy*

STR 55 CON 70 SIZ 55 DEX 75 APP 55
 EDU 60 INT 75 POW 45 SAN 45 HP 12
 DB: 0 Build: 0 Move: 8 MP: 9 Luck: 60

Combat

Bow 50% (Damage: 1d6+1/2db)
 Dagger 45% (Damage: 1d4+db)
 Dodge 37%

Skills: Art/Craft (Disguise) 65%, Charm 50%, Civics 20%, Fast Talk 75%, Fighting (Brawl) 45%, Insight 45%, Listen 50%, Ranged Weapons (Bow) 50%, Sleight of Hand 70%, Spot Hidden 45%, Status (Egypt) 3%, Stealth 65%

WENNEFER'S BACKSTORY

Personal Description: A mousy young lad, often stricken by kleptomania. He would likely be a thief had he not been made a royal spy by the old king.

Traits: Can't resist pilfering valuable trinkets, takes few things seriously.

Ideology/Beliefs: A follower of the old Egyptian gods. Otherwise, left up to the player.

Life Event: Wennefer's family has been close with the king for generations. On one family outing, Amenhotep III caught a young Wennefer stealing silverware and offered him a job as a spy.

Significant People: Amenhotep III, also his parents and several siblings, and his good friend Khendjer the architect.

Meaningful Locations: Luxor Temple, where Wennefer has been for many family outings and meals.

Treasured Possession: His hoard of shiny objects.