

Akhamet

CAMPAIGN SETTING



F O E
FIRST ONES ENTERTAINMENT





Akhamet

the dying Pharaoh

Campaign Setting

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AKHAMET

Akhamet is not Egypt. Its gods, peoples, legends, cities and stories are quite different. While this campaign setting is inspired and draws a lot from Egyptian folklore, it is not.

HISTORY

RISE OF PHARAOH

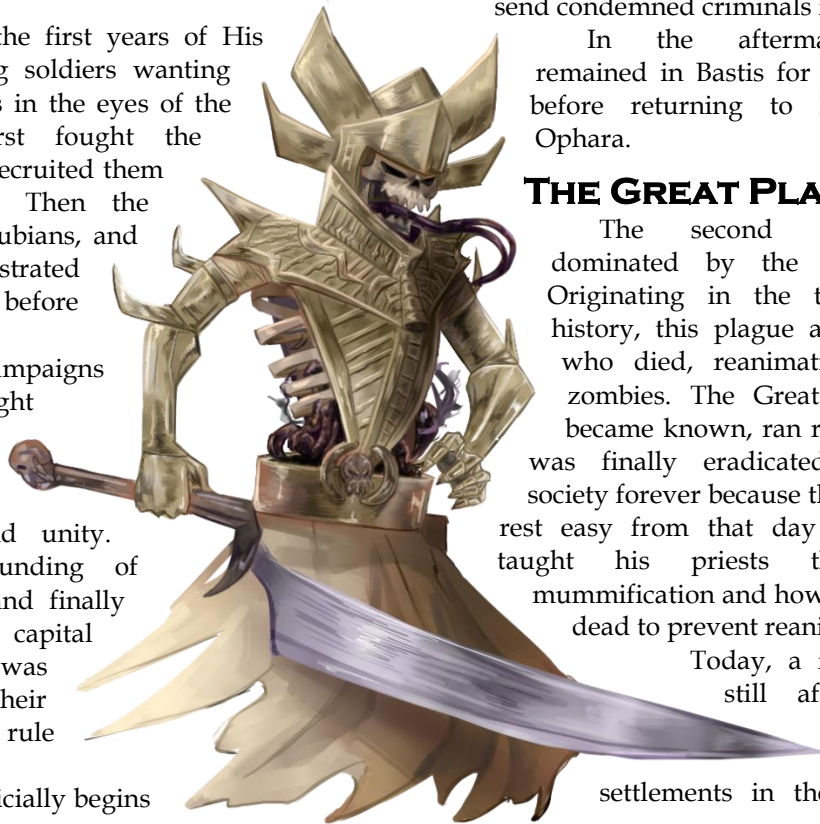
History records little before the rise of Pharaoh. Spotty records appear on cracked plaster in lost tombs and ruins swallowed by the desert. Oral traditions speak of a time when all of Akhamet was green, verdant and fertile year-round and of unheard tyranny and oppression. These are little more than children's tales.

Pharaoh looked down from Heaven and saw his people were hurting, divided and without guidance. Undead horrors roamed the land, spreading death and misery. Pharaoh knew they needed His leadership and He took the form of a man to unite, lead, and guided His people.

He spent the first years of His reign gathering soldiers wanting to be righteous in the eyes of the gods. He first fought the khemites and recruited them to his cause. Then the gebites, the anubians, and all others prostrated themselves before Him.

These campaigns first brought desolation but also purpose, prosperity, and unity. With the founding of Ophara, the land finally had a central capital and a city that was built just for their new king to rule them.

History officially begins



with the founding of Ophara and the establishment of the first set of writing, the codification of hieroglyphics.

THE GREAT RAID

In the first century, an army of creatures from other planes, called the Horyrehmet, invaded Akhamet at the head of vast armies of monstrous creatures. They commanded those around them and were beyond brutal and ruthless.

The Horyrehmet army besieged, captured, and plundered the city of Bastis. Pharaoh gathered His armies and moved against the beleaguered city. Undefeatable as the Sun above, Pharaoh swept the invaders, crushing them without mercy. He had them splayed in the desert where the desert burnt their black skins and destroyed them all.

Pharaoh entered the city turned to a necropolis, its former inhabitants now rotting corpses and undead abominations. It took years to clear the city and make it habitable again. To this day, the necropolis is a place where judges send condemned criminals for execution.

In the aftermath, Pharaoh remained in Bastis for over a century before returning to His home in Ophara.

THE GREAT PLAGUE

The second century was dominated by the Great Plague. Originating in the tombs of pre-history, this plague affected anyone who died, reanimating them into zombies. The Great Plague, as it became known, ran rampant until it was finally eradicated. It changed society forever because the dead did not rest easy from that day forth. Anubis taught his priests the rites of mummification and how to embalm the dead to prevent reanimation.

Today, a few places are still affected by it, typically in lost settlements in the desert. Such



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areas are overrun by shambling zombies.

In response, Pharaoh ordered the creation of military units that would serve the dual purpose of fighting the rising dead and keep the roads safe. Having a force that proactively sought out the rise of the undead and put a stop to them brought safety to Akhamet.

RULE OF THE ROYAL HAREM

The third century saw a rise in the power of the Royal Harem, with Pharaoh's wives forming the high clergy and the central administration. With His wives firmly in control, nepotism ran rampant, qualified officials were replaced by spoiled and incompetent favorite children.

Though the empire continued because of its expansive bureaucracy, the Royal Harem's initial unity devolved with internal rivalries and in-fighting. The doctrine of the faith broke down and contradictory information circulated. Many smaller cults to Pharaoh trace their founding to this period, most naming one of more of His wives as their founder and benefactor. A unification of the faith has not existed since.

NEFERHEKET, THE BLOODY QUEEN

The infighting ended when queen Neferheket seized power by eliminating her rivals and bringing the numbers of the Royal Harem to little more than a hundred from ten thousands.

A woman of ambition, she was both one of His wives and His head priestess, ousting the male clergy from the upper echelons. She enforced His laws with zeal, repressing the cult of Seth and Sobek. She enslaved all foreigners who did not swear immediate and eternal allegiance to Pharaoh. Foreigners became slaves overnight and those taken by her secret police formed the labor force that built her pyramid.

She commanded the building of a massive pyramid built to house her and her children upon their passing. The records show that she passed during childbirth, giving Pharaoh a seventh son. However, it is generally agreed that intrigue was involved.

In the days following her passing, a new prime minister took over and ordered the separation of the Royal Harem and the clergy, preventing His wives from occupying high

ranking positions in the government. From this day forth, most wives spent their day in idle pursuits, away from the workings of the government.

THE SEA PEOPLE

Beginning in the late third through the early fifth century, barbarian invaders from the sea, the Peleset, came to Akahamet with greater frequency. The first groups settled peacefully on the uninhabited islands and they traded with Akhameti fishermen and merchants.

As their numbers grew, the barbarians organized, turning their outposts into a confederation supporting their armada. The barbarians founded the village of Katamun.

From Katamun, they led an army that conquered Khemaphis after a two year siege. They controlled the flow of goods up the Fork River. Their army swelled as new arrivals joined them and the barbarians pushed north to Onoris.

The re-conquest of the stolen lands began in the East, when Amenefre, a minor son of a powerful ubasti family, took command of the fleet and sailed against the Peleset. Concentrating his efforts against the island settlements, he cut the supplies to the land cities preventing the barbarians from conducting an effecting campaign.

At the Battle of Bone Island, he caught the enemy fleet by surprise and sunk over half their fleet. With the enemy routed, Amenefre was slain by a stray arrow as he ordered his fleet to break up and destroy the enemy. The victory led to the rapid fall of all lands under barbarian control.

To celebrate the victory, Pharaoh ordered a great white pyramid built to the honor of the empire's greatest admiral.

THE EASTERN FAMINE

In the sixth century, a great famine struck the land east of Ophara. The harvests were weak throughout Akhamet. Whereas the western settlements barely fed themselves and Ophara, the eastern provinces fared even worse.

By the time the rains came, many settlements were filled with shambling dead. Because of the lack of funerary rites, even more





died the following year to the rising undead hordes. Pharaoh sent his High Priestess, Princess Hapochet to destroy the threat.

The Princess spent a year in the east, leading an army of priests on campaign, fighting against shambling hordes. With the campaign winding down, she wrote to her father demanding she be allowed to create a great canal to ensure the East had water year-round. Receiving approval, the Princess spent the rest of her life in the East working on the Grand Canal and the levees on the Sunrise River that now bears her name.

FIVE DAY ECLIPSE

One year before the end of the millennium, the Moon eclipsed the Sun for five full days. This astrological phenomenon took the empire's greatest astrologists by complete surprise. For a full five days and six nights the Sun remained hidden. The temperatures plummeted and creatures of the night stalked the land.

Across Akhamet, armies of ghouls and blood-sucking creatures called Sekhmeti emerged from ancient necropolis and hidden underground bases to fall on an unsuspecting Akhamet. Entire settlements fell, growing the army of reanimated dead.

Their leader was Queen Hatshepdjet, a sekhmeti of great power. From the palace in Ubasti, the Queen declared that after a millennium of rule by the Sun, the new era would be one where Khonsu ruled unchallenged. She announced the death of Pharaoh and that the Sun would never be seen again in the sky. She declared this the era of Khonsu.

At the head of a small band of brave heroes, Prince Ankhsut broke into the Queen's palace and confronted her. After a long battle, the prince slew her with his magical khopesh, Morninglight. Before the Queen of the dead's body hit the ground, the sun emerged from behind the moon, reclaiming its hegemony and heralding a new millennium under Pharaoh's benevolent rule.

PRINCE RAMERIANKHNAS

In the fourteenth century, a new plague caused by widespread rebellion led to famine

and rampant banditry across Akhamet. Pharaoh raised an army but his enemies refused to do battle, preferring to scatter to the winds.

Prince Rameriankhnas proposed a novel idea: split the army into many smaller columns and hunt down the rebels. These smaller armies would move faster and could spread a wider net against Pharaoh's enemies. Pharaoh agreed and formed seven armies he sent throughout Akhamet.

The retid-gebite was the most glorious of them, retaking no less than twenty towns and cities and defeating an undead horde. For his efforts, Pharaoh named him Lord-General, a title he kept until his death a decade later.

KELEK THE NECROMANCER

During the 18th century, a foreigner called Kelek landed in Anupolis from parts unknown. Reclusive and unwilling to allow himself to be represented in monuments, his vast knowledge of arcane magic brought him to the attention of the high priests.

After spending a year working for the church, crafting wards and traps to protect the Hundred Pyramids. Part of his work, he spent time examining the tombs, their layout, and the traps designed to prevent robbery. His book "*Protecting the dead*" is still the ultimate reference in how to build the best and most dangerous traps with brutal and effective improvements.

Summoned to Ophara, he became the darling of the court and given wives and a palace. For the next decade, he traveled throughout Akhamet cataloguing and charting abandoned settlements, including spending much time in Algazan and the Misty Dunes.

Then one night, his nature and true motives were revealed. Kelek was a horyrehmet and a necromancer. During an eclipse, thousands of demons burst out of their tomb and fell on the unsuspecting cities of Akhamet. In a coordinated effort, he besieged Ophara a demon army gated in from his palace.

Only the timely appearance of Pharaoh rallied His forces and defeated the necromancer. As the living and the dead fought in the streets of the capital, Kelek and his palace vanished,



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leaving a crater behind. Their general gone, the undead army was defeated in a week.

The effort taxed Pharaoh because the following decade was the coldest in recorded history, the desert receding in places.

TWO-DAY ECLIPSE

The dawn of the second millennium once again brought a darkening of the Sun that lasted two days. Once again, the dead emerged but this time they did not have united leadership and they were defeated within a matter of weeks.

In the aftermath of the Two-Day Eclipse, teleportation magic began to behave oddly. The network of obelisks experienced mishap after mishap. Powerful spellcasters reported teleportation magic suffered from the same impediments. Research is on-going as to the cause.

BARBARIANS

From the 21st century on, barbarian raids become more common. The barbarians are not interested in conquest, only in plunder and slaves. The barbarian armies are well-trained but poorly equipped for the heat and climate of Akhamet.

They use lightning-quick attacks to take any garrison by surprise and vanish by land or sea before an effective counterattack can be mounted. Support by cults of Seth or Tawaret remains unproven.

The last major raid was in 2404 when a barbarian fleet established beachheads near Anupolis. From there, they launched raids against the less defended interior. Pharaoh's armies defeated the barbarians, forcing them to abandon their colonies. The barbarian fleet sailed away with much of their plunder and slaves, vanishing over the horizon.

PHARAOH IS DYING

As a god, Pharaoh is immortal, divine, eternal, and cannot die. No one would dare mention such a thing out loud, for this would be heresy. The priests burn heretics on great pyres, denying them access to the Afterlife.

He always led Akhamet with a firm but kind hand. The entire governmental

bureaucracy is predicated on that assumption. For many years, he has taken less of an active hand in the affairs of state, deferring to his wisest ministers and nomarchs to handle the day-to-day operation.

For last five years, a persistent and heretical rumor circulated: Pharaoh is dying, suffering from an affliction beyond the means of mortals to heal.

At first, the authorities repressed such gossip vigorously, but as times went by, stories, prophecies and ancient tales circulated; half-spoken prophecies of a time when Pharaoh would leave the world behind and return to live among the gods.

RECENT EVENTS

This is the year 2438th of Pharaoh's rule.

At the beginning of the year, the high priests confirmed the rumors, Pharaoh was ill and their magic could not heal Him. The gods revealed that a group of chosen could decide His fate. Since that time, the priests search for the chosen ones.

With the uncertainty of Pharaoh's situation, many Princes prepare for a civil war to determine who will inherit, or take, the throne. Most want to keep Akhamet as it is, with as little disruption as possible. Some nobles see this as an opportunity to break the power of the priests and give power to secular authorities.

A few priests speculate Pharaoh's condition is due to a war in the Heavens, as the gods battle against barbarian gods wanting to take over Akhamet. A large force of barbarians appeared along the northern border, near the Burning Crown. Pharaoh has yet to name a general in His absence and the whole empire is paralyzed. Factions inside the empire contemplate a time when Pharaoh is gone and a new emperor will rule. Each wants to find the chosen successor to make themselves into kingmakers.

Axes and swords get sharpened.





UNIQUE ELEMENTS

AKHAMET IS NOT EGYPT

Akhamet is not ancient Egypt. The presence of active magic, the presence of different intelligent races, the gods' direct involvement in the world, and the geography are different.

Throughout its long history, ancient Egypt was a nation connected to the rest of the world.

Akhamet is an insular nation without any neighbors.

The gods themselves are named and based on the gods of Egypt. Their portfolios, domains, and attitudes are different.

AKHAMET IS LIKE EGYPT

Akhamet draws upon ancient Egypt: the architecture, appearance of the people, the people's view of the world, the desire for peace, quiet, and stability. These serve as great motivator for the people.

Its gods, peoples, legends, cities and stories are quite different. This setting is inspired and draws from its ancient folklore, cosmogony and mythology.

GOD AMONG US

Pharaoh is a living god whose home is the palace in Ophara. As the god of the Sun, He is eternal and benevolent. Any word of His immediately becomes law.

The recent announcement of His illness is unsettling for the people of Akhamet, for to speak, doubt, or wish ill of Pharaoh is to commit heresy. Therefore his current status makes most people uneasy and they avoid talking about it.

DEAD RISE

Dead bodies of humanoids and giants left

without proper funerary rites arise as undead creatures: ghastrs, ghouls, skeletons, or zombies. These creatures roam, seeking to expand the number and power of the dead.

Priests of Anubis cannot mummify everyone using the full rites, so the gods provided their priests with spell to prevent this. Necromancy as a whole is viewed with suspicion and discouraged.

PRIESTLY ADMINISTRATION

The civil service is composed of priests dedicated to one of the many gods of Akhamet. In any areas, priests rule over the populace. They serve as barristers, magistrates, scribes, and local administrators. Priests touch all aspects of life.

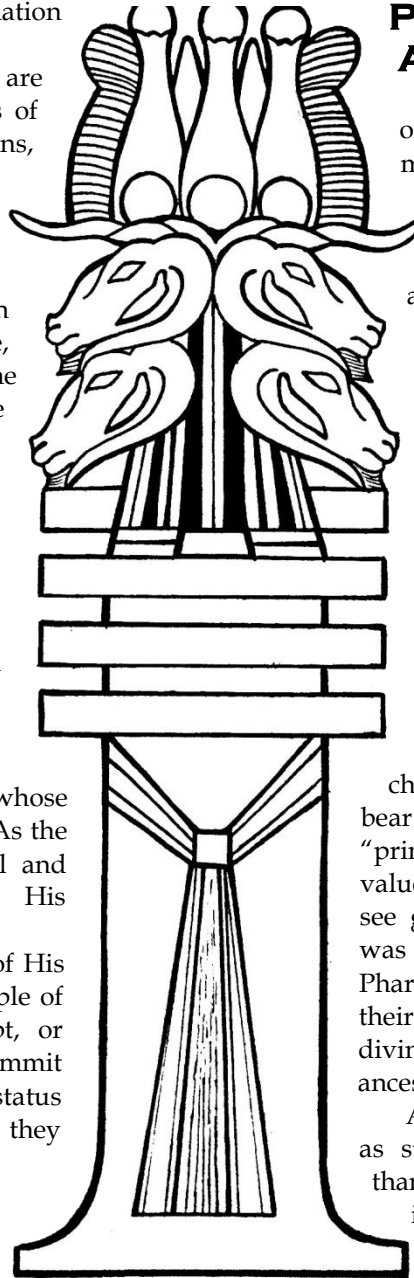
While not all priests are altruistic, their presence brought stability, peace and prosperity.

There is no concept of separation of church and state. Saying such things, could be considered seditious, almost heretical.

NO HEIR

Pharaoh has a thousand wives in his harem in Ophara, giving him thousands of children, the retids. The retids all bear the honorific title of "prince" or "princess", but the title has little value in Akhamet though foreigners see great value in it. None of them was groomed to take the throne if Pharaoh were to die. The retids spend their lives trying to reconcile their divine nature with their common ancestry.

A few princes think of themselves as successors to their father. More than a few are gathering loyal forces in case of an eventual civil war.



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Godshield Mountains

Gebaphis

Ribs of
Tawaret

Waset

Salt Desert

Algazan

Onoris

Ophara

Central Range

Khemaphis

Katamun

Bone
Island

Konenis

Seraklis

Endless Sea



Godshield Mountains

Burning Crown

Valley of Lost Princes

Misty Dunes

Totelkanse

Sun Bay

Bast's Forest

Bastis

Anupolis



Djetersekh

Zenith Woods

Stormheart Peaks

Per-Khathet

Endless Sea

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SOCIETY

Akhameti society is separated into five castes, with foreigners forming a sixth. Few people ever change from caste to another during their lives. The one exception is for those condemned into slavery for crimes.

PHARAOH

At the top is Pharaoh. He is a living god, a bridge between the gods and mortals. His will is absolute, benevolent, righteous, and unarguable. Whenever Pharaoh speaks or gives a command it is executed without question.

Pharaoh appears as a tall man with striking features of the same race as the beholder with a golden aura. Regardless of the medium of representation, everyone recognizes His image. Only a few of his children can look at him for longer than a few moments without being dazzled, much like looking at the Sun.

Because of his divine status, Pharaoh does not interact with His people on a daily basis. He leaves the day-to-day to His priests, speaking out only when He desires. He does not hold court or attend any public or social function. He calls upon His many wives at night but does not share His personal thought with them.

ROYAL FAMILY

Pharaoh has a harem of a thousand wives, of every race in Akhamet and beyond. His divine essence allows Him to breed with His wives, regardless of their race. There are princes with the divine spark of Pharaoh among every community. Together, they are called the Retids.

His children form the royal family and have the title of Prince or Princess. Since Pharaoh is eternal, none of his children will ever succeed Him. Their title does not pass to their children, and as just a way to present one's lineage. Pharaoh marries His children to high-ranking priests, favored nobles, or foreign leaders with whom He wishes to form alliances. His children are, without exception, comely, healthy and physically gifted.

Many princes have a natural affinity for war and Pharaoh often names one of His children to lead His armies when He is not present.

PRIESTS

The priests form the public service and ensure His will and decrees are known and obeyed by all. Priests serve as scribes, magistrates, arbiters, teachers, moneychangers and tax collectors. A settlement is only recognized as such when a priest is assigned to oversee it.

Clergymen are leaders of their communities and the face of the state. Regardless which deity they worship, the average person defers to them out of habit.

The High Priests are a sub-caste that forms the close entourage of Pharaoh. Ever since His illness began, the High Priests prevent anyone from having access to Him directly. This includes His wives and His children.

In the major nomes (cities), joining the ranks of the priesthood requires years of dedication and study. In rural and poorer areas, the process is less formal and much quicker.





NOBLES

The nobility are those born of higher ranks or into great wealth. Most nobles either descend from Pharaoh or from someone He appointed to a post, sometimes ages ago.

Nobles organize the peasants and keep them in line, serving as the lowest tiers of the administration. They collect taxes for the priests and making sure things runs smoothly. Many are tasked with protecting the priests and defending the cities. Although there is no official standing army in Akhamet, the nobility is often tasked with training and mustering troops.

Poor nobles have to tithe with the freemen, something that is major to their prestige.

FREEMEN

Freemen of Akhamet are the artisans, craftsmen, boatmen, merchants, sailors, and farmers. These tasks are considered sacred, holy and beneficial to all.

Every year, freemen must engage in two months of free labor for the government, called the tithe. These tasks include public works such as construction, road maintenance, and irrigation improvements. Freemen are tasked with overseeing slaves as taskmasters.

During this tithe, no debts can be collected against the freeman and all his expenses are covered by the government, particularly food. When a freeman must serve his tithe depends on the local nobility.

Peasants whose works make them extremely prosperous may join into the nobility.

SLAVES

Slaves are the lowest caste of people in Akhamet. A slave belongs to someone and must ply the trade imposed upon him. Slaves with particular training may be granted their freedom, allowing them to join the ranks of the freemen, however such action is rare. Priests, nobles, and peasants all possess slaves.

Slaves perform the worse and most dangerous tasks including fishing in deep sea, sewer works, hunting large and dangerous creatures, and forming the militia.

WHAT FOREIGNERS LOOK LIKE?

This document keeps the look of barbarians and foreigners vague on purpose. I had originally envisioned Asian or pirate-themed forces threatening Akhamet. In the end, I opted for neither, and both.

The people of Akhamet value stability and organization above all. So bring in your pirates, samurai, or knights from your favorite campaign setting.

A few groups appear in this book, but the universe is vast and there are many people who can come to visit or invade Akhamet at any time.

Slavery can be a temporary or permanent thing. Minor crimes, such as unpaid debts, or stealing, may result in temporary enslavement to another. During that time, the slave performs a task like the tithe, except that it benefits the other person. The new master may, at any time, end their servitude by notifying the local priests.

FOREIGNERS

Foreigners sometimes appear from the desert or sail into the ports on the Endless Sea. They carry outlandish gear, speak in strange tongues, and have bizarre ideas about the



Akhamet

world.

Foreigners are a special group of the slave caste. Those with magical powers are favored over others. Otherwise, they become the property of the local priests and are often used to perform dangerous tasks. Since many foreigners have little problem with those tasks, the arrangement works well enough.

BARBARIANS

The difference between foreigners and barbarians is thin. Foreigners come to Akhamet and integrate by recognizing the established order. Barbarians raid, destroy, plunder, and enslave.

Barbarians refuse to accept the dominance of the gods over everything. Barbarians spread the word of their vile and malformed deities to spread chaos among the people.

Captured barbarians are executed or left to dry in the desert, in large pits for the sands to cover. Barbarians are never accorded the embalming rites to ensure they do not pass on to the Afterlife.

HORYREHMET

Horyrehmet are a special class of barbarians, they are more cunning, devious, and have access to great

magical powers. Every time they acted in Akhamet, great calamities ensued. They deny and laugh at the power of the gods over them. They reject the power and rule of Pharaoh and consider Akhamet little more than a stepping stone as they conquer the whole world.

Nonetheless, because of their vast power, worshippers of Seth and Tawaret seek them out to learn from them. Such interactions always end in tragedy for Akhamet.

Horyrehmet are best represented by the First Ones from FOE's Tyrants of Saggakar setting (see [Service is Eternal](#)).

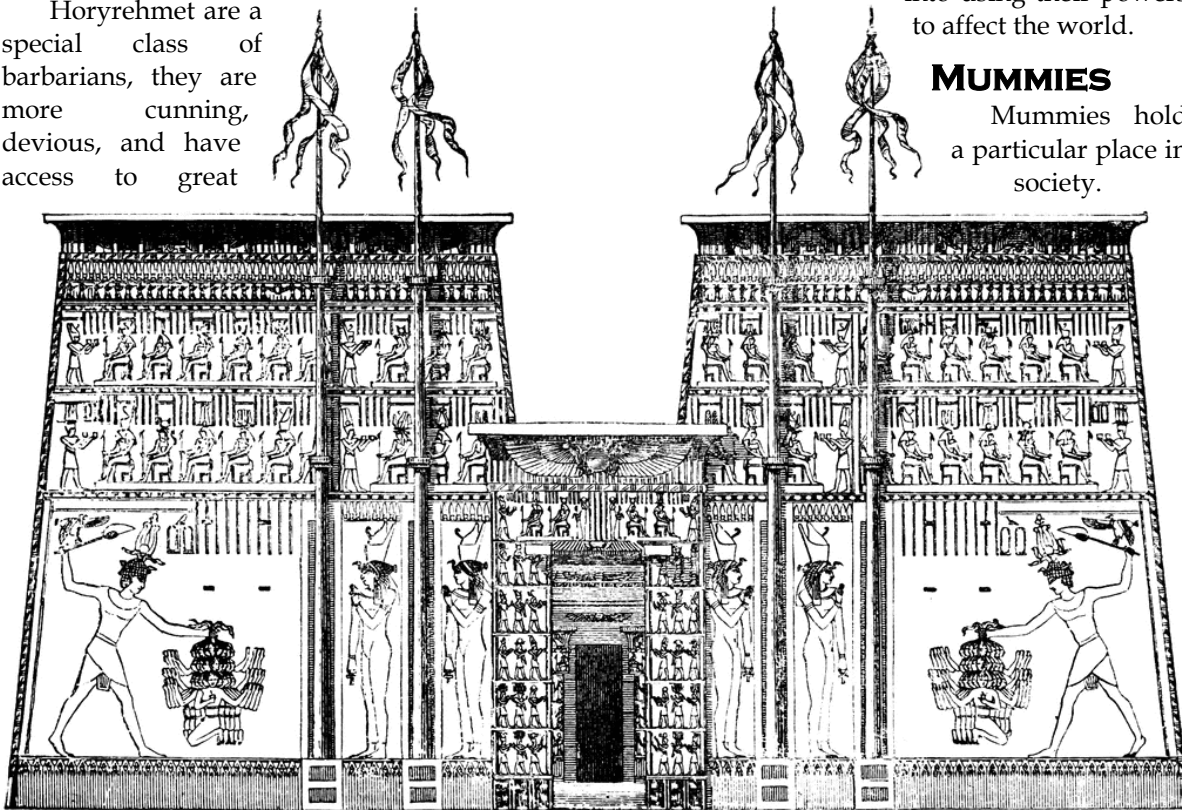
MAGIC

In Akhamet, the general belief is that all magic comes from the gods, both arcane (as used by bards, sorcerers, and wizards) divine (as used by clerics and druids), and pact-based (as used by warlocks). Simply put, without the gods, there is no magic and the world would become a barren and sterile.

Arcane magic uses the power that links the gods to the universe without calling upon the gods themselves. Divine magic cajoles the gods into using their powers to affect the world.

MUMMIES

Mummies hold a particular place in society.





Although mummification part of the funerary rites, few are made into mummies. Only volunteers chosen by Pharaoh, Anubis, or who their clergy decide to reward with such gift become mummies.

The law compels mummies to remain within the confines of a necropolis away from the living. Within, they act as guards, maintaining the tombs and mausoleums while looking for tomb robbers.

By law, only priests of Anubis speak with them. There are some places where petitioners may interact with them. Such interaction is heavily monitored and questions must be submitted and approved first.

Mummies created by the church can be represented by the mummy guards or lesser mummies in the new monsters section. Other mummies have the same statistics as mummies and mummy lords found in the *Monster Manual*.

NAMES

Akhameti-style names are given to all people, regardless of race. When two people with the same name meet, they first use their profession (or their spouse's).

Male names: Amenhemti, Apa, Apui, Assatkeres, Atmoo, Atsu, Donkor, Enantef, Faki, Hapmu, Heri, Hiknekht, Horemhebi, Hotepfers, Humai, Kartonamen, Kasiya, Khnemu, Mahu, Merenhor, Nebuer, Niu, Pahos, Quasshie, Raenkau, Ramaneb, Ratmeto, Saites, Sapakhi, Sapar, Sentenantef, Setemash, Shafra, Son, Souphis, Tethapi, Teti, Thothmes, Tureis

Female names: Ahit, Amentakehal, Amuntikhet, Anat, Ankhnas, Anucis, As, Asenath, Astekhu, , Hentkherpu, Heqet, Kamas, Kemat, Khufut, Mandisa, Manetankh, Mesi, Mesta, Naa, Nebet, Neferra, Nensala, Nephtys, Nishem, Nohems, Ode, Pelkha, Rato, Rubata, Saboenea, Semet, Setamen, Surhethetu, Tamun, Tates, Tena, Tenpepiou, Tii, Uernaro

Female names are also made by adding the suffixes -et or -eti. Thus, Atsu would become Atsueti. They also use the prefix Nefer-

LIFE IN AKHAMET

Life in Akhamet is slow and follows the rhythm of the seasons. The slow pace of life is



highly prized and occupations with fast-paced work are viewed as less desirable and relegated to slaves.

CALENDAR

Scribes in Akhamet use a calendar based on the rise of Pharaoh to the kingship of heaven and earth. Today is the 2438th year of Pharaoh's rise, or simply 2438. Armies of scribes write down and chronicle all that happens and everything Pharaoh says or does.

Every temple has a repository of scrolls chronicling local events. Each focuses on certain aspects of life: the temple of Horus records births, the temple of Anubis records deaths, etc. Researching the story of a person requires a lot of legwork, spanning many libraries.

Records of pre-history are spotty and difficult to ascertain. There is no single calendar as every city and island kept its own based on forgotten rulers. Records are often incomplete, contradictory or incorrect.

For their great love of historical research, the time before Pharaoh is not considered important or valuable.

CRIMES

Crime in Akhamet is left to the local authorities without a universal list of written laws. Local authorities hear complaints, judge



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crimes and pass sentence. Each city handles the business of law in different ways.

Acting or Speaking out against Pharaoh (which includes His actions or decisions) is a gets one branded as a heretic. Heresy is punishable by death and dismemberment after death or burned in the desert.

Tomb robbing is a major crime, one that results in the erasure of the culprit's name from the official logs. Their names are no longer spoken and are removed from any monument where they appeared; breaking this ordinance results in massive fines.

DRESS

Most people in Akhamet wear clothing made of linen or cottons either white or undyed. Males wear skirts going down to their knees. Females wear longer dresses or sheath with shoulder straps. Goatskin and sheepskin cloaks are used for protection against the chill of the desert. Leather made of local animals, such as cattle or shark, is used by all.

Jewelry is made with gold, gems, ivory, shiny beads or stones, and seashells. The craftsmanship and appearance of a piece is more important than what it is made of. How it draws and holds the eye with contrasts determines its monetary value. Gold is the most prized of all material because it resembles the Sun.

MONEY

Akhamet uses very little coin, while the barter system is used extensively. Scribes assign a monetary value in silver to every item and that scale determines a fair price for transactions.

The Akhameti state mints only silver and copper coins, in denomination of 50, 10, 5 and 1 exist. Gold coins are only found on barbarians and foreigners. It is quickly smelted and made

into jewelry or trade goods. The value of gold is set and many goods use the gold standard to determine the value of more expensive items.

NECROPOLISES

Every settlement in Akhamet has its own city of the dead. Necropolises are enclosed areas with temples, mausoleums, into a city in miniature for the dead to dwell forever.

A necropolis is open during the day for worshippers and family members to pay homage and offer gifts to the deceased but cannot meet with the dead. Guards in the employ of the Church of Anubis keep watch night and day.

Necropolises are closed to the public at night. Only member of the Church of Pharaoh or Anubis may enter with the approval of a ranking priest. Since the dead rise if they do not receive the proper rites, the walls keep such corpses contained. Many necropolises were built atop ancient cemeteries or battlefields as a way to contain the horrors therein.

YEAR

There are three seasons in Akhamet, each lasting about four months each.

The year begins with the Rainy Season - or Flood Season - and is characterized by intense rains. During that time the rivers flood covering their banks with essential sediments that make them fertile. Water retention basins and irrigation canals swell and extend the reach of the river. This is the coldest season of the year.

Next, during the Planting Season, hordes of workers plant grain such as barley, corn, hops, and wheat to feed the people and the livestock. There is occasional rainfall, usually short and intense. The season ends with the harvest as crops are gathered and stored. This is a time of





plenty where many religious holidays and celebrations give respite from the backbreaking work.

The year ends with the Dry Season where the land bakes and the heat rises to its maximum levels. This is a time of rest and public works are done during the evening. Workers expand waterworks to prepare for the coming Rainy season. Rivers run low as crocodiles rule the mud holes.

TITHE

Every adult in Akhmet works for the government without pay, providing services and instead of paying with money. This is called the tithe and is performed by every noble and peasant in the land. Priests are always serving the state. Depending on the region of Akhmet, some pay their tithe by offering the service of one or multiple slaves.

Local priests arrange when one person's tithe will take place at the start of the year. The state expects to have an armor of workers on hand year-round. The workers available are assigned to a variety of projects: planting, harvesting, logging, building, or whatever is needed for the public interest. They tasks usually require limited or common skills, such as carrying materials or supplies, or cooking. Those with special skills, such as engineers or magic-users use the fullest extent of their abilities. Most people perform these tasks with mixed enthusiasm, as one pays yearly taxes.

While tithing, the state houses and feeds the workers and keeping the workforce in the best shape reflects on the local clergy. Morale and quality of work go hand-in-hand.

During that time, no debts can be collected against the person and all legal action involving

the tither are suspended, to allow him to focus on the work for the state. In lieu of payment, many priests offer reprieved or shortened periods of tithing. Others request consecutive seasons of tithing to avoid legal issues and proceedings.

LAND OF THE GODS

The gods live on a barge in the sky. As the barge flies, the other gods listen to the prayers their worshippers send to them. Pharaoh wears the Sun upon His crown as His barge travels across the sky.

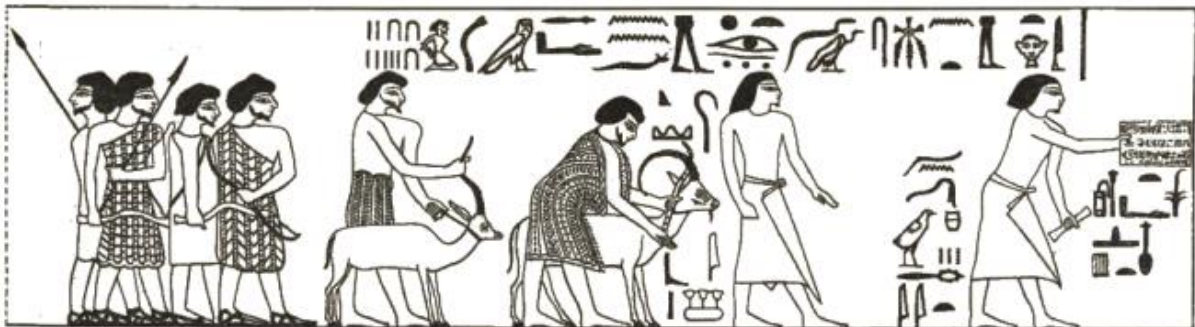
At night, the barge sails the Underworld and the Land of the Dead. During this time, Pharaoh and his son Horus fight against the horrors of the night. Spawn and servants of Khonsu and Tawaret assault the barge of the gods. Every night the gods duel against these horrors, using their cunning and might to repel boarders.

The mystery of how Pharaoh can both be among mortals and the gods at the same time can only be understood through faith and deep prayer. It is not for mortals to doubt or understand, doubt, or question, for doing so is heresy. The gods speak in ways that make their exact will unclear. Their pleasure and displeasure is easy to guess.

AFTERLIFE

To reach the Afterlife, one must receive proper funerary rites, at the temple of Anubis. One must have his body intact, for your body in the Afterlife mirrors the one that received the funerary rites. The burial of goods in one's tomb allows the passage of these goods with the deceased.

The Afterlife is an idealized and eternal



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version of the world. It is a place where things are easy and pleasant in all aspect of life. Amassing riches and material goods is important because it helps in the Afterlife. Good and riches amassed in life sustain you forever.

After one's passing, Anubis and his court judge the soul of the deceased and their actions. If they are deemed worthy, they are allowed into the Afterlife. If they are not, they are thrown to creatures for their souls to be devoured, disappearing forever.

SACRED ANIMALS

Every god in Akhamet has one or more animal they consider sacred. They breed, raise, and maintain small number of sacred animals in or around temples and sanctuaries.

Other than Pharaoh, the gods rarely act directly in Akhamet. Rather, they send dreams and visions to their priests, and infrequently to chosen mortals. Their sacred animals invariably appear and often speak in such dreams.

Attacking a sacred animal draws the attention of the god to your actions. The gods rarely have time or a reason to retaliate against such sinners, though their priests often know of repeat offenders and demand reparation before they assist. Defending oneself from these creatures is acceptable and does not incur the god's wrath or attention.

WARFARE

Few in Akhamet ever travel more than twenty miles away from their home. A calm, clean, and sedentary life is valued by everyone.

Guard duty and menace hunters are considered low jobs, best left to slaves and

foreigners. Public guards, such as the town watches, are placed under the command of local priests and trained by nobles. They are typically armed with spears and shields.

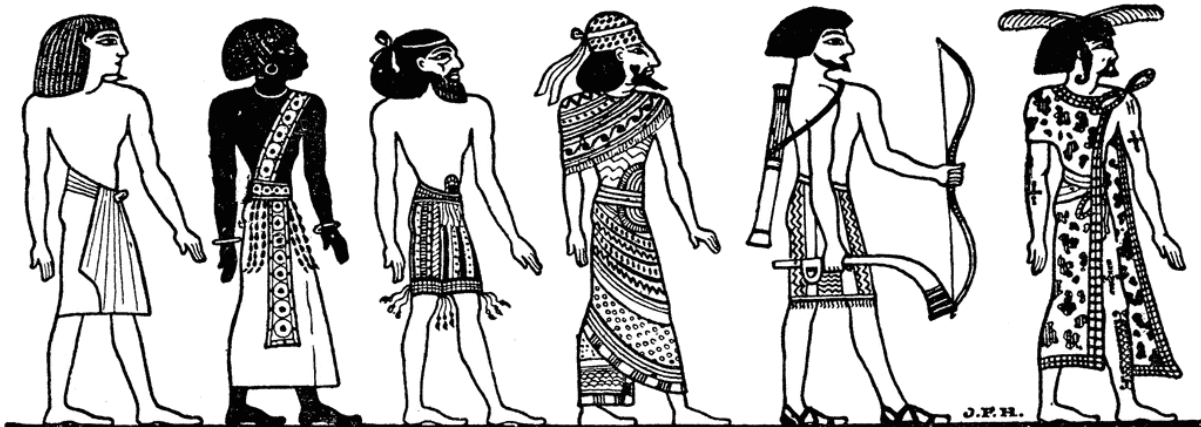
When Pharaoh gathers His army, priests muster and equip troops at their own expenses. There is great competition to put out the best-looking, best-trained, and best-equipped troops. This creates a ragtag army equipped with a wide array of weapons like axes, clubs, spears, and swords, with padded armor or shields.

The army includes different types of units: infantry, skirmishers, cavalry, and magic. Priests of Geb, Horus and Pharaoh serve as officers and in the general's entourage.

Infantry forms the largest group and is further separated into spearmen and infantry. The spearmen are equipped with spears and shields formed into mobs. The infantry is better equipped and trained with axes or swords with light armor and shields. Some units also carry bows to serve dual roles as skirmishers. They serve as specialist and a vanguard for the army.

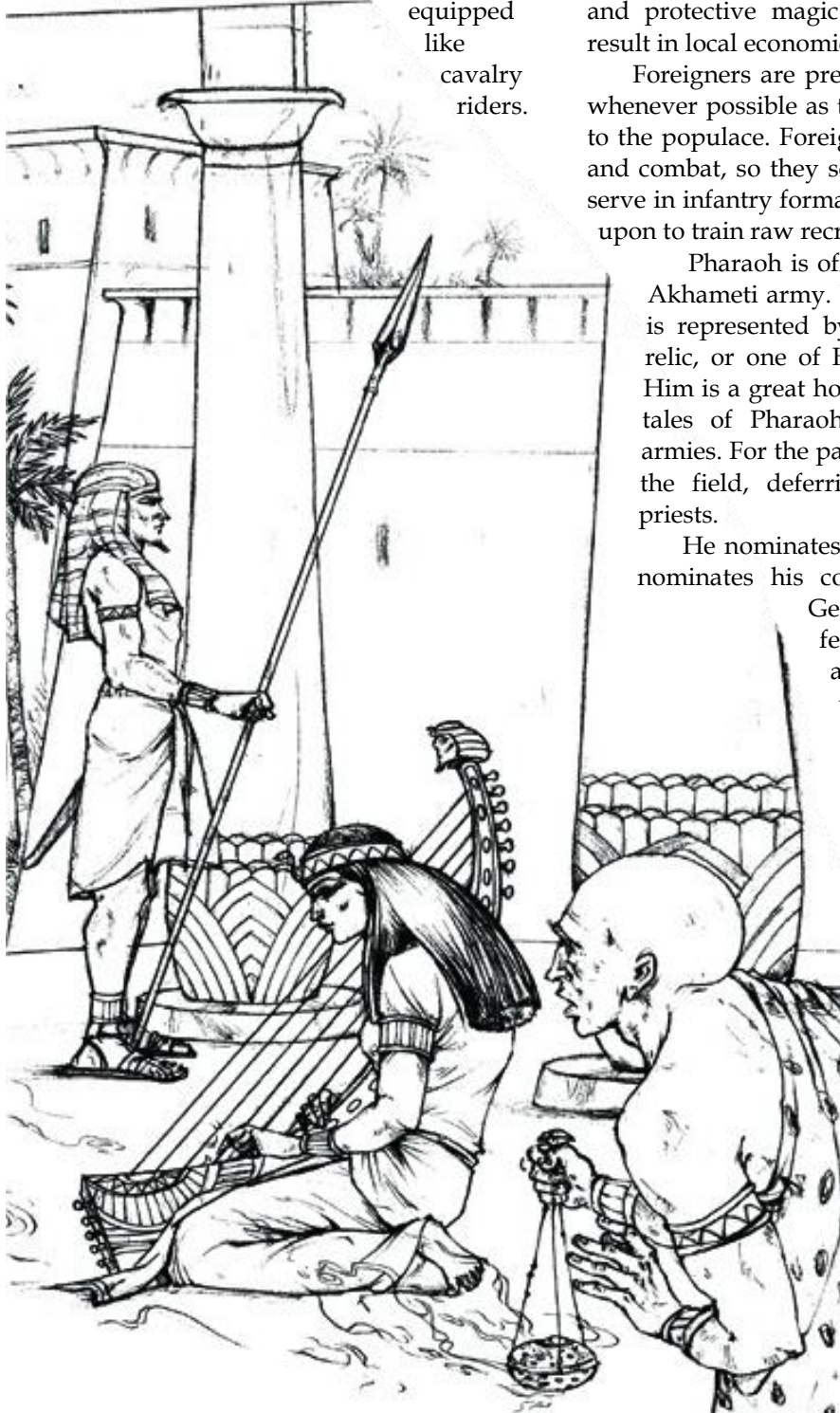
Skirmishers operate as outriders and scouts. They are formed in units based on their common equipment: bows, javelins, or slings. Since their equipment is lighter that the infantry, they operate ahead and on the flanks of the army. In battle, they form up on the wings of the main battle lines where they harassing the enemy before retreating and supporting the rearguard.

Cavalry is formed by the nobility. The term designates both mounted unit of mounted troops and charioteers and the two are formed into mixed units. Cavalry's primary weapons are bows or darts, and spears. Chariots are used





as mobile weapons platforms with a driver and a warrior equipped like cavalry riders.



Horses are the most common mount used by the military.

The magic wing includes anyone who casts spells. Military magic users focus on defensive and protective magic. Military losses directly result in local economic pressures.

Foreigners are pressed into military service whenever possible as their losses are acceptable to the populace. Foreigners often value warfare and combat, so they serve as skirmishers. Most serve in infantry formations and are often called upon to train raw recruits in battle formations.

Pharaoh is officially the general of any Akhameti army. When He is not there, He is represented by a large icon of him, a relic, or one of His wives. Serving under Him is a great honor. History is filled with tales of Pharaoh leading His victorious armies. For the past century, He rarely took the field, deferring to his generals and priests.

He nominates generals and the general nominates his commanders and officers. Generals are expected to feed their troops. They get a larger share of plunder to cover expenses if they are victorious.

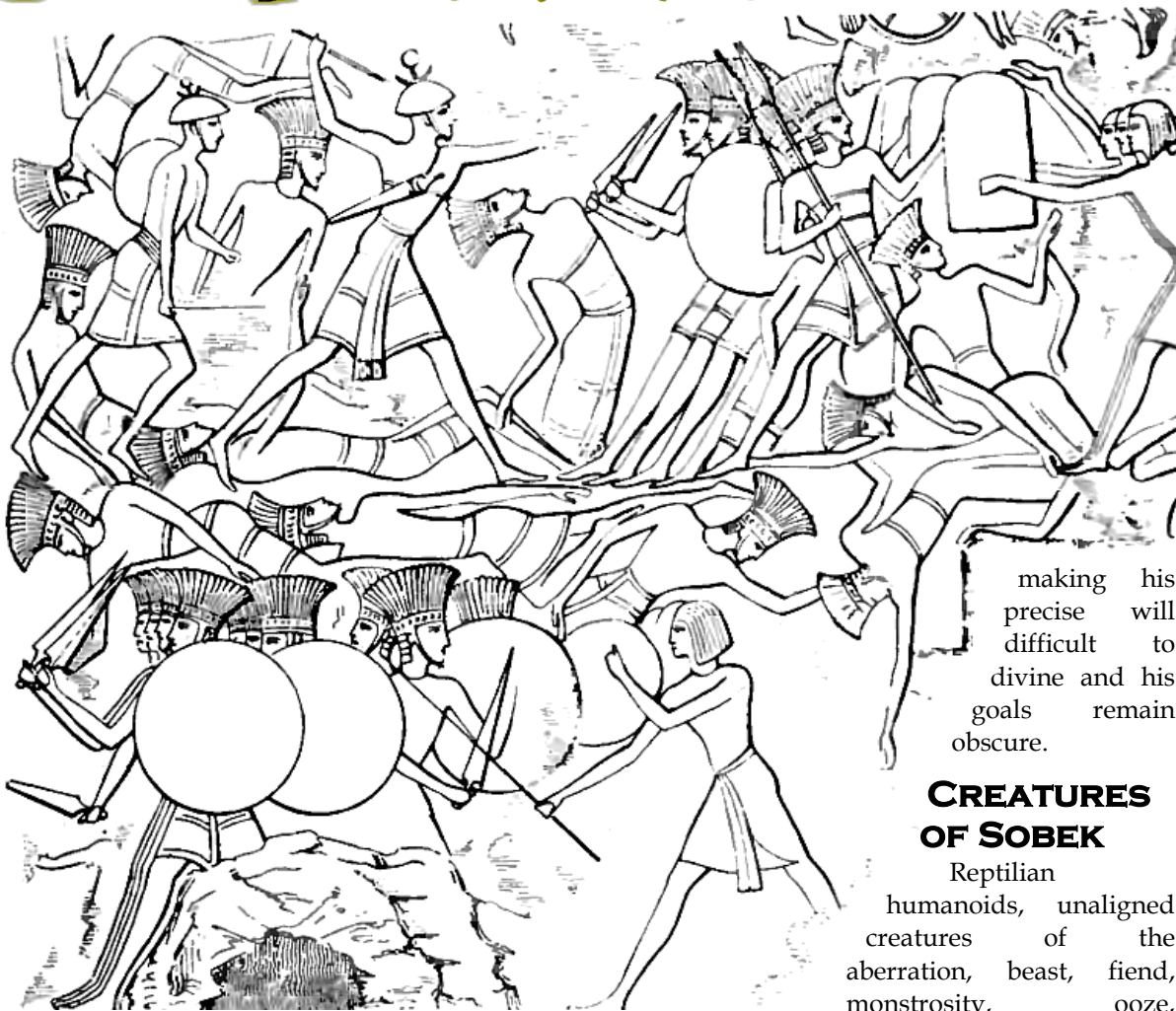
MONSTERS AND THREATS

Akhameti remain within settled areas because of their greater safety. The hinterlands and borders of Akhamet have a well-deserved reputation as dangerous and filled with monsters. Predators, marauders and bandits use oases, lakes, and creeks as their main hunting grounds.

Akhameti believe every creature does the



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making his precise will difficult to divine and his goals remain obscure.

CREATURES OF SOBEK

Reptilian

humanoids, unaligned creatures of the aberration, beast, fiend, monstrosity, ooze,

werecrocodiles, or plant types, non-good elementals, all fey serve Sobek. As lord of the fey, any creature from faerie realms serves him, but many pay him only lip service.

CREATURES OF TAWARET

Non-good, non-humanoid-shaped creatures of the aberration, fiend, monstrosity, ooze, or plant types, all demons and devils, and the tarasque are servants of Tawaret.

FOREIGN THREATS

The groups presented in this book are humanoid group that come to Akhamet to trade, conquer, or settle (not necessarily in that order). Most are human or comprise large number of humans.

will of one of the gods.

CREATURES OF KHONSU

Khonsu has dominion over every creatures of the undead subtype, except those who received the mummification rites, who belong to Anubis. Servants of Khonsu oppose servants of Anubis and those of Pharaoh in any way they can.

CREATURES OF SETH

Giant, evil humanoids, most lycanthropes, non-good humanoid-shaped creatures of the aberration, fiend, or monstrosity types serve Seth. Most bandits are believed to perform the will of Seth, even if the individuals do not have any official religious affiliation. As the lord of mercenaries, Seth employs creatures on a temporary basis. This has the added benefit of





AMARU

The Amaru are a people who live north of the Godshield. They are closely aligned with demonic and ogre forces because their forces include many half-breeds of these creatures with other humanoids. Amaru are warlike and are the least interested in trading, preferring conquest and subjugation. Amaru lands are flat and well-irrigated with great canals and enormous metropolises packed with people. The climate is temperate. Amaru have almond-shaped eyes, men have little to no facial hair beyond a moustache. They wear long robes and fight with odd weapons.

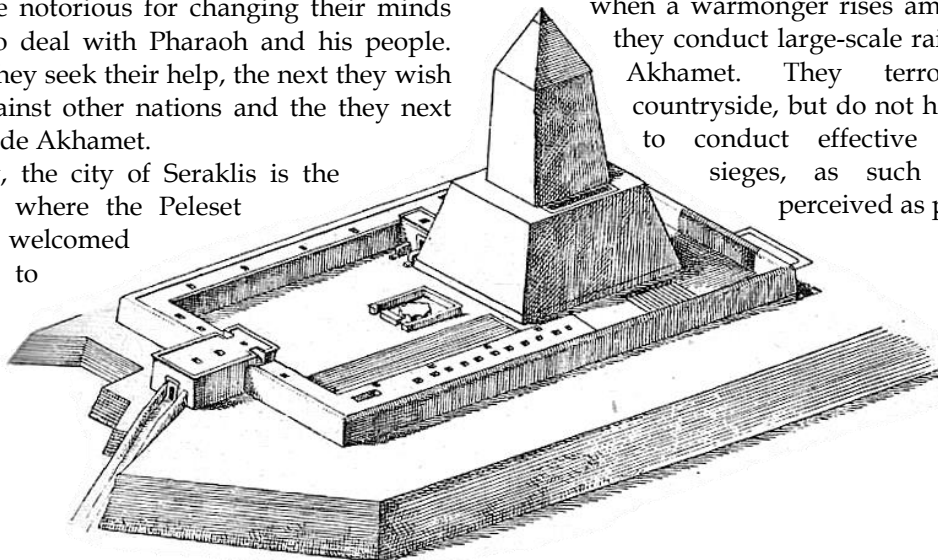
PELESET

The Peleset are people from the sea. They sail on large ships - bigger and better ships than those made in Akhamet - and have the advantage in most naval engagements. Their homelands are far to the south of Akhamet, across the Endless Sea.

The Peleset first landed in Akhamet in the third century and poured large amounts of resources into conquering and settling the land. For the better part of two centuries, they occupied large sections western Akhamet before being beaten back. During their occupation, they founded settlements that still exist today, such as Katamun and Seraklis.

Since, then Akhamet and the Peleset both fought and traded together. The kings of the Peleset are notorious for changing their minds on how to deal with Pharaoh and his people. One day they seek their help, the next they wish to ally against other nations and the they next try to invade Akhamet.

Today, the city of Seraklis is the one place where the Peleset are openly welcomed to trade.



Although their presence is illegal everywhere else, Peleset ships smuggle, trade, and settle remote settlements, where oversight and security are not as tight. Because of their frequent acts of piracy, Peleset are seen with suspicion and assumed to be involved in piracy.

Peleset humans have light skin tones and hair that range from auburn to dark brown. They wear loose-fitting shirts or tunics. Many people in the islands and on the southern coast are of Peleset stock.

TEHENU

The Tehenu are the people of the Great Western Desert. They have dark skins and wear long cloaks of animal skins and feathers in their hair. They are closely associated with dragons, in their language and their religion. They are the most likely to trade. Small communities exist in Western Akhamet in and around the village of Waset. Of the foreigner groups, Tehenu are closest to Akhameti in mentality and the two groups are the most likely to collaborate and trade together. They live in tent camp huddled around oases and the waterways of the Great Western Desert.

In the past, expeditions sponsored by the Church of Horus or Seth travelled to the land of the Tehenu and returned with tales of expansive white cities growing out of the desert, and of a great forest beyond.

The Tehenu follow strong leaders and when a warmonger rises among them, they conduct large-scale raids against Akhamet. They terrorize the countryside, but do not have means to conduct effective long-term sieges, as such they are perceived as primitive.



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LANDS OF AKHAMET

Akhamet is a desert bound between an impassable mountain range and an endless sea. Most who attempt to cross the Endless Sea, the Godshield Mountains by walking, flying, riding, or sailing disappear and few are ever seen again.

Akhamet has many resources: waters teeming with fish and aquatic life; hills and mountains filled with minerals and quarried stone. Mines produce copper, gold, silver, and tin.

Construction is uses stone, brick, clay, or wood as primary materials. Marbles is not available in sufficient quantities to use for building. With sandstone easy to quarry, it is the preferred material for construction. It can be mined with simple tools and shaped into a variety of shapes.

Although iron and steel are known, they are rare and must be reported to the authorities. Smiths with knowledge of iron and steel earn fortunes working for the government. Such material is a monopoly and only Pharaoh can grant.

Ships are coastal and river-sailing vessels made of reeds reinforced with wood. They use square sails and crewmen pole them up and down river. Irrigation is extensive with aqueducts, retaining ponds, canals and locks controlling the flow, through the Dry Season.

DESERTS

HINTERLANDS

As one leaves moves away from the cities or the rivers, the lands quickly turn to desert. While there are many areas of sand dunes, the desert is a very diverse environment. Such areas are colloquially referred to as "Hinterlands".

Ancient tales speak of massive forests and rolling plains covered with grass. Such tales are ancient and predate the rise of Pharaoh. Now most of Akhamet is dry, with life exploding across the land at the end of the Rainy Season.

There are three main causes of desertification, each of them with their own special types of landscape and terrain features.

DIVINE DESERTIFICATION

Many sections of desert were created by contact with the gods. These areas are rife with tales of the battle between Pharaoh and Seth before time began. The land tends to be hardened clay that cracks in the daytime heat that remains warm well into the night.

Hermits and pilgrims visit these areas in the hope of finding enlightenment or divine guidance and inspiration. Sethru communities create fortresses and settlements here.

These areas are marked by rugged landscapes, sharp rocks and pockets of short, hardy vegetation.

MAGICAL DESERTIFICATION

Throughout history, massive arcane battles left the landscape pockmarked by their conflicts. Temperatures rise and plummet quickly with the sun with little to no shelter to be found.

These areas tend to be flat, devoid of notable terrain features, with little vegetation. Sand and silt cover the grounds and fly off, stinging any exposed skin.

Like vegetation, settled areas are rare and built around oases or wells. Monsters, like sphinxes and dragons, favor these areas.

NATURAL DESERTIFICATION

Many areas of the hinterlands dried from natural causes ranging from rock fields, lava fields, rolling sand dunes, to scrub lands. Vegetation, typically dry grasses, scrubs, and hardy bushes, are joined by larger trees wherever near water. Larger concentrations of plant life are a good sign of the presence of water.

GREAT WESTERN DESERT

Beyond the lands of Akhamet, the Great Western Desert is an endless expanse of sand dunes. There is little to no plant life and the few creatures found there are undead. The few oases found there are home to monsters and bandits.

The clergy of Seth holds these lands as sacred and invites worshippers to visit these hallowed lands.





MISTY DUNES

Northwest of Ubasti is a magical area known as the Misty Dunes. Those who venture in are never seen again, or they are found years later without any memory of what happened or where they went. They are dressed with odd clothes and carry foreign-made equipment. The churches of Khem and Seth erected a series of steles around the dunes to warn anyone from entering the dunes. In spite of that, outlaws risk the dunes to escape the law. Local authorities declared these areas off-limits and anyone venturing beyond the erected steles is considered lost.

The Mists are highly magical, radiating powerful conjuration and divination magic. Any attempt at scrying or divining their true nature fails and yields no result. The Mists do not move from their location.

With the announcement of Pharaoh's illness, scholars consider sending people into this area to find a cure for Him. Opponents point out the randomness of any return and the lack of memories.

Note: The Mists are a passage to the [Tyrants of Saggakar](#) campaign setting by FOE.

RIBS OF TAWARET



A large section of desert east of Gebaphis is known as the Ribs of Tawaret. The sands have a pink hue and have fine grains that fly up at the slightest hint of a breeze. Red stone arches in a long line give the impression of ribcage.

The soil does not support plants and those that grow are carnivorous and feed on the wildlife. Gnashers, snakes, giant insects and flock of predatory birds rule the region, particularly around the rib-like stones, one of the few places to find shade.

Few humanoid travel these lands. Trade routes between Gebaphis and the rest of Akhmet go around the Ribs of Tawaret. Mercenary outfits make small fortunes protecting caravans where the trade routes skirt the pink sands. The few who spend any time here emerge half-crazed with demented visions.

Any attempt to civilize or irrigate the area vanishes overnight: ditches fill up, structures crack and break.

SALT DESERT

This large depression west of the Fork River is marked by strange formations of salt forming into mesas towering as high as fifty feet. The air is so dry that without protection, skin cracks and peels within a day. Unsealed water and liquids evaporates in half the time.



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The area is home to salt mephits and armies of salt skeletons. The dead here re-animate into salt skeletons rather than zombies. Necromancers and priests of Anubis and Khonsu travel here in the hope of understanding the effects reanimating the dead. Few enter, fewer return. The skeletons patrol the area around the ruins of the city of Algazan.

TIME-FORGOTTEN SANDPITS

Necromancers are not the only ones wanting to cheat death. Some seek immortality by staving off time itself, redirecting the destructive energies of time away from themselves onto specially-made standing stones. The result, they thought, would allow them to create an immortal city and protect the land and their own lives.

The few partially-successful experiments went awry. Surrounding villages with prepared standing stones turned to grey sand and dust, leaving nothing but flat featureless ground within. The area is lifeless, and no magic functions within.

When enters the sandpit, all active magic spell is immediately dispelled. All permanent magic effects are suppressed until the owner leaves.

Every round a creature must succeed at a DC 18 Charisma saving throw or take 14 (4d6) damage and age 1d6 years. Anyone who dies in the sandpit turns to sand and cannot be brought back from the dead.

Harvesting of sands is a royal monopoly. Violations are punishable by being sent to harvest the sands. Criminals harvest a bucket full of sand (which takes 1d6 rounds to fill) before they are released. The sands are prized components in the crafting of magical items.

FORESTS AND WOODLANDS

BAST'S FOREST

The massive jungle east of Ubasti was apparently started just after the Great Eastern Famine by the elite of the city. They started by growing wild gardens with imported plants. These gardens were first well-ordered, made to

appear wild, then wild, before they were abandoned and left to grow wild on their own.

The jungle is home to many species of large cats. Predatory plants are found in abundance here.

ZENITH WOODS

Zenith woods are a tropical forest at the southern entrance to Sun Bay. Palm, cocoa, banana, and bamboo trees provide shade and supply lumber. The coast is rocky and inhospitable, but contains hidden cove and twisted passages form ideal hideouts for small vessels.

Coastal areas were cleared out and are used to dry and salt fish. Fishermen, merfolk, smugglers, and foreigners use this area as meeting points away from the authorities.

MOUNTAINS

To the north, east and west of Akhamet, the tall peaks of the Godshield Mountains encase and protect Akhamet. Many peaks are covered with snow year-round. The Northern and Eastern Godshield have few through, but networks of valleys grant access to distant mines and settlements. Communities in these areas are insular and often eager for news of the world but no for governmental oversight. Passes in the Western Godshield allow passage through the Great Western Desert.

BURNING CROWN

This range of volcanoes north of Ophara is called the Burning Crown. It is home to creatures who favor the burning environment. Fire giants and red dragons fight for supremacy of the area.

Both sides fought for and against Pharaoh's armies, as mercenaries or auxiliaries. The area is dangerous and avoided by most sane people. Sethru live in and around the Burning Crown, seeking employment with one group of the other, switching allegiance as it is convenient.

Special: Spell that deal fire damage cast within the Burning Crown, deal additional fire damage equal to the level of the spell cast.





CENTRAL RANGE

Northeast Khemaphis and southwest of Ophara, the central range is a collection of sandstone mesa rising hundreds of feet in the air. The area is sparsely populated because of the creatures that dwell within: dragons, sphinxes, and genies. Nomadic and barbarian tribes travel the area with the seasons.

The area is dry and lacks water. The wells and oases are defended and jealously guarded, though some trade for their water.

Stories of a lost temple carved out of the mesas abound. Whether the temple is dedicated to Pharaoh, Geb, or Seth is the topic of much debate, leading to a belief that there may be multiple temples, and perhaps even an entire city.

Special: Spells that create water do not function within the Central Range. Such spell behaves as if the target of a successful *counterspell*.

SPHINX ROOST

Sphinx Roost is a plateau in the center of the Central Range. Amid the ruins of a forgotten city, dozens of sphinxes make their homes here, spending much of their time discussing history, philosophy, and trading riddles with each other. They are not welcoming of strangers, and the few who make it here speak of prolonged and elaborate tests before they can question the sphinxes.

Unlike the mummies of the Valley of Lost Princes, the sphinxes are well-travelled and know of the greater world and of the spheres of existence and the happenings at the courts of the outer planes.

From the knowledge collected here, the sphinxes protect the area by divine decree. The same decree forbids them to say anything about it. Its very existence has been inferred rather than revealed or discovered.

STORMHEART PEAK

Stormheart peak is a mountain in the Godshield Mountains atop which rages a perpetual magical storm. The winds and precipitations are tainted with chaotic influence making them unpredictable. Creatures of chaos

are immune to the effects of the Stormheart peak. The crystals are prized for their use in the creation of magic items.

The highest reaches of the mountain are covered with crystals called stormhearts. These crystals often fly up to ten feet in the air before crashing down. Stormhearts resemble broken shards.

For every five minute a creature enters the storm, roll 1d6 on to the following tables. Taking cover grants advantage on saving throw.

d6 Effect

- | | |
|---|--|
| 1 | Lightning strike 28 (8d6) lighting damage, DC 15 Dexterity for none. |
| 2 | Strong winds DC 15 Strength saving throw or be flung in a random direction (including upwards). |
| 3 | Debris 21 (8d6) bludgeoning damage, DC 15 Dexterity for half. |
| 4 | Driving rain all ranged attacks and Wisdom (Perception) checks have disadvantage. |
| 5 | Raw chaos 28 (8d6) psychic damage, DC 15 Charisma for none. |
| 6 | Mass effect roll twice |

VALLEY OF LOST PRINCES

Among the first peaks of the Godshield, this vast necropolis contains the tombs of over a thousand princes, princess, nobles and ranking member of the clergy.

The valley was the site of constant building during the 15th through the 16th century, when excavation of the tombs and the beautification of their exterior was viewed as a way to ensure successful passage to the Afterlife. A large contingent of mummies and priests were assigned to maintain and keep the valley clean.

A barbarian horde came from the mountains and attempted to take over the valley and plunder its tomb. The priests and the mummies repelled the attack at great personal cost, decimating their numbers. The battle damaged many of the structures but no tomb was plundered.

The clergy demanded funds to repair the damage done, but few wanted to repair tombs to lost ones they never knew personally. Funds





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came, but not enough and construction projects were abandoned.

A small order dedicated to the protection of the Valley, the Order of Lost Princes, was formed, with mummies serving as teachers for the living. Today the order is small, under living fifty members. They accept any orphan and unwanted children and train them. The order is dedicated to both Anubis and Pharaoh.

WINDBREAK RANGE

Located on the Pharaoh's Hand peninsula, this mountain range shelters Akhamet from sea storms and hurricanes. It is much wetter than most of Akhamet as rain falls every other day year-round. The peaks have few passes across, completely blocking access to the Endless Sea.

The area is home to bronze and silver dragons who value their privacy. In return for the occasional assistance, local priests agree to make this area off-limits to any Akhameti. Those found here are confronted by the dragons and escorted out of the range.

DJETSEREKH

Up in the Windbreak Mountains in southeastern Akhamet, is the sprawling palace of Djetserekh. Djetserekh, the White Palace is the home of a powerful being called the White Queen. The palace has been described as made of gossamer material, like cloud or fog. It is home to cloud giants, djinnis, and silver dragons. Few ever saw the interior and lived to tell the tale.

The White Queen claims to be the wife of Horus. She appears as a gargantuan horite female, dressed in cloth made of the same material as the palace itself. Her exact nature is unclear: some say she is the queen of the Silver Dragons, others that she is a goddess of the cloud giants, or Pharaoh's first wife and Horus' mother.

RUINS

The lands of Akhamet have been inhabited for millennia, long before Pharaoh came. Over the years, settlements were abandoned, leaving behind ruins. With the shifting sands, many disappeared and were forgotten. The state of these ruins depends on what caused them. Since

many locations were abandoned when their inhabitants were killed and left unburied, leaving them to haunt the dark, empty halls for centuries.

Travelers crossing often come across buildings uncovered by the shifting sands. Constructs and undead are found within, often leaving the confines of their once-hidden lairs to explore or prowl the area.

ALGAZAN

Algazan, the City-of-Salt, is a forbidden ruin in the Salt Desert in eastern Akhamet. This town has the distinction of being created by the horyrehmet and their slaves before the rise of Pharaoh. Events in the city created the Salt Desert. Every structure and items is covered with thin layers of salt crystals. Anything found within is covered in salt that cannot be fully washed away, even after items are taken away from here.

The history of the city is shrouded in mystery as only fragments of records of the city, dating to before the arrival of Pharaoh. The city itself was removed out of the records long before then.

The inhabitants turned to statues of salt, forever petrified. Many scholars seek to uncover the mystery. Unlike other petrification processes, no one has successfully undone their transformation. The statues are frozen in place, forever stopped in whatever activity they were engaged in. From the position of many, there was no warning to what happened.

In its heyday, it was a thriving metropolis, rivalling Ophara in size. Great colonnades now hold nothing but the skies above. Wide palm tree-lined avenues bear witness to the grandeur of this city.

Incorporeal undead, from ghosts to shadow to wraiths haunt the ruins. The mephits that are found everywhere in the salt desert avoid the city itself. Warbands of roaming skeletons patrol the outskirts of the city but rarely enter the streets.

For all these reasons, the city is forbidden to all travelers. However, the current situation with Pharaoh has many wondering whether a more thorough expedition to the City-of-Salt may be provide new or different insight.





Opposition to such a project is massive as any dealings with the horyrehmet always end in tragedy.

KONENIS

Konenis rose on the southern coast of Akhamet, tucked along the coast and the Central Range hallway between Anupolis and Khemaphis. The city enjoyed a mild climate and a decent harbor.

The city became a hub for magical research as the greatest minds came to study and perfect their craft, away from more inquisitive eyes.

In the twelfth century, the city became the number one producer of colossi (see new monster) with no less than a dozen such creatures walking out of the city for all parts of Akhamet each year. Colossi created here, were reputed to be of the highest, most exquisite craftsmanship.

In the 1267th year of Pharaoh's rule, Tomeo, the greatest of its craftsmen built a colossus greater than all others. It had one great innovation: it could heal itself on the blood of defeated enemies. His creation complete, he activated it. The colossus went on a rampage, killing everyone in sight, starting with Tomeo. The colossus barely stopped long enough to drink the blood of its enemies and repair itself as it went on a rampage and killed every living creature within the boundaries of Konenis. The only thing moving within the walls of Konenis ever since is Tomeo's Colossus.

TOTELKANSE

In the eastern reaches of Bast's Forest stand the ruins of Totelkanse. The city was built during the fifteenth century during a period of great prosperity. Taking advantage of the wetter conditions to clear a section of jungle and take advantage of the climate.

The city's first lord was a numru architect named Kansu. After showing his designs for a "Forest City" to Pharaoh, Pharaoh gave him great resources to build a city in the jungle.

For three centuries, Totelkanse exported breed of exotic flowers to all parts of Akhamet. The city became a haven for those interested in agriculture and botany, building a huge

university and sponsoring expeditions to discover new exotic species.

One day, the wizards of Totelkanse turned on the population with their most destructive spells. As elemental energies were unleashed, the most fortunate fled into the jungle. Wild magic, fires and explosions ravaged the town for a fortnight, until a group of priests of Horus sent to the city found it overrun by plants, the magic users gone or burnt to a crisp.

They declared the city forbidden and abandoned it to the jungle. Occasional explorers go there to discover what happened, but so far none found the truth.

DEDECERI PLANT

Unknown to all, one expedition brought back a plant from another plane, the Dedeceri flower. This plant grew very well in the Akhameti weather, giving sweet fruits that kept for weeks without spoiling. It was grown everywhere and its fruits exported. Then the plant revealed its threat: the plants achieve partial sentience, using its vines to feed on the living. Its spores, released in mass affected the local magic-using population and the city descended into chaos as spellcasters began randomly casting spells into the population.

The dedeceri something forms into a creature called hunting dedeceri



Akhamet

STRUCTURES

GARDEN PYRAMIDS

East of Bastis, rise the garden pyramids. These stepped pyramids have extensive gardens on every level, with trees, bushes making the structure vanish after a decade or two. Wildlife move in and settle in the area. The creation of such work fell out of fashion over a millennium ago due to the amount of additional work required to prepare then abandon the gardens and the realization that this did not make the content of the tombs any more secure.

A few other such pyramids were built across the land, having one or two steps and now lost under copses of trees. With the abandonment of those pyramids, many are infested by undead creatures that use the tomb as a base.

HUNDRED PYRAMIDS

The desolate lands east of Anupolis are dotted with hundreds of small pyramids, built to honor dead priests of Anubis. The pyramids

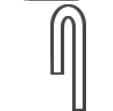
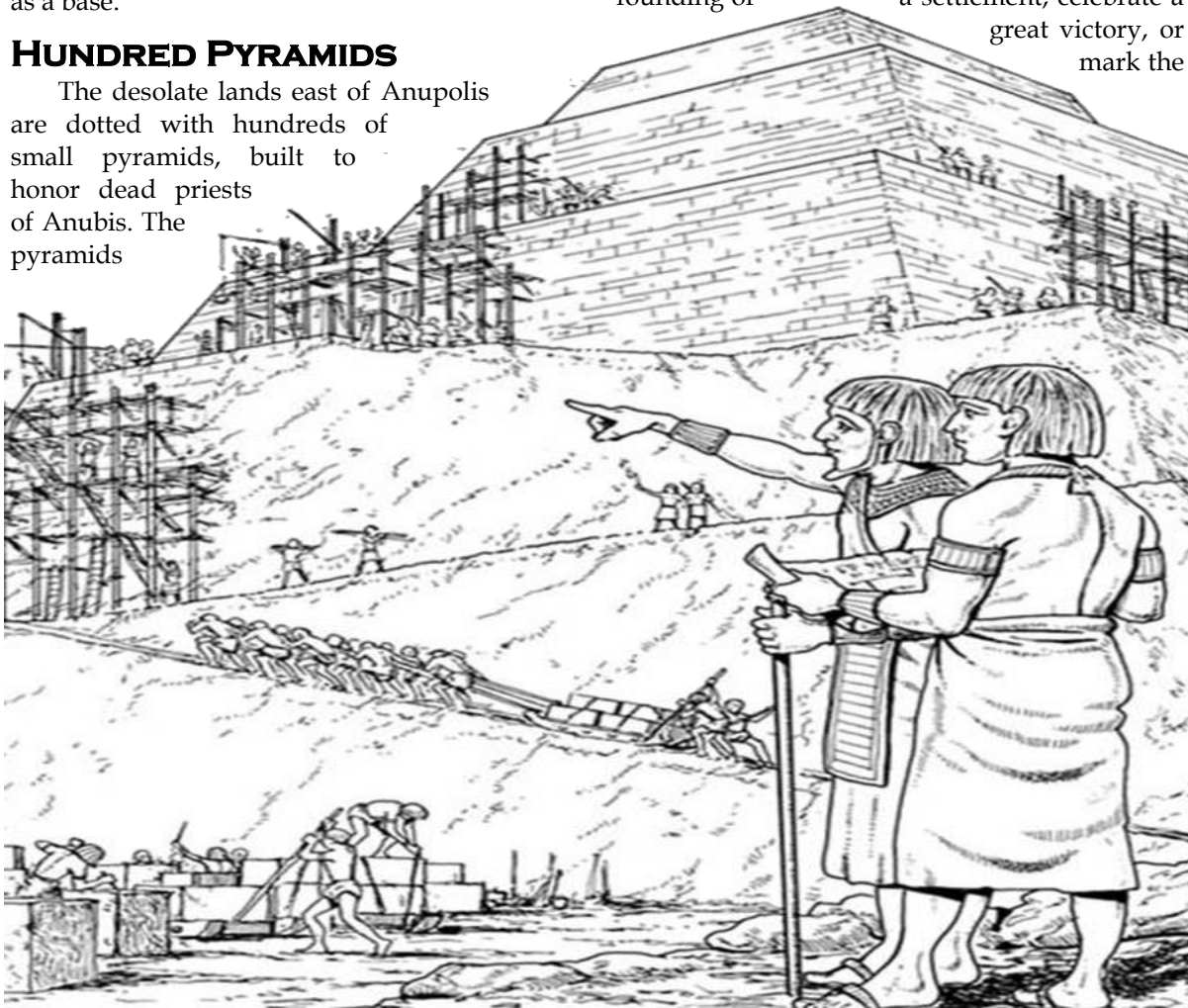
are small, the tallest rising up to fifty feet.

The Church of Anubis declared this area off-limits to the living. Petitioners may be granted access to one of the pyramids to speak with the mummies resting here. Such requests are granted only when the need to all of Akhamet is great as the Church seeks to keep the mummies' eternal rest, quiet and peaceful.

The area is patrolled by an army of mummy soldiers and bound elementals to support them. In life, many were priests and keep their devotions giving them access to magic.

OBELISKS AND STELES

Obelisks and steles are both standing structures made of a single piece of stone. Obelisks are topped with a pyramid-shaped stone. Akhameti raise obelisks and steles for a variety of reasons: announce the official founding of a settlement, celebrate a great victory, or mark the





locations of forbidden areas. Single standing stones range from twenty to fifty feet tall, covered with hieroglyphics detailing the events that led to its creation.

Such creations are onerous and built by hundreds of workers. Their size makes them difficult to destroy by barbarians and rebels. Because of this, they are seen as good target for magical enchantment. Sigilists and ward-crafters earn great living by plying their crafts on both.

NECROPOLIS STELES

A few steles are created to protect necropolises from reanimation of bodies, repel or reveal invaders, and similar effects. Such steles are the most likely to be broken, vandalized, rendered inert, or tampered with. The church of Anubis has taken to hide such steles inside or as part of existing structure to hide their presence.

OBELISK MARKERS

Following the Great Plague from the second through the fifth centuries, Pharaoh tasked the Church of Geb with the creation of a network that would allow his generals to travel throughout Akhamet quickly. Many designs were evaluated, the idea that obelisks would serve as teleportation markers was retained. Activating these obelisks is a closely-guarded secret of the church of Geb.

A few obelisks were broken, lost to the sands, or taken over by barbarians or bandits. Most obelisks are not imbued with magic or were but no longer function correctly. One reason for these quirks is that many obelisks are loaded with multiple enchantments that interact with each other in strange patterns.

Every year, the church sends people to test and maintain the network of obelisks that allows for the quick travel of high-ranking church envoys. The magic used to maintain the network is quirky and prone to mishaps. Because of this, most officials prefer to travel overland, using them only when there is a major crisis.

PHARAOH'S STELES

These stone stelles topped with a head depicting Pharaoh are found in pairs before the entrance of His temples. Along the front surface, the one facing away from the temple, are inscribed prayers to Him in both hieroglyphics and modern Khamet.

The church imbues these steles with magic that prevent teleportation within the adjacent temple, unless it is initiated by someone devoted to Pharaoh. Any attempt to teleport inside that range redirects the target to between the steles.

WATERWAYS

EASTERN SWAMP

The Eastern Swamp used to be a flood plain until the Great Canal was dug. The area is now kept wet lands, serving as overflow for the Sunrise and Sunset Rivers. Today it is filled with crocodiles, snakes, and insects of all types. A few areas of civilization remain as fishing villages.

The cult of Sobek rules the area, threatening everyone and keeping the swamp healthy, wet, and wild. The cult maintains a great half-submerged cathedral converted from the worship of Num. There, the High Priest of Sobek lives as sovereign.

ENDLESS SEA

South of Akhamet is the Endless Sea. This expanse of water is so large that no Akhameti ship ever sailed to the other side. Because barbarians sail to Akhamet on large wooden sailboats, there is a land somewhere far beyond the horizon.

Islands dot the Endless Sea. Many are home to colonies of fishermen, no more than a dozen family each. Aquatic creatures, such as merfolk, sahuagin, and sharkfolk dominate vast swaths of sea floor.

BONE ISLAND

A few days' sailing southwest of Khemaphis, Bone Island is a barren island of white rocks that look like bone. Towering high over the island is the Pyramid of Amenefre.



Akhamet

Amenefre was the admiral who defeated the Sea People. He is still considered the greatest Akhameti admiral of all times.

The waters around the island are teeming with large sharks that gather here at the height of the Dry Season.

A single village exists on the island, the sharkfolk village of Afara. They defend their homes against all comers. The sharkfolk worship the pyramid as a god and believe anyone setting foot on their island is a defiler.

FORK RIVER

From its source in the Godshield Mountains near Gebaphis, the Fork flows south to Khemaphis. From north to south, the river is wide, and deep with sandy banks.

Its flow is greatly regulated through a series of dams and levees. With water locks allowing ships to Extensive irrigation works, near the cities and towns along its banks water extend agriculture and farms. Its waters are murky and brown but loaded with sediment.

Away from settlements, crocodiles and hippopotami rule the waters. Reeds and papyrus line the banks, filled with cobras and other snakes. Such areas are dangerous and avoided by the populace.

River traffic is constant and heavy, requiring armed escort to defend vessels from beasts and pirate operations using canoes and rafts that allows them to disappear in the narrow, shallow canals branching out from the river.

GILDED RIVER

Flowing down from the Godshield Mountain, into Pharis Lake, south to Anupolis and finally into the Endless Sea. From its source the river's flow is swift, with rapids and quite rocky. It is one of the few areas where the waters are not used in irrigation projects. The largest project is the Grand Aqueduct that takes water to Ophara. A single bridge crosses the Gilded River, at the village of Hetep.

Flowing from Pharis Lake into the Endless Sea, this river is most travelled between Anupolis and Ophara. All along the banks are rich estates, obelisks, statues, and pyramids

making it one of the nicest views. Between those two cities are few wild areas.

South of Anupolis, the river is wild, with crocodiles ruling the banks and the waters.

GRAND CANAL

The Grand Canal links the Sunrise and Sunset Rivers, creating the largest, best irrigated lands in Akhamet, to the west of Bastis. The canal flows year-round, allowing for a generous harvest of rice.

The area is plagued by venomous snakes, making it dangerous.

OPHARAN CANAL

Built to fill Pharis Lake, this canal flows southwest from the Lazy River to Pharis Lake. The waters flow slowly a dark shade of brown. The canal fills the largest network of waterways irrigating miles of plains.

SUN BAY

Sun Bay is an expanse of salt water reaching inland. Its waters are deep and teem with sea life. The waters are calm and easy to sail. The bay is lined with fishing villages. Every day, armadas of fishing vessels sail on the blue-green waters.

SUNRISE RIVER

The easternmost major river in Akhamet is the Sunrise River. This turbulent river has the most cataracts and rapids of the major rivers. Between its five set of cataracts, only the right bank is exploited for agriculture because its left bank is home to the largest forest in Akhamet.

Before Bast's Forest, the waters are diverted at Hapochet's Levee, where it fills the Grand Canal joining to the Sunset River.

SUNSET RIVER

This river flows southeast into Sun Bay. Its flow trickles to almost nothing during the Dry Season. Most of the waters were diverted into the Opharan Canal.

At the village of Ameneku, the river is joined by the waters of the Grand Canal, providing water to the area year-round.





ADVENTURING

ARMOR

The oppressive nature of the heat makes it difficult to be out and about wearing armor for extended periods. Because of this many people chose not to wear armor. To represent the dangers of the heat, anyone wearing armor outside during the day has to make Constitution saving throw every hour to avoid gaining a level of fatigue. Wearing metal armor increases the DCs by 1.

Staying inside or taking a short rest does not require a saving throw.

Armor Type	DC
None	-
Light	5
Medium	10
Heavy	13

HEAT

Akhamet is hot, with daytime temperature rarely below 80°F (25°C) during the day.

F	Temperature
40 to 90	Moderate
90-110	Severe Heat
110 or higher	Extreme Heat

Moderate: The most comfortable temperature. There is no special penalty for dealing with these temperatures. You need one gallon of water per day or take one level of exhaustion.

Severe Heat: At this point, the heat gets

uncomfortable. At these temperatures, you require a full gallon of water every six hours. With less than your full allotment of water, you take one level of exhaustion.

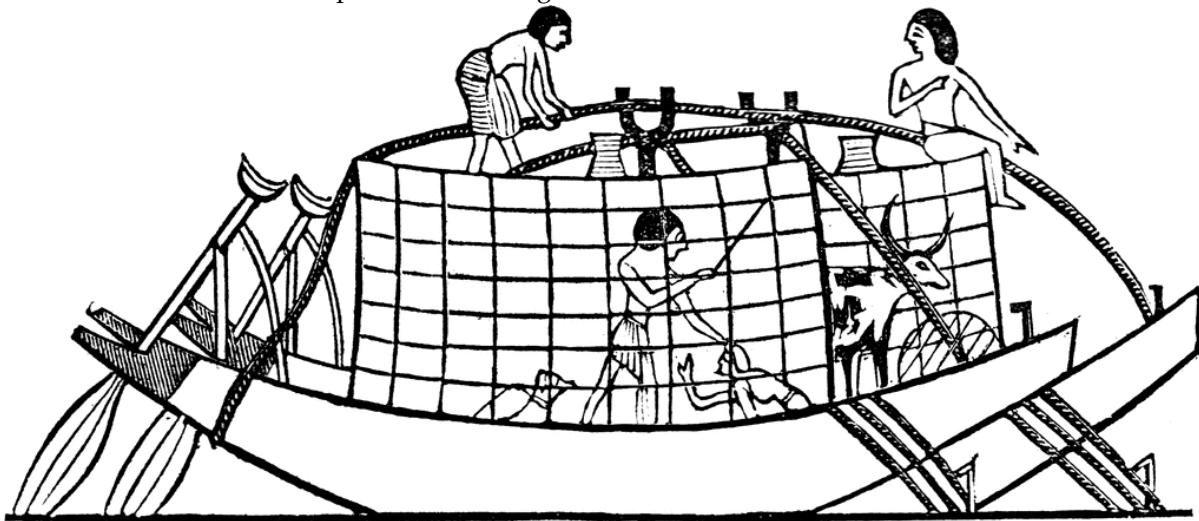
Extreme Heat: Now the heat is deadly. Every 10 minutes you wear metal armor out in the sun, you take 1 (1d2) fire damage. Without one gallon of water every three hours, you take one level of exhaustion. The DCs for the saving throw for wearing armor increase by 2.

TELEPORTATION

Teleportation behaves strangely across Akhamet. These mishaps are more common the further one tries to teleport. The causes are unknown at this time. The god Khonsu is linked to these because they were first reported during the Two-Day Eclipse at the dawn of the second millennium.

The following table gives the increased chance of a mishap happening (see the *teleport* spell in the *Player's Handbook*), however these mishaps happen regardless of the spell, ability, or magic item used.

Distance(miles)	Mishap chance
<1	-
1-10	+1%
10-100	+5%
100+	+10%
Other plane	+15%
Using obelisk	+5%



Akhamet





CITIES AND SETTLEMENTS

This section presents important cities of Akhmet. These cities or nomes are important centers of learning, commerce and exchange. These entries are not a complete description of the city, but the high points meant to provide a starting point for adventure.

CITY ENTRIES

Every city entry is organized as follows:

Ruler: This entry gives the name and official title of the person in charge of the city.

Government: This entry describes how the city is run and what form of government rules.

Population: This entry gives ratios of the population. Races described as "Common" form between fifty and seventy percent of the population. Uncommon races form a total of twenty to twenty five percent. Rare races combine for up to ten percent of the population.

Law: This entry describes how the legal system operates in town. An alignment is given to simplify the details.

Alignment: This entry provides information

about the average inhabitant of the city. Assume that 75% of the population is of that alignment. Exceptional individuals can be of any alignment.

Religion: This section describes the most common deities worshipped here with information about the priesthood and notable churches and religious structures.

Languages: This entry gives the languages spoken in town.

Military: This entry describes the military forces the city has at its disposal, in particular unique or elite forces used by the town leaders.

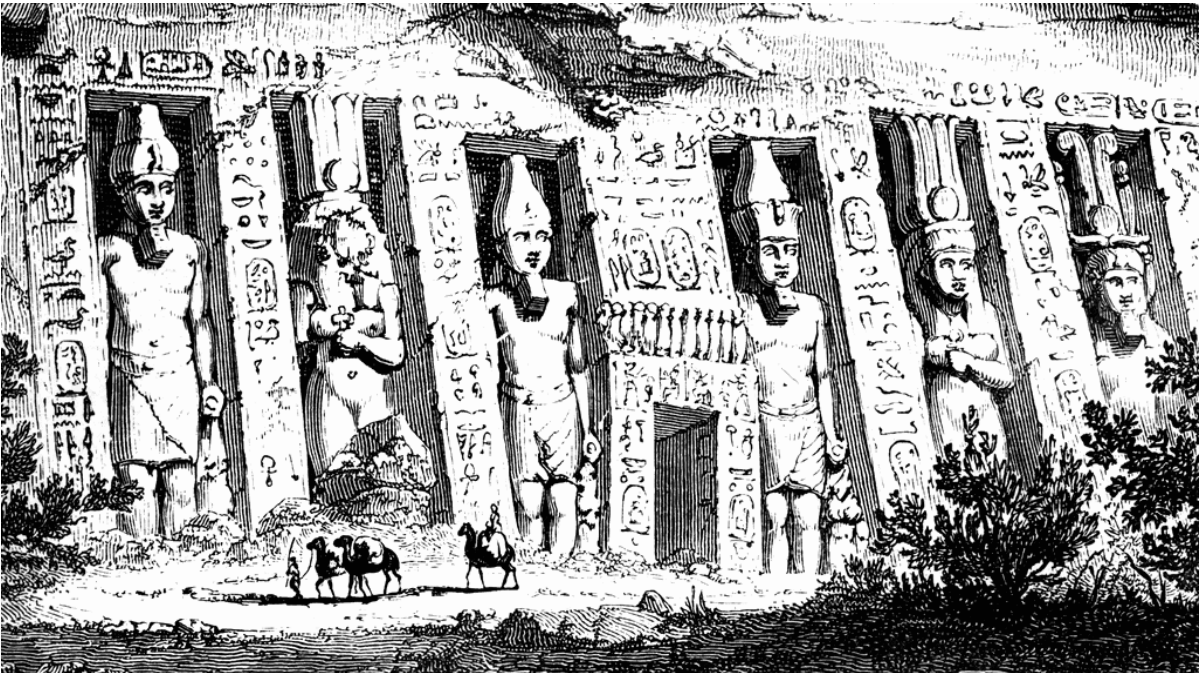
History: This entry describes some of the most notable events that happened in the city.

Unique Locations: This entry describes unique adventure location within the lands controlled by the city. These are jump off points for adventure.

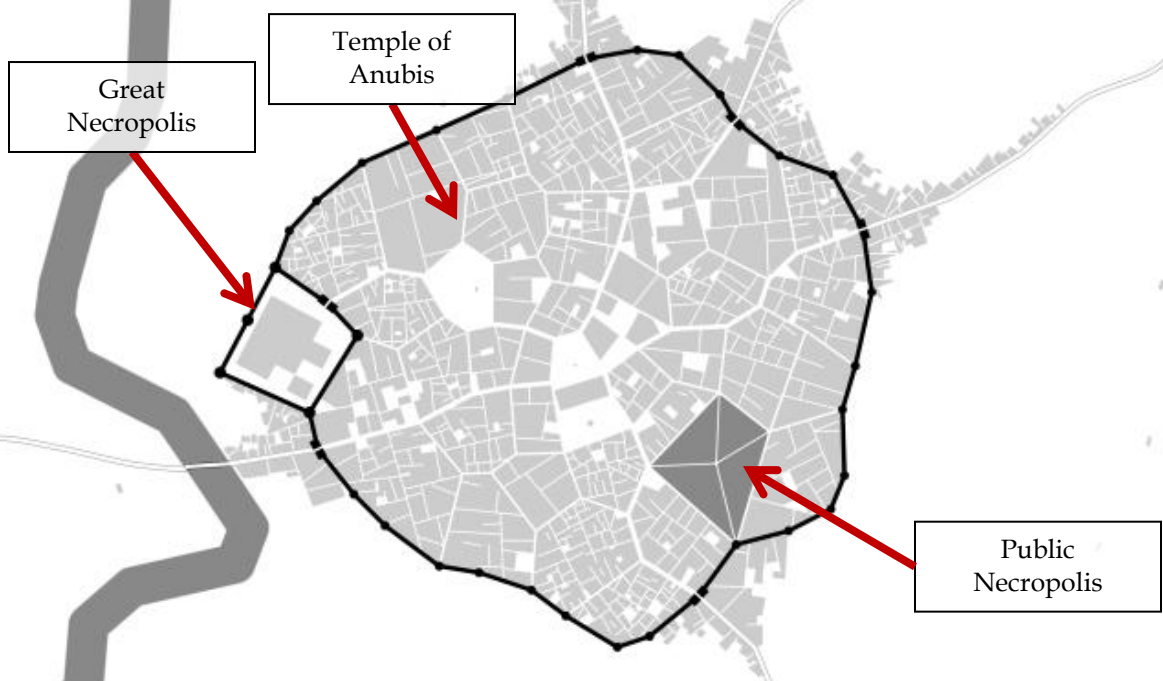
Important NPCs: This entry provides additional details on some of the most unique or colorful characters in town.

Characters: This entry provides insight into how to create iconic character from this area.

Plot hooks: This entry provides a series of short adventure ideas set in that city.



Akhamet



ANUPOLIS

Nomarch: Gatemaster Sefferu

Government: Theocratic monarchy.

Population: Common: anubians, numru;
Uncommon: gebites, horites, khemites

Law: The law in Anupolis is written on the both sides of the city gates. It is clear, all-encompassing and absolute. Penalties range from fines, to whippings, to execution for regicide or sedition. The law is definitely lawful neutral in both interpretation and enforcement.

Alignment: The lands of Anupolis are ordered and distant from the capital. The population leans heavily towards lawful neutral.

Religion: Anubis and Pharaoh are the most worshipped deities.

Languages: Anubian, Common

Military: The city is protected by a well-equipped small militia that serves two purposes: collect taxes at the city gates and patrol the necropolises. In times of war, the clergy of Anubis commands a force of devoted undead creatures - mummies, ghouls, and wights - against their enemies.

Located in the heartland of the empire among extensive forests, Anupolis is the only city in Akhamet that boasts two necropolises.

The Great Necropolis is reserved for the elite while the public necropolis is for all.

Anupolis is the most traditionalists of all the cities, with a strong attachment to tradition and a dedication to ancient arts and knowledge. It is not where one goes to challenge authority.

HISTORY

Already a town when the first hieroglyphics were drawn and carved into stone, Anupolis celebrated Pharaoh's ascension with joy. The city claims to be the only one that never fell.

Three centuries ago, undead monsters flooded out of the Temple of Anubis, overrunning the city's defenses. For more than a season, the city was under the control of the dead. It is only when Pharaoh himself arrived at the head of His army that the city was liberated.

Investigation revealed that an over-eager student used a ritual way beyond his training and it ran amok, opening a portal to a land of the dead.

UNIQUE LOCATIONS

The Great Necropolis is dominated by a large stone pyramid that holds the mummified remains of over a hundred generation of the richest and most deserving of the city's former inhabitants. Guards, both living and mummified, patrol the halls, to prevent tomb





robbing. Many of its inhabitants are undead creatures granted eternal life through mummification.

Only the priests of Anubis are legally allowed to communicate with them. However, there is a thriving market of people who can arrange a meeting one or more of the mummies. Arranging for communication is a lucrative business many enterprising and money-grubbing criminal entrepreneurs involve themselves with.

The Public Necropolis is a mini-city where the rest of the population is buried in small mausoleums. Although the clergy maintains soldiers to prevent the creation of undead, they are a constant threat to the city, requiring specialists to remove them. Ghouls and wights spawn regularly.

The Temple of Anubis has two halls: one above ground and one below ground. The upper hall doubles as hospital and hall of medicine. The lower halls are where the secret mummification rites are performed.

IMPORTANT NPCs

Prince Gafren (male retid-anubian noble) The Prince came to Anupolis a decade ago. The grandson of the previous Gatemaster has been recruiting an army to defend Anupolis as he expects civil war to break out soon.

Gatemaster Sefferu (male anubian priest of

Anubis) The Gatemaster is a young anubian who was just promoted to this position. He is idealistic and believes his people are the ones who are best placed to find and solve Pharaoh's illness. He devotes many resources to finding a cure.

Guard Master Tetfu (male anubian warrior) Tetfu grew up in the slums of Anupolis where his father fell into slavery for gambling debts. He trained as a soldier and served ten years watching the Opharan Gate. Sent into the Great Necropolis, he single-handedly destroyed five ghouls, which gained him recognition and a promotion to lead guard the Great Necropolis.

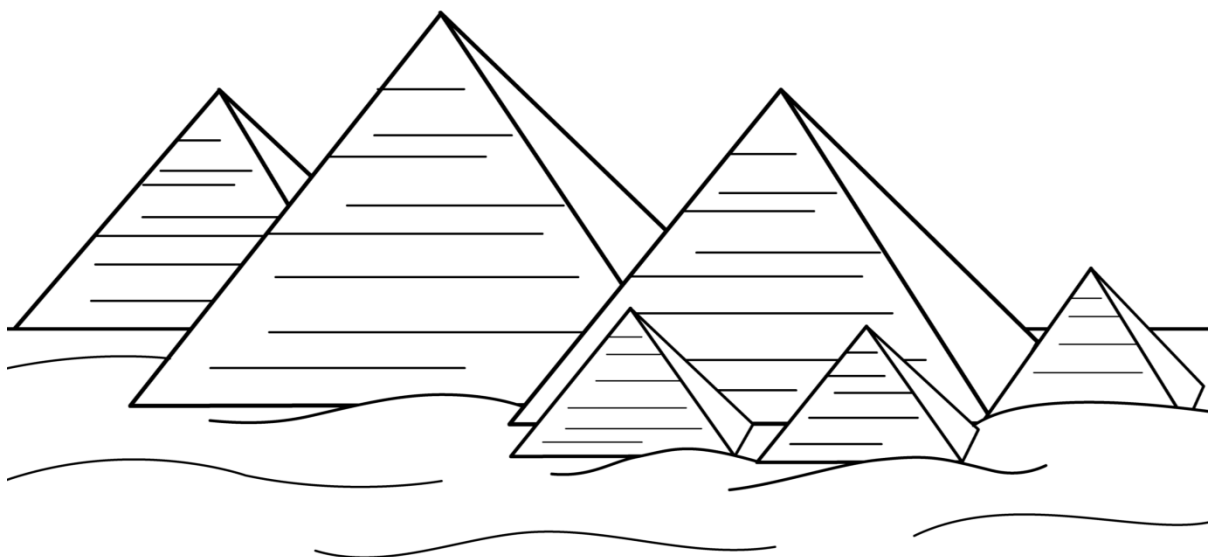
ANUPOLISITE CHARACTERS

Backgrounds: acolyte, afflicted, apothecary, charlatan, missionary, sage

Recommended classes: cleric, druid, monk, paladin

PLOT HOOKS

A local noble wishes to speak to a deceased uncle given the rite of mummification and interred into the Great Necropolis. He petitioned the clergy of Anubis without success for months. The uncle is the only one who knows where the family fortune is hidden. The noble is willing to hire enterprising people to enter the Great Necropolis, speak with his uncle and bring back the information he wants.





The Great Raid marked the first time in recorded history that barbarians claimed a major city in Akhamet, an experience that marked the collective imagination. These barbarians stole untold riches and took the population as slaves. Exactly where they went is the topic of hot debate, but “beyond the Godshield Mountains” is the agreed answer.

In the aftermath, Pharaoh rebuilt the city, greater and more beautiful than before. Today, most visitors agree Bastis is the most visually stunning city in Akhamet.

An army of slaves keeps the city nice and clean, decorating it for every festival and holiday, which happens every other day. Bastis is not a place where one conducts serious business, but a party town where one goes to relax, enjoy a more-less private tryst or indulge in one pleasure or another.

UNIQUE LOCATIONS

Most people coming to Bastis do so to come and see the Palace of Sweet Dreams. This fortified palace is a cat’s dream with perches, nooks and holes where one can take naps, eat and explore. Felines are found everywhere lounging around lazily. Even the largest and most dangerous are docile, fed and pampered by the clergy of Bast. Every night, the palace is the site of epicurean feasts where food and drink are served aplenty.

In the center of town is Pharaoh’s Temple. This old and crumbling palace was Pharaoh’s home when he lived in Bastis following The Great Raid. After he left, the structure was converted into a temple.

In the center of town, Hunters’ Park is a jungle tended to by the clergy of Bast. Felines roam free within the park. Worshippers place offerings of cream, milk, food, and artwork at the entrance.

IMPORTANT NPCs

Prince Khu (male retid-ubasti noble) Born to the previous Pridelord’s

daughter, the Prince spends his days surveying the landscape around Bastis. Officially, he does this to improve the irrigation system. However, he and Tethamose have begun talking about a potential military campaign to “suppress rebels”.

Pridelord Raia (male ubasti priest of Bast) Raia held his position for well over two decades during which he led a life of idle pleasures. Fancying himself as something of a poet, he writes poems he publishes at his expense. He refuses to acknowledge the seriousness of Pharaoh’s illness, claiming that “as a god, he can rid himself of his affliction whenever he wants.” This has not endeared him to the rest of the clergy.

Tethamose (male human priest of Bast) This old priest of Bast and the Pridelord have been at odds with each other over the position to adopt over Pharaoh’s illness. Tethamose claims to have received dreams warning of impending doom.

BASTITE CHARACTERS

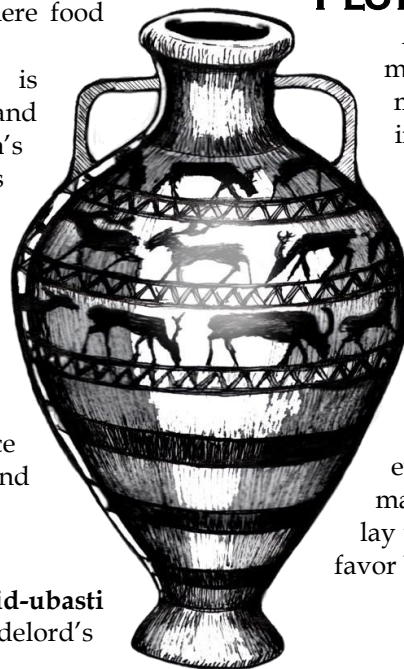
Backgrounds: acolyte, afflicted, apothecary, charlatan, missionary, sage

Recommended classes: bard, rogue, sorcerer, warlock

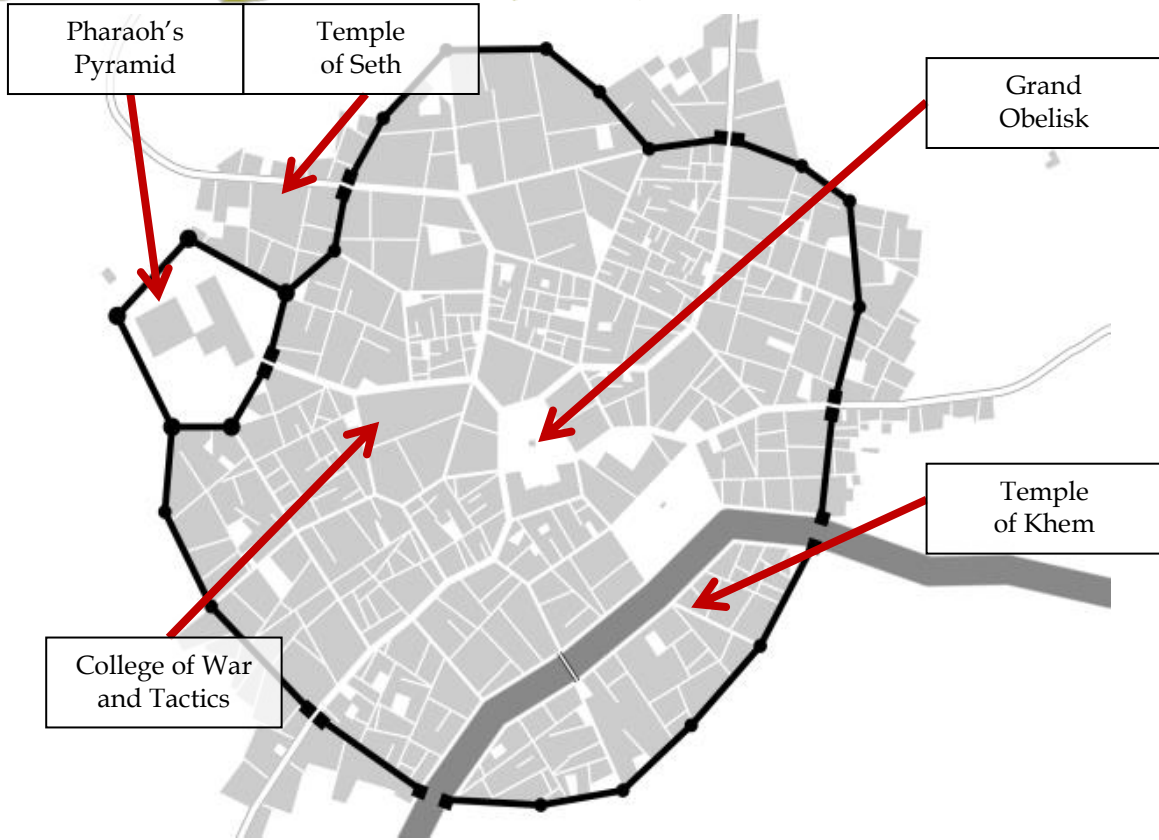
PLOT HOOKS

An influential Opharan noble makes a pilgrimage to Bastis to meet with a high priest and get an interpretation of a recurring dream he has. However, he should have returned long ago but has yet to do so. Rumors say that he was seen in a known drug den. The local priest decides to send people to investigate the stories.

Tales of a new type of mountain lion surface and everyone in Bastis wants to bring a mated pair to town. Both clergy and lay worshippers seek to garner Bast’s favor by bringing a live pair to town.



Akhamet



GEBAPHIS

Nomarch: High Lord Engineer Hatshepaten

Government: Theocratic monarchy

Population: Common: gebites, sethru; Uncommon: khemites, foreigners

Law: The law in Gebaphis seeks a good medium between what is right and what the law says, making the legal system neutral good.

Alignment: Most people in Gebaphis are neutral or neutral good in alignment.

Religion: Geb, Horus and Seth have the largest following.

Languages: Gebite and Khamet are the most used language. However, a variety of foreign languages are taught and spoken around town.

Military: Gebaphis maintains a large force of regulars composed of slingers and siege engineers. Another group attached to the army during times of trouble is a force of experienced sethru trackers and hunters dedicated to keep tabs on barbarians. Their military is poorly adapted for offensive warfare, being focused on defensive campaigns.

In northeastern Akhamet, Gebaphis rises in the Yellow Hills, named because of the color of the limestone mined for the creation of obelisks, pyramids and structures across Akhamet. These stones are plentiful here and easily mined and shipped down the Fork River.

Gebaphis is the most independent and self-sustaining of the major cities. Its walls rise over fifty feet high and are between ten and twenty feet thick in most places. A wide array of ballistae and catapults stand on the towers.

Communities centered on stone fortresses provide a spread-out defensive network and allows for the rapid deployment of troops along a wide area, preventing barbarians from taking out its army in a single blow. These satellites are linked to the city by high quality roads.

HISTORY

Gebaphis's history is one of constant resistance to foreign invasion. From the first day, the small settlement had to protect itself from attack. When Pharaoh first came here, He did so at the head of His army. After a short siege, he offered terms for subjugation, terms





that recognized the gebites' ability for war. Pharaoh's army never claimed the city. Rather, He was welcomed as a friend.

Every decade, barbarians descend the slopes of the Godshield or swoop in from the Great Western Desert and besiege the city. Their successes are limited even if they often take away workers. Because of it, a force of trackers was formed. The involvement of these soldiers further limited the damage caused by barbarians.

UNIQUE LOCATIONS

In the center of town, the College of War and Tactics doubles as the temple of Geb. It is the greatest school of engineering in all of Akhamet. The school is always under construction, with cranes and wheels moving vast quantities of rock and dirt. It is a school that takes a very hand on approach. Although it presents itself as a college of war, it teaches very little about warfare other than the building of fortifications and siege engines. The college is the not-so-secret base for the Charioteers, an organization dedicated to the creation of a permanent military force in Akhamet.

Believed to be the final resting place of Pharaoh after he leaves the world, Pharaoh's Pyramid rises in a walled enclave west of the city. For years, many laughed at this construction thinking it to be little more than a waste of resources. With Pharaoh's illness, work accelerated. The pyramid is filled with magical and mundane traps, mummies and other eternal guardians. Only the High Lord Engineer knows the exact plans and the secrets of the pyramid.

In the center of town, the Grand Obelisk rises to a height of six hundred feet. Covered with hieroglyph praising the heroic deeds of Pharaoh on all four sides, it marks the center of the great market. Every day, merchants, and farmers sell or trade their goods in its shadow.

IMPORTANT NPCs

High Lord Engineer Hatshepaten (male gebite priest of Pharaoh) Hatshepaten spent his life working on the great canals. Concerned for Pharaoh, he leaves these concerns to the Opharan clergy while he focuses on his city. He

accelerated work on the great pyramid that will host Pharaoh's remains.

Lord Ptehmese (male horite, priest of Pharaoh) Born in Ophara, Ptehmese came to Gebaphis to study as a military engineer. Having trained at the College of War and Tactics, he is petitioning for a posting where he can oversee grand construction projects.

Koshepsu (female horite, head of the trackers) Koshepsu was enslaved for excessive gambling debts. With her tracking skills, she rose through the ranks until she became commander. Koshepsu remade the outfit into a paramilitary operation.

Princess Tamunakset (female retid-gebite) The Princess is a famous adventuress who travelled beyond Akhamet. She is easily the richest person in town. She meets with foreigners and Sethru traders at her home. She has spoken openly against the inadequacies of the priestly caste.

Wafjet (female sethru) This sethru woman leads a small confederation of nomads. She is the go-to person to find a guide or caravan to travel through the Great Western Desert. She has a bad reputation as a crime lord, something that was never proven.

GEBAPHITE CHARACTERS

Backgrounds: acolyte, afflicted, apothecary, charlatan, missionary, sage

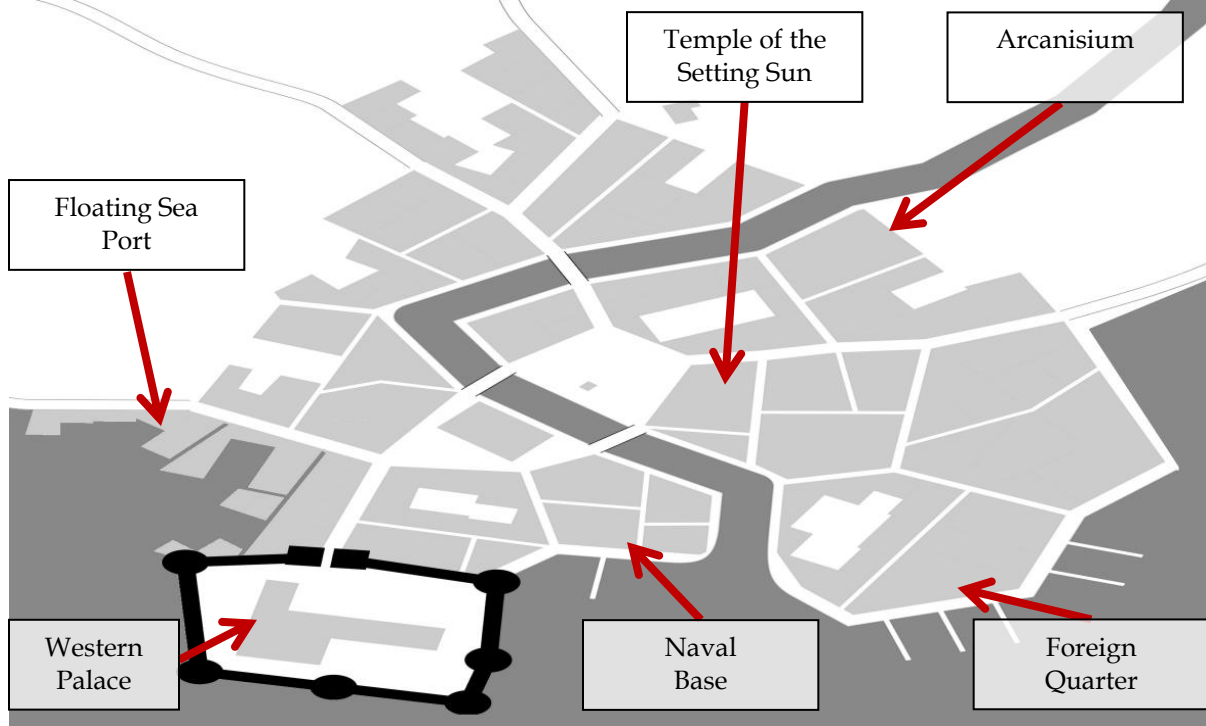
Recommended classes: cleric, fighter, paladin

PLOT HOOKS

Slaves are disappearing from a quarry in the Yellow Hills. The local priest is worried that the losses may bring his operation into disrepute. He believes barbarian slave raiders are behind the whole affair.



Akhamet



KATAMUN

Nomarch: Governor-General Kaziopea

Government: Military dictatorship

Population: Common: khemites, foreigners,
Uncommon: horites, sethru

Law: Katamun law favors Akhameti over foreigners and the rich over the poor. Unlike in the rest of the empire, authorities here are secular and rely little on the usual army of priests. Unique and barely-remembered rulings and decrees are invoked here as if they were the most important one day and dismissed the next. Magistrates are bought with gold every day. The law can best be described as chaotic neutral.

Alignment: The people of Katamun are free spirits. They lean heavily toward chaotic alignments, with an even split favoring good and evil, making the city chaotic neutral.

Religion: Seth is the patron of the city. The Foreign Quarter has shrines to deities not of the Akhamet pantheon, some of them heretical.

Languages: Khamet and Sethru are officially the only languages used, but a variety of foreign and barbarian languages are spoken openly.

Military: Katamun is a major port for the Akhameti navy. The marines are the only permanent military force detached here. The navy ensures the protection of the Governor-General. In times of trouble, he hires mercenaries.

HISTORY

Katamun was founded in the early fourth century by a barbarian lord whose name has been erased from the histories. The village is the only permanent barbarian settlement in Akhamet in recorded history. The barbarians used the deep waters as a launching point for their invasion of Akhamet. Over the next century, it became a stopping point for foreign ships to load plunder stolen from Akhamet and drop off additional barbarian settlers and warriors.

After the defeat of the barbarian navy at the Battle of Bone Island, barbarian forces made their last stand here. Gebite general Katamun diverted the river, cutting the water supply to the town. After two months, the barbarians surrendered, giving up their arms without a significant battle. Katamun entered the settlement, executed the leaders, sold the warriors into slavery and married the locals





with his unwed soldiers. His soldiers renamed the village Katamun in his honor.

Within five years, Katamun was integrated into Akhameti society. The army withdrew, turning the city over to the navy.

Since that time, the city earned a reputation for being of dubious loyalty. Barbarian invaders find sympathetic ears here and the settlement falls to barbarian every decade or so, before it is recaptured by Akhameti forces.

UNIQUE LOCATIONS

The city is dominated by the fortress called the Western Palace. Officially it should be Pharaoh's residence, but he never visited and is the residence of the governor-general. It is a military installation that suffered damage over the years and seen only minimal repair.

The Temple of the Setting Sun is the temple of Seth, the only temple to an Akhameti deity in town. The temple has small shrines to the rest of the pantheon.

The Foreign Quarter is a walled enclave where foreigners are quarantined upon arrival and merchandises stored as they clear customs.

The Arcanisium is a school for the magic arts that accepts any petitioner who can pay the entrance fees.

Floating sea port is a section built on pillories where small boats can moor. Smuggling is a real problem, but officials are paid to look the other way.



The naval base is the military center of town. The dockyards hire many workers and offer good pay.

IMPORTANT NPCs

Governor-General Kaziopea (female Olympian Child of Zeus, warlord) Kaziopea came to Akhamet as a child. She grew up serving in the military rising to the rank of general. She enjoys the power and the adulation of others. She has dreams of ruling her own empire. While she does not know her divine heritage, she feels called upon to do more.

Lady Latizia of House Ogozar (female First One, powerful wizard) A year ago, a woman with jet-black skinned arrived in town, at first calling herself Queen Latizia. She since dropped the title of queen for the friendlier "Lady". Since arriving, she befriended the governor-general, sponsors and teaches at the Arcanisium, and has been gathering power among the foreign community.

KATAMITE CHARACTERS

Backgrounds: brute, folk hero, hermit, savage, scavenger, subversive

Recommended classes: barbarian, druid, ranger, wizard

PLOT HOOKS

Lady Latizia needs a rare spell component. The simi plant is found only in merfolk garden deep beneath the waves. She needs people to secure a supply of this plant. She cares little how the PCs do it.

Scouts reported a large band of barbarians in the hinterlands. A local merchant hires the PCs to serve as armed muscle to escort a caravan to Onoris. He wants them to protect his wife. The wagon containing his wife also holds a treasure in gold and gems.

Conspirators wish to replace the Governor-General with someone else. This creates a rift as Kaziopea goes on the offensive and the city devolves into chaos with street gangs taking sides.





Military: Khemaphis's military is made up of sailors from the crew of sailing ships. These troops are heteroclitc and unpredictable. The city boasts the largest college of magic.

Southeast of Akhamet and blessed with a temperate climate brought about by the sea Khemaphis is the largest and busiest port in Akhamet; ships from all over trade here.

Cypress, oak, and pine forests close to the city allow for a thriving shipbuilding industry. Local ships sail both the Endless Sea and the rivers of Akhamet.

HISTORY

Throughout recorded history, a port and a fortress stood on the current site of the city. Pharaoh came and ordered the city made into a major port. It is said that here He saw the sea for the first time and she became His love. Khem formed out of that love a perfect consort for Him. For centuries, they met here during the Dry Season.

Khemaphis sees attacks by pirates and seaborne barbarians. The last of which was a flotilla that broke into the harbor and laid waste to the city, taking its riches and dragging the inhabitants aboard their ships. These raids and the following occupation last about a week, too short for Pharaoh's armies or navies to gather and crush them

UNIQUE LOCATIONS

The greatest and best-known feature of Khemaphis is the Great Pharos. Built on a rocky island off the mainland, it burns day and night, guiding ships to the safety of the harbor. It is a magical flame that burned over a thousand years. Stories began to circulate about its light fading during the day. The local clergy repress such gossip.

The Sea Port is a floating city between the mainland and the Great Pharos. It is a place where few legal activities take place.



In the center of town is the Fish Market, where locals and sailors meet to trade. It is said that is something can be had, it can be found here. The stench of fish is overpowering.

Next to the Fish Market, the Temple of Horus serves as a martial academy teaching Pharaohs future officers.

In the warehouse district is the Shipwright Academy. This school teaches ship-building and navigation. This school is maintained by the churches of Khem and Horus.

North of town, the Great Hall of Writing is the premiere school of wizardry in Akhamet. Here, people of all walks of life learn the magical arts and compile the largest library in Akhamet.

Pharaoh's Palace is the official seat of the government. It is has vast halls with openings giving a view of the waters.

IMPORTANT NPCs

Prince Khufu (male retid-khemite)
Prince Khufu runs the day-to-day operations of the city in lieu of the High Lord Guardian.

High Lord Guardian Sefferu (male khemite priest of Khem) Son of a shipwright, Sefferu always felt the call of the sea. He joined the clergy at a young age and rose through the ranks. He is angered by the lack of interest of other leaders with regards to Pharaoh's illness.

KHEMIAN CHARACTERS

Backgrounds: acolyte, afflicted, apothecary, charlatan, missionary, sage

Recommended classes: cleric, druid, paladin

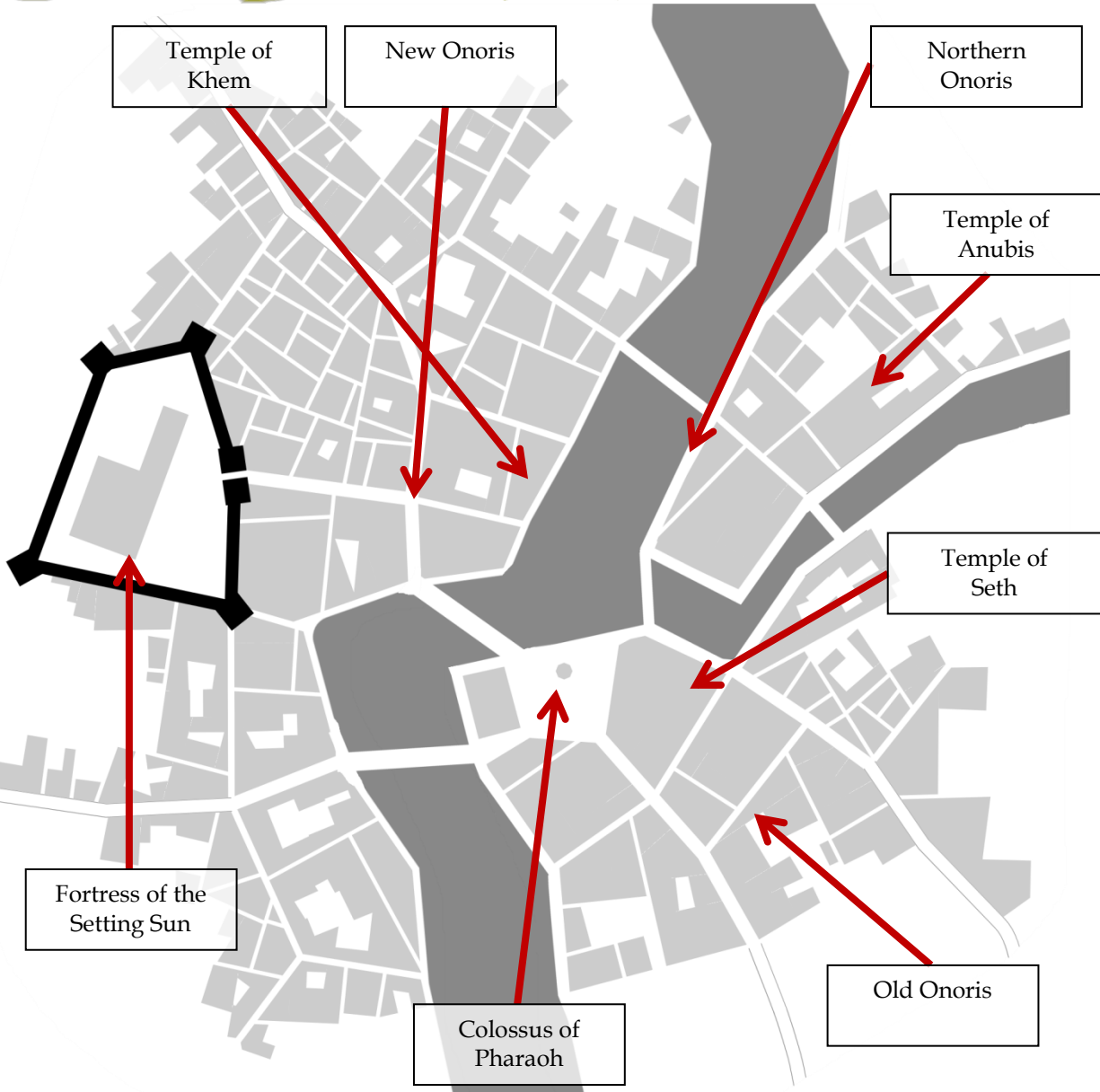
PLOT HOOKS

A scribe wants an escort to the Sea Port until he boards a ship. He struck a priest who was trying to steal from him. Crossing the city pits the PCs and their charge against the city watch and thugs hired by the priest.

A pirate king assembled a small armada and is raiding the coast. The PCs are hired by the High Lord Guardian to join an expedition to find and destroy them.



Akhamet



ONORIS

Nomarch: Prince Amengeb

Government: Criminal syndicate

Population: Common: sethru; Rare: horites, khemite.

Law: The military focus their efforts away from town, leaving it to civilian authorities to police themselves. Soldiers only involve themselves in the most grievous offenses and when they do, they act like a hammer on a fly. Local crime bosses maintain the peace. Because of this, the law is neutral evil.

Alignment: The populace is mostly neutral-aligned, leaning towards evil.

Religion: Khem and Seth are the two major deities here. The cult of Sobek is numerous along the Fork River.

Languages: Khamet and Sethru are the most common.

Military: Light cavalry mounted on camels or horses form most of the city's official defense force. In times of trouble, well-armed and trained criminal gangs gather to defend town.

Built on the Fork River, Onoris is a major trading hub for land and river commerce.





Onoris has reputation as the criminal capital of the empire.

Because of the lax laws, it serves as a neutral meeting place to broker legal and less-than-legal deals between parties. Such deals are invariably worked through intermediaries as the greats and powerful would not be seen here. Disposable security – such as adventurers – can be hired here for short to long terms.

HISTORY

Onoris was but a tent city until Pharaoh ordered the construction of bridges to cross the Fork River. Onoris was burned during the Great Plague when an army of the dead crossed the bridges and fell upon the unsuspecting town.

Pharaoh razed the city and had it rebuilt, expanding it to have outposts on all three shores. These outposts grew to form one town.

UNIQUE LOCATIONS

In the center of town stands the mighty Colossus of Pharaoh. Towering eighty feet, it looks up to the skies without blinking. A persistent tale is that should the city ever find itself faced with destruction that Pharaoh will inhabit the colossus and rescue the town.

The Fortress of the Setting Sun is the biggest cavalry outpost in western Akhamet. Units of outriders based here are elite riders.

Located on the water the Temple of Khem is home to the port master and is the life blood of the city. The temple had piers and quays that protects the city from the yearly flood. Raising the levels of the riverside meant old structures were buried and forgotten. Criminals use these locations as storage and escape tunnels.

The Temple of Seth is a sprawling complex where foreigners are taught about Akhameti society. The temple is a major center for

commerce, with the priests introducing parties to each other.

IMPORTANT NPCs

Prince Amengeb (Male retid-sethru, military commander) This comely sethru hates this post he finds too hot for his horses. His organization of the outriders turned them into a force that uses a bend-don't-break approach and focuses on scouting and intelligence gathering rather than cavalry action.

Khafu (male khemite, head priest of Seth) A local boy gone good, Khafu controls a vast criminal empire focused on the overland traffic. Charming and friendly, he hires unsuspecting people to do his bidding. He supports commander Amengeb to make sure his temple can continue to provide security in town.

Sutebet (female sethru, head priestess of Khem) The head priestess of Khem is the head of the bargee and watermen guild, she uses them as her own army to bully and force her will on rivals. She hates Khafu with a passion, blaming him for shoddy goods that cause her to spend lavish sum maintaining the piers.

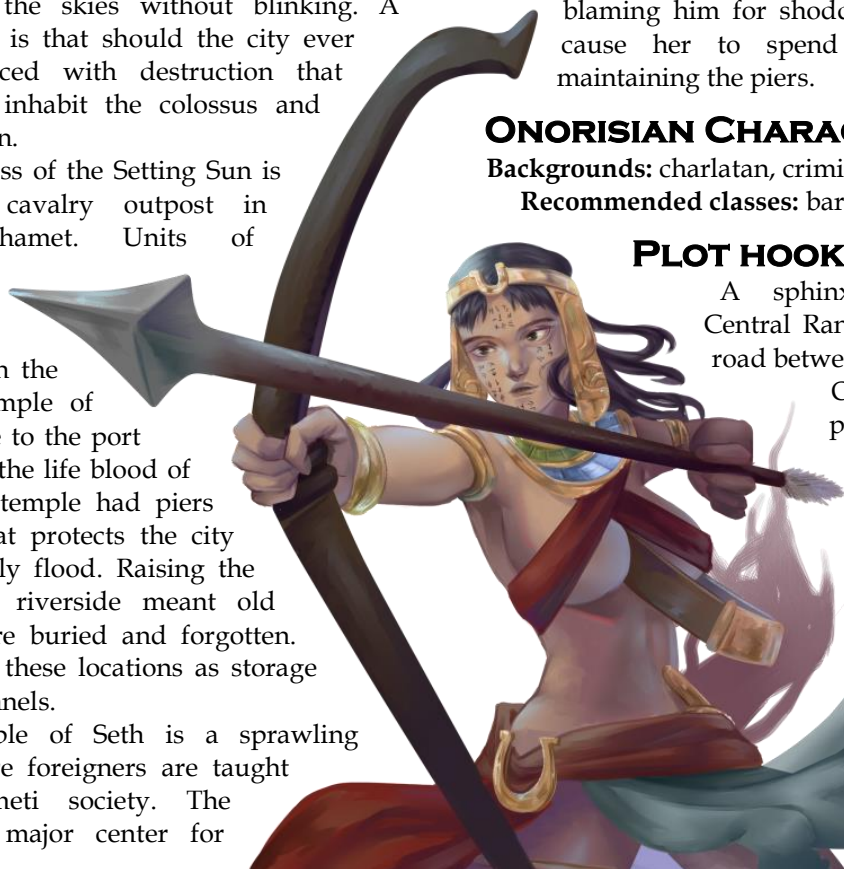
ONORISIAN CHARACTERS

Backgrounds: charlatan, criminal

Recommended classes: bard, rogue

PLOT HOOKS

A sphinx from the Central Range blocks the road between Ononis and Ophara, preventing all traffic on the roads. The sphinx kills those who do not answer its riddle.





Himself. Sending His clergy across the land, He chose the site of Ophara for his capital.

The city grew into a metropolis within a few years. Resources and expertise came in from across the kingdom. No expense was spared and an army of slaves built, carved, and lifted more stone than ever before. Ophara is a city known for its rising structures, dominated by the Temple of Pharaoh.

Today, the city is the brains of Akhamet, with priests and messengers coming and going day and night. With Pharaoh's illness, this activity reached frantic levels. Orders coming from the palace are contradictory and confused adding to the worries of the populace.

UNIQUE LOCATIONS

The Great Palace is Pharaoh's official residence, where He meets His people and entertains guests. The palace is a sprawling complex with three main wings. Pharaoh's private apartments are where His wives and children reside. These are off-limits to all but the High Priests. In the Public Halls, Pharaoh meets with visitors and renders justice. The Trophy Wings is where Pharaoh keeps prisoners too powerful. This wing is absolutely off limits to all but Pharaoh Himself.

Between the river and the wall is Pharaoh's Hunting Ground, a forest stocked with wild game and fowl. Hunting within the forest is forbidden under penalty of death. It is a favored spot for secret meetings and private love affairs.

Every temple is open day and night for worship and spell casting services. Petitioners wishing to join the ranks of the clergy line up daily to perform tasks that will allow them to join the religious orders.

Before the Temple of Pharaoh, rises the Grand Obelisk, a stone spire that reaches five hundred feet in the air. The obelisk splits Akhamet between the East from the West.

The Holy Travelling Order - or Obelisks - has its headquarters next to the Great Obelisk. The public halls have an extensive library of maps. The Obelisks buy and sell maps.

The temple of Seth is a small affair where one can find maps of the desert and beyond

Akhamet, along with charms to safeguard oneself from the dangers of the road.

The Temple of Sobek sits on a man-made swamp filled with crocodiles. It is an area few people ever visit.

IMPORTANT NPCs

Lady Jatchep (female horite, wife of Pharaoh) Born in the Godshield Mountains, she was sent to Pharaoh as tribute from her family. Pharaoh fell madly in love with her and took her as His wife.

High Priest Khetfu (male khemite, High Priest of Pharaoh) Head of Pharaoh's clergy, Khetfu runs the city's day to day operation. Rumors of corruption, nepotism, and favoritism surround him but nothing has yet been proven, the long list of dead bodies adds to the speculations.

Lord Kupthet (male gebite, priest of Geb) Kupthet is Pharaoh's First Architect. He is tasked with the construction of great buildings to glorify Pharaoh's rule. Kupthet is known for his engineering skills and his bottomless greed.

Totsu (male sethru priest of Seth) This priest has been speaking at half-words that Pharaoh is already dead and that a successor should be chosen at once. Other priests treat him as an apostate, but have yet to act against him.

OPHARAN CHARACTERS

Backgrounds: acolyte, afflicted, apothecary, charlatan, missionary, sage

Recommended classes: cleric, druid, paladin

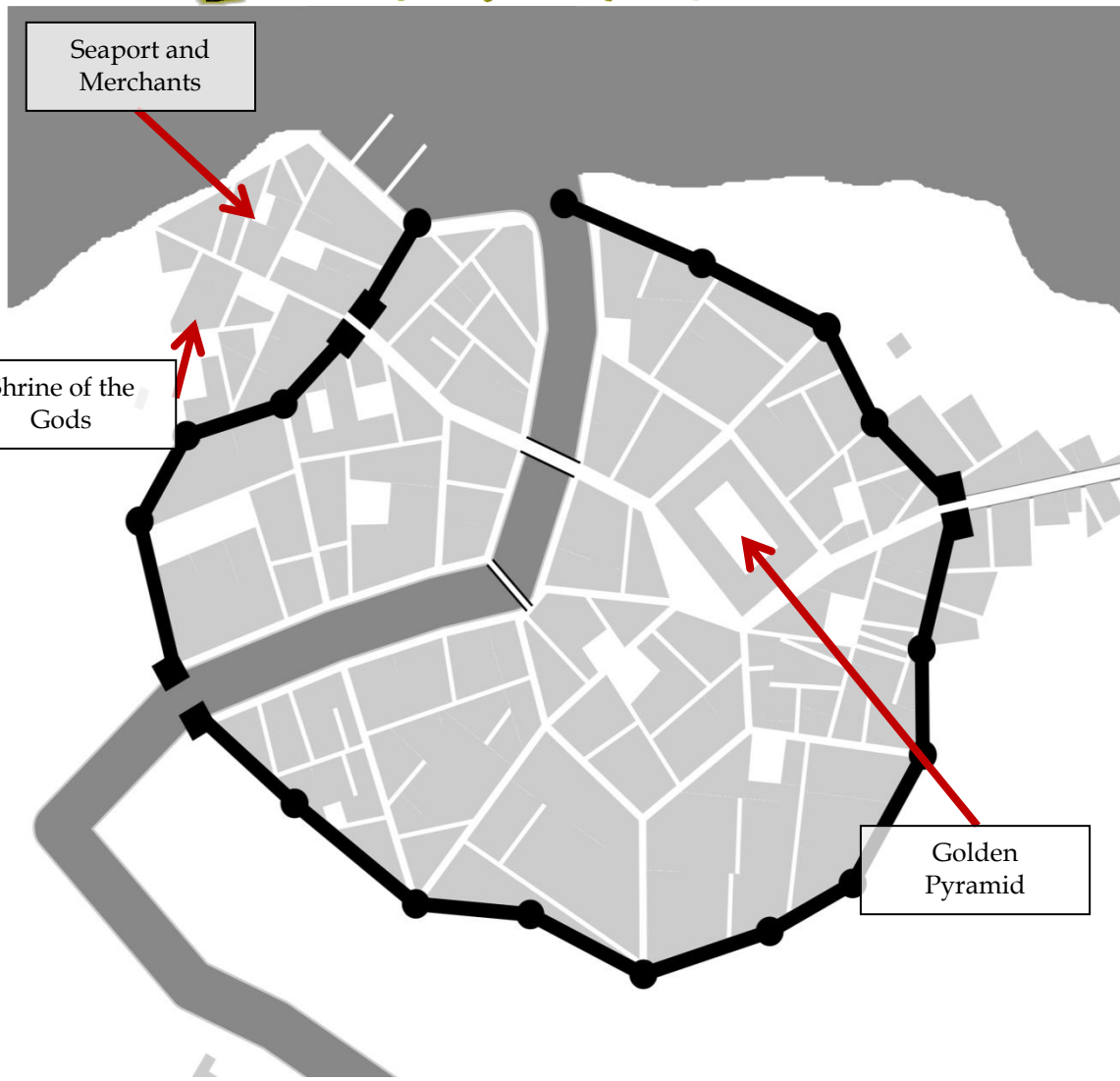
PLOT HOOKS

Well-intentioned priests want to support Totsu's search for a successor, but do not wish to be open about it. Adventurers looking into it would not endanger their positions.

Junior priests want to know what is going on with Pharaoh. Suspecting a conspiracy, they hire adventurers to spy on the high priests and see if they are lying about Pharaoh's health.



Akhamet



PER-KHATHET

Nomarch: High Cleric Amenmesse

Government: Theocratic Dictatorship

Population: Common: khemites;
Uncommon: foreigners, sethru

Law: The law in Per-Khathet imposes strict public adherence to Pharaoh's edicts and the commands of the Horesuteb, it is lawful neutral, with a strong leaning towards evil.

Alignment: The population of Per-Khathet is primarily neutral alignment.

Religion: Pharaoh is the official deity of Per-Khathet. No other gods are worshiped within the walls. The Horesuteb lean towards neutral evil. Shrines to the other gods of Akhamet stand outside the city gates.

Languages: To preserve the purity of the land, only Khamet is spoken aloud. Foreign languages are forbidden by law to be spoken.

Military: Per-Khathet is a major port for the navy. A small garrison defends the city, but the biggest military power belongs to the Horesuteb and the gangs that support them.

Per-Khathet occupies the northern tip of Kethoric Island to the southeast of Akhamet. The island's climate lends itself to the growing of figs and olives. The city is under the thumb of the Horesuteb, a fanatic cult of Pharaoh. They rule by fear and intimidation, encouraging denunciations. They impose Akhamet law and culture, repressing foreign influences.





HISTORY

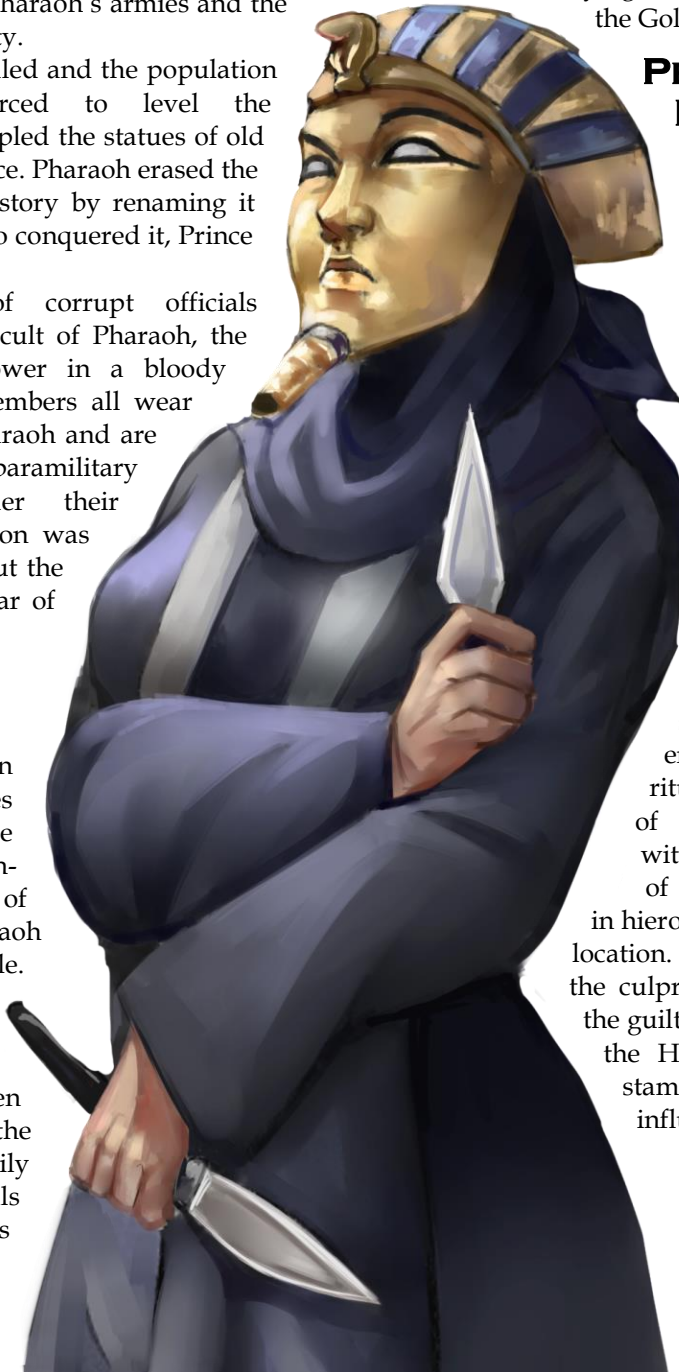
The city of Kethoric grew on commerce of the Endless Sea, as a hub of commerce with distant nations. When Pharaoh offered the city to join, the rules chose their independence. The people of Kethoric grew jealous of Akhmet's prosperity and declared war. The war ended with the victory of Pharaoh's armies and the subjugation of the city.

Leaders were killed and the population enslaved and forced to level the monuments and toppled the statues of old in a show of penitence. Pharaoh erased the city's name from history by renaming it after the general who conquered it, Prince Per-Khathet.

After years of corrupt officials running the city, a cult of Pharaoh, the Horesuteb took power in a bloody coup. The cult's members all wear gilded masks of Pharaoh and are organized as a paramilitary organization. Under their harsh rule, corruption was almost eliminated but the city now lives in fear of the cult.

UNIQUE LOCATIONS

The Golden Pyramid dominates the city. Only the Horesuteb and high-ranking members of the Church of Pharaoh can enter this temple. Criminals and apostates dragged through the lower gates are never seen again. The top of the pyramid has daily noon-time rituals where the priests observe the faithful pray to Pharaoh.



IMPORTANT NPCs

High Cleric Amenmesse (male khemite priest of Pharaoh) Born in the city, Amenmesse demonstrated zealous faith in Pharaoh from a young age. His rise was meteoric, based on his brutal methods. He is good to the faithful and terrifying to those brought inside the Golden Pyramid.

PER-KHATHETER CHARACTERS

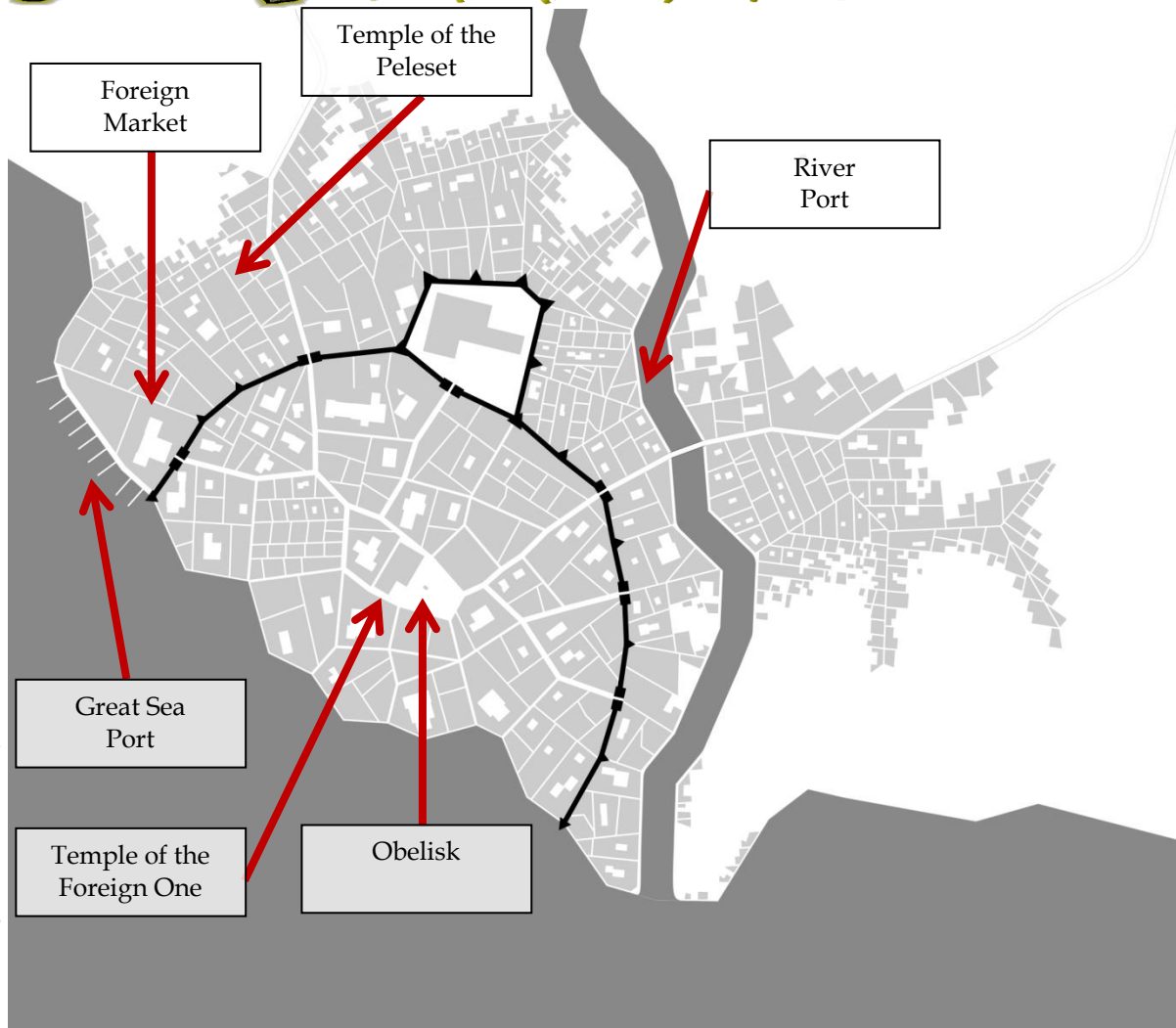
Backgrounds: acolyte, horesuteb, missionary, sailor
Recommended classes: fighters, clerics, paladins

PLOT HOOKS

Rumors persist of a cult of Tawaret in the area. Men and women are glimpsed in the streets, through shuttered windows engaging in strange rituals. Visiting priests of Pharaoh disappear, with only bloody scrawls of the Destroyer's name in hieroglyphic near their last location. The Horesuteb want the culprit found. How could the guilty exist in a city where the Horesuteb tyrannically stamp out outside influence over its citizen?



Akhamet



SERAKLIS

Nomarch: Lord-Governor Kleontes

Government: Military dictatorship

Population: Common: foreigners, khemites, horites; Uncommon: sethru

Law: The law in Seraklis is very permissive, seeking to promote peaceful co-existence of Akhameti and Peleset foreigners. It can best be described as chaotic good.

Alignment: The people of Seraklis come from a variety of background and ethnic origins making it hard to divine as a whole. The population averages out to neutral-aligned.

Religion: The entire Akhameti pantheon has shrines in Seraklis. Seth, as Lord of Foreigners, is the city's patron. A temple to the

gods of the Peleset exists in the harbor, under close supervision of the clergy of Seth.

Languages: Khamet and Peleset are the most used language. However, many foreign languages are taught and spoken here.

Military: Seraklis is defended by soldiers from across Akhamet, the Plumed Guard, for the feather on their shields. In addition, the Lord-Governor maintains a force of foreign mercenaries to support his position. He maintains a secret group of arcane casters to defend his person.

Seraklis is a city that is part Akhameti, part Peleset. Even if it owes fealty to Pharaoh, it is perhaps the least loyal of all the cities in the Empire. From afar, it resembles the Peleset cities with colonnaded temples and marble edifices. The city benefits from commerce with these





distant lands. Massive amounts of cotton, papyrus, and wheat head south, while strange spices, paper, silk, and porcelain fill the docks.

The city is the frequent target of barbarian pirate attacks. Its defenders are quite adept at fighting against pirates.

East of town, the Smoking Peak looms above, its top bellowing black smoke daily. The rumblings increased in frequency and intensity lately, and many keep a close eye on the mountain.

HISTORY

Seraklis was founded by the Peleset during their migration and colonization efforts of the Second Century. After decades of serving as the invader's top port, the Akhameti retook the city by blockading it.

Once the invasion of the Sea People was repelled, the city became a hub for slavers before Pharaoh Himself declared the city open to foreign trade.

Being so distant from the heart of Akhamet, the city was spared many of the problems that plagued Akhamet during its long history. Barbarians have since retaken and lost the city many times.

UNIQUE LOCATIONS

The heart of the city is the Foreign Market, huddled by the Great Sea Port. This hub of

commerce never closes and business takes place day and night. The streets are lit with magical torches. The only commerce not found here - legally - is slavery.

The Temple of the Foreign One is dedicated to Seth. Shrines to the other gods of Akhamet are found within.

IMPORTANT NPCs

Lord-Governor Kleontes (male khemite, military commander) Kleontes is half-Peleset on his mother's side. He understands both groups and under his leadership has kept the peace.

Mikshu (male retid-khemite, priest of Seth) The high priest of Seth in Seraklis, he works closely with the lord-governor to keep the money flowing.

WASETI CHARACTERS

Backgrounds: outlander, pirates, sailor, soldier.

Recommended classes: barbarian, druid, rogue

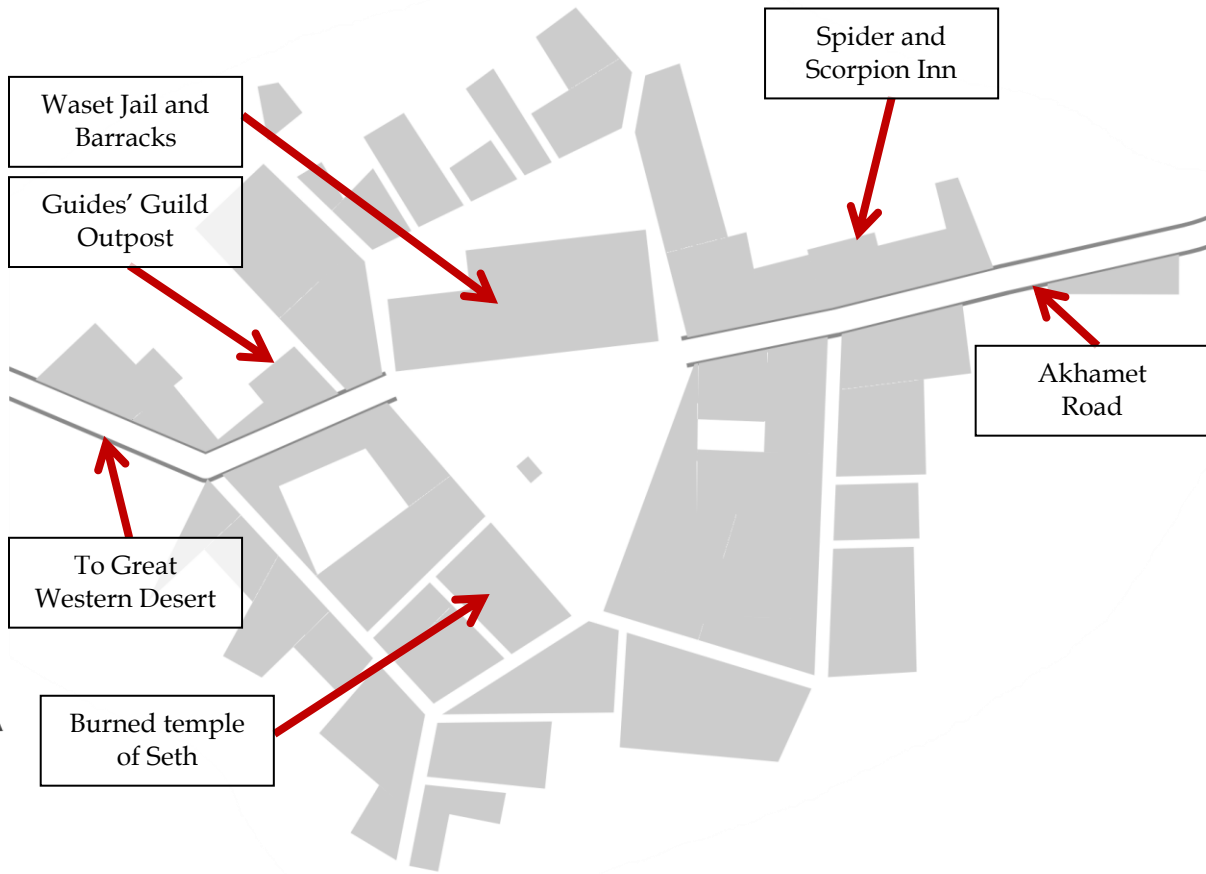
PLOT HOOKS

The PCs find a weapon with a rare maker's mark. The PCs travel to Seraklis to find additional information about this.

A priest of Seth believes the Smoking Peak could provide the answer and insight that could cure Pharaoh. He sends the PCs to commune with the spirits living in the caldera.



Akhamet



WASET

Nomarch: Commander Sennu

Government: Previously plutocracy, currently military dictatorship

Population: Common: foreigners, khemites, sethru; Uncommon: gebites, ubasti

Law: The law used to be very lax and handled through a system of bribes and favors. The law is now lawful evil.

Alignment: The people can best be described as chaotic neutral: they are flighty and given to fits of fancy and are quick to both anger and revel.

Religion: Seth is the patron deity of Waset. His temple was recently burned by Commander Sennu. Worship of Pharaoh and Horus is encouraged above all others.

Languages: Sethru and Khamet are the most used language. However, many foreign languages are spoken around the village.

Military: The village is protected by a detachment of soldiers under the leadership of Commander Sennu. Their barracks is adjacent to the Waset jail.

Waset is an outpost village serving as the great gate to the Great Western Desert. It sits in a wide pass of the western Godshield Mountains. It offers sanctuary to nomadic merchants whose caravans enter or leave Akhamet. Those who arrive are taught the Khamet language and instructed in the laws and customs. The temple of Seth coordinated those efforts.

HISTORY

Waset was the site of conflicts with barbarians since its founding. It was won and lost many times. Because of this, the town is not fortified to make retaking it easier.

Two years ago, a new commander, Sennu, came to Waset at the head of a small group of warriors to impose law and order. The priests in





Ophara secretly commanded him to prevent barbarian incursions and any who might be open to supporting them.

A local priest of Seth preached that Pharaoh had lost his way and that the Empire should turn to Seth for guidance and protection in the coming days. Sennu had him executed and his temple burned. His heavy-handedness angered the locals and public protests happen with growing regularity. The cult of Seth now gathers in the dunes west of town.

UNIQUE LOCATIONS

The Spider and the Scorpion Inn is a gambling den offering overpriced rooms with modest meals. Named for the deadly duels between deadly insects where gamblers bet on the winning creature. It is the social heart of Waset.

The Waset jail and barracks is the seat of power for Sennu. All visitors coming into Akhamet must register here and pay the taxes and tariffs.

The Guides' Guild Outpost is a simple building where guides and travelers can meet, discuss prices and have their agreement witnessed by a priest.

The burned temple of Seth is still the site of public prayers by the faithful. This is an open act of opposition to Sennu. He cannot repress without drawing additional ire. Sennu understands that and commanded his troops to steer clear of the area during services.

IMPORTANT NPCs

Commander Sennu (male horite, military commander) Sennu hates this distant post and does everything he can to complete his task. He seeks to bring order but has so far only managed to alienate everyone against him. He acts with the tacit approval of his leaders.

Ergamenes (male sethru, priest of Seth) Ergamenes created the Guides' Guild Outpost and thus is the best informed person in town. Ergamenes knows about every caravan, every migration, and every plot in or around Waset.

Semesh (male khemite, foreign trader) Semesh comes from the Great Western Desert, he is a member of the Salt Bearers and who

readily assists anyone planning to travel west. He is not cheap, but if promised certain items and copies of any maps made and the retrieval of items, in return for coin.

WASETI CHARACTERS

Backgrounds: entertainer, guild merchant, outlander, soldier.

Recommended classes: barbarian, druid, fighter, ranger, rogue

PLOT HOOKS

Unhappy townsfolk plan to ambush and kill Sennu for his tyrannical changes. The PCs have wind of the plot and must choose sides.

Cultists seek guides or escorts to take them to a holy site of Seth, out in the desert. The site is haunted by ghosts of ancient pilgrims.

Sennu placed a bounty on the head of a heretical Sethite cult leader who dwells in the deep desert. Bounty hunters come from all over Akhamet to cash in. The cult of Seth offers its own bounty for any dead bounty hunter.





ANUBIS

Lord of the Underworld, Keeper of the Gates of Night, Watcher-In-The-West

Alignment: lawful neutral

Appearance: A jackal-headed man. His animal face is either black or dark blue. He carries a scepter in his right hand.

Portfolio: the Afterlife, medicine, mummification

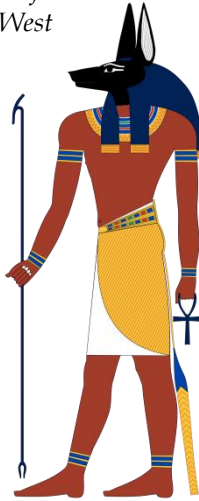
Clerical Domains: death, knowledge

Symbols: jackal, canopic jars

Favored Animal: jackals, canids

Color: black and red

Favored Weapon: flail



Anubis is the lord of the Underworld guiding souls to final judgment where their eternal fate is determined. He takes his task seriously and opposes those who cheat death on purpose.

Anubis demands that his followers protect life and make sure the rites for the dead are maintained and that their final resting place remain undisturbed. His clergy are dour, quiet and direct, having little time for politics or overelaborate fanciful talk. Most of his followers work in the medical arts.

DUTIES OF THE PRIESTHOOD

Anubis demands his priests ensure the dead receive proper burial rites. Protect and maintain the necropolis as resting homes of the dead. Fight and destroy all unwanted undead creatures and those who create such things. Promote the good and healthy practices that stave off diseases, illness, and plague.

The cult of Anubis employs a wide variety of undead, worshippers who have offered themselves willingly to serve their god for eternity. These creatures as not considered wicked, but are kept out of the public eye.

BAST

The Dreaming One, the Lady of Cats

Alignment: chaotic neutral

Appearance: A humanoid female with the head of a feline. Usually, this is a house cat, but a lioness, a panther or a tigress are also common. She commonly carries a fan in her right hand.

Portfolio: arts, cats, dreams, ubasti

Clerical Domains: nature, trickery

Symbols: cats, clouds

Favored Animal: any feline

Color: dark grey or tan

Favored Weapon: battle axe



Bast is the frivolous goddess of cats. Since she enjoys sleeping at any time of the day, she is the goddess of dreams, sending them to followers and teaching how to interpret them.

Along amongst the gods, Bast does not demand her followers do much, making her the hardest goddess to please. What pleases her one time may find her indifferent another.

Her displeasure is easier to discern. When all cats abandon a home, rodent infest a house, or one is plagued by repeated nightmares, one should quickly seek to garner her favor.

DUTIES OF THE PRIESTHOOD

Bast's only demand is that her followers treat cats and felines as extensions of herself. Her followers garner her favor by mimicking a cat's life: periods of play mixed with periods of active hunting and sleeping.

As the goddess of dreams, her priests catalog and keep records of dreams and prophecies.

Bast's followers share her love of easy living and fondness for earthly pleasures. They support and promote the arts and the creation of beauty, music, painting, poetry, and theatre all please Bast's. Her followers always surround themselves with cats of all types. Woe to he who hurts a feline.



Akhamet

GEB

The Lord of Stone, the Patient One

Alignment: neutral good

Appearance: A gebite male.

Geb rarely holds anything in his right hand.

Portfolio: construction, earth, gebites, peace, snakes

Clerical Domains: artifice, war

Symbols: gebites, pyramids

Favored Animal: snake

Color: brown

Favored Weapon: war pick



Geb is the engineer of the gods, the one who shapes stone into usable shapes. Initially, a warrior god, Geb has grown into a god of peace, building and creating works that help defend his people. He understands and teaches that society requires public works and the better those works are executed, the better the people's quality of life. He was the one who presented Pharaoh with the idea of the tithe that forms the basis of the economy.

Geb is madly in love with Khem to whom he offers loving gifts and welcomes her into his domain.

DUTIES OF THE PRIESTHOOD

Geb demands his followers seek ways to improve life through the building of public works. Peace, both sought and earned, is the greatest reward. Those who disrupt or break that peace should be punished.

Geb's worshippers favor service in the public works, as administrators, as engineers, and as overseers. Others favor the simpler works of craftsmen and smiths. They seek to improve and make their works better and improve the life of their communities.

HORUS

The Sky Prince, Pharaoh's First Son

Alignment: neutral

Appearance: A falcon or eagle-headed humanoid wearing a crown. He carries a scepter in his right hand.

Portfolio: ambition, birds, horites, the sky, youth

Clerical Domains: tempest, war

Symbols: cloud, falcon

Favored Animal: falcon

Color: white

Favored Weapon: spear



Horus is the god of the sky, the one who brings clouds to keep the sky from crushing Akhamet. Horus is said to be Pharaoh's first born to a falcon, thus his title of Sky Prince. As the god of youth, Horus represents the desire shared by the young to replace their parents. Horus openly demands Pharaoh steps down and give him the control of the Sun.

With Pharaoh's illness, Horus's clergy has grown more vocal about their god's readiness to assume the mantle of kingship. Many believe Horus is behind the woes affecting Pharaoh.

DUTIES OF THE PRIESTHOOD

Horus demands that his priests support the rule of Pharaoh and the stability of the empire, as one day, it will fall upon Horus to rule. His priests strive for, and encourage, excellence in everything.

As the god of the sky, he protects travelers and merchants. Some believe Horus wants them to explore and survey the lands of Akhamet, but also the lands surrounding it as he may one day wish to conquer them.

Horus's worshippers favor professions that take them outside to be under the open sky. As such merchants, hunters, and soldiers, fill the ranks of his followers.





KHEM

The Lady-of-the-Waves, the Ever-Present

Alignment: none (neutral)

Appearance: An attractive khemite female carrying a fan in her right hand. She sometimes is shown carrying a writing quill.

Portfolio: magic, khemites, water, writing

Clerical Domains: arcana, tempest

Symbols: crown of papyrus, water

Favored Animal: fish

Color: blue

Favored Weapon: harpoon

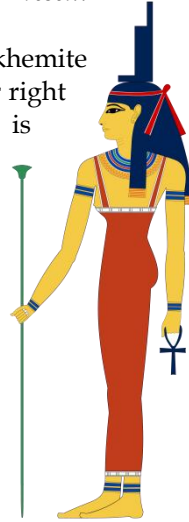
Khem is the goddess of the sea and magic. She is a capricious goddess who respects no boundaries and goes wherever she pleases. However, she enjoys being the center of attention and can be cajoled into doing what others want. Irrigation, canals, reservoirs, man-made ponds bring about her favor.

Like water, Khem is highly accommodating when happy. When unhappy, she creates storms and massive waves that destroy the coastline and ships or droughts that kill slowly

DUTIES OF THE PRIESTHOOD

Khem demands her priest use water in useful and creative ways. She approves of any waterworks from retention ponds, to aqueducts, to canals. At the same time, she encourages the spread of literacy and the mystery of the hieroglyphics writing.

Khem's worshippers have professions dealing with the sea, such as fishermen, pearl divers, shipwrights, water engineers, or bargemen. Others focus on magic creation, scribing, and book-binding.



KHONSU

The Undying One, the Bringer-of-Disease

Alignment: chaotic evil

Appearance: A mummified human with green skin

Portfolio: disease, night, undead

Clerical Domains: death, life

Symbols: the moon, mummy

Favored Animal: vulture

Color: green

Favored Weapon: maul

Khonsu is an ancient deity, believed to be older than the other gods. He rules the night and the creatures that dwell only therein. As the creator of disease, he brings death to everyone. A small sub-cult worships him as the lord of physicians. He does not mind who he blesses. He has little regards for anyone's life and is the lord of the undead.

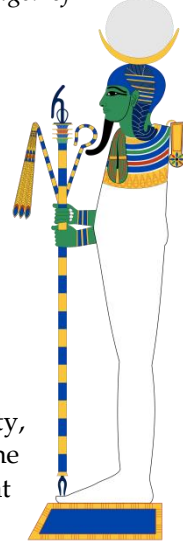
While Anubis is the lord of the Afterlife, Khonsu has no respect for any of the other deities, want to steal or infect their servants into his dominion.

Khonsu's temples are all underground, either in or near necropolises, with few public entrances and secret, underground access to nearby mausoleums and funerary complexes. Ghouls are considered blessed vessels of his will.

DUTIES OF THE PRIESTHOOD

Khonsu looks over all undead creatures that inhabit the necropolises. His priests seek to discover and spread diseases. Widespread plagues are a great omen and a sign of Khonsu's favor. The Great Plague being a most blessed time.

Non-worshippers make libations and offerings to him to draw his attention away from them.



Akhamet

NUM

The Creator

Alignment: lawful good

Appearance: A humanoid with the head of a goat or a sheep

Portfolio: craftsmen, creation, civilization

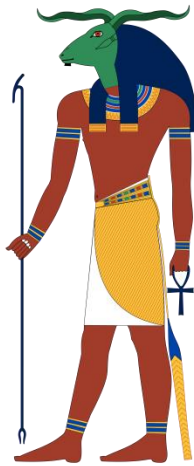
Clerical Domains: arcana, artifice

Symbols: goat's horn, drinking bowl

Favored Animal: goat

Color: gray

Favored Weapon: quarterstaff



At the beginning of time, Num took clay and fashioned the world. He built the mountains, the valleys, the plains, and the seas, with his potter's wheel. His work complete, he lay down and slept. While he slept, the other gods created mortals and other forms of life to populate his creation. When he woke up, he looked on and was amused by this new world.

To understand mortals, he travelled the world, teaching the glories of pottery to people. Seeing how fickle the children of the other gods were, he used clay to create his three children: goats, sheep, and the numru people.

Because of his association with artisans, his priests sponsor craftsmen guilds. Priests both lead and join such organizations.

DUTIES OF THE PRIESTHOOD

Num demands that his priests create for the benefit of all. While Bast sponsors artwork and Geb great works; Num values both, simple works like pottery, carpentry, metalwork, and masonry are seen as great works.

Libations and offerings to Num are common when treasure is found or when a particularly complex or beautiful work is completed. Figurines to Num can be found in most artisan shop.

SETH

The Desert Lord, the Foreign One

Alignment: neutral evil

Appearance: A humanoid with the head of an unnamed creature. He carries a staff in his right hand.

Portfolio: the desert, fire, foreigners, sandstorms

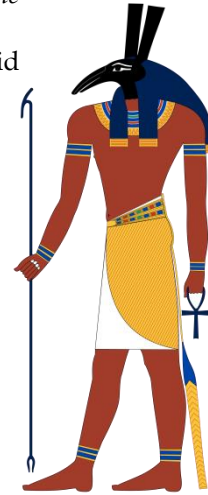
Clerical Domains: strife, trickery

Symbols: fire, seth beast

Favored Animal: seth beast

Color: red

Favored Weapon: glaive-guisarme



Seth is the god of the desert and fire. It is said Pharaoh and Seth fought for centuries before the dawn of time with the winner becoming master of the world. Pharaoh defeated Seth but gave him dominion of the desert.

Seth has few public temples. Devoting oneself to Seth has a stigma attached to it. Seth and his people prefer to act away from the revealing eye of Pharaoh and His priests.

Seth is a selfish deity interested in his own advancement and self-betterment. As lord of foreigners, he is the god of mercenaries. He is willing to work alongside anyone to advance his agenda. Therefore his people can be swayed into helping rebellions and criminal activity.

DUTIES OF THE PRIESTHOOD

Seth is a secretive god whose exact wishes are difficult to guess. On the one hand, he supports insurrection and rebellions. On the other, he teaches foreigners to improve to Akhamet.

His clergy promotes the integration of foreigners into society teaching the Khamet language and the basis of society.





SOBEK

He-who-waits-in-ambush

Alignment: chaotic evil

Appearance: A humanoid with the head of crocodile. He usually carries a crown of reeds and carries a staff in his right hand.

Portfolio: crocodiles, monsters

Clerical Domains: death, war

Symbols: crocodiles, reptiles

Favored Animal: crocodiles, reptiles

Color: green

Favored Weapon: greataxe

Sobek is the god of crocodiles, dinosaurs and reptiles. He is the one who creates and sponsors all the monsters and creatures that stalks the living in Akhmet. He waits in ambush ready to kill whoever comes nearby. He does not recognize any authority.

Sobek's clergy raise and feed monsters and creatures of all type. They claim to cull the weak and favor the strong. His clergy operates openly, flaunting power. Sobek's temples are along rivers where crocodiles are common.

DUTIES OF THE PRIESTHOOD

Sobek demand that his clergy be strong and powerful. The weak are to be culled. They do not involve themselves in public improvement projects, living on the outskirts of society, where they must struggle to survive.

Sobek is fond of breeding monstrosities, large reptiles and half-breed creatures that are then left to terrorize the world around them.



TAWARET

The Destroyer

Alignment: neutral evil

Appearance: A black humanoid creature with some elements of a hippopotamus and wearing a long plumed cloak.

Portfolio: destruction, entropy, invaders from other planes

Clerical Domains: death, strife

Symbols: black hippopotamus

Favored Animal: tarrasque, hippopotami

Color: black

Favored Weapon: greatsword

Tawaret is a monster from another plane, the goddess of the Horyrehmet and their dark armies. Originally unknown before the sacking of Bastis, she has since become figure of the destroyer, the one who swallows the world and all within it as the world ends.

She has no permanent clergy. Alone among the faiths, anyone who actively worships or promotes her worship is eliminated. Items dedicated to her worship, including texts, books and icons are destroyed immediately.

Priests of Seth are quick to divert blame onto Tawaret's clergy, passing away the blame for their own dubious activities, making the myth of the cult of Tawaret much more powerful than its true numbers are.

DUTIES OF THE PRIESTHOOD

Tawaret seeks to destroy the world and society as a whole. Its few priests work to undermine and destroy everything that makes society the way it is.

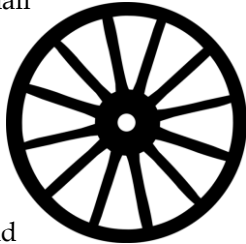




FACTIONS AND ORGANIZATIONS

CHARIOTEERS

Akhamet has a small permanent military, composed of elite regiments and units raised by generals and nobles. Foreigners often assume generals are the ones with the power and flock to support them. This faction has existed for centuries, its power and support ebbing with the need of the military.



Barbarian incursions and magical mishaps first led to an increase in support of a permanent force. With the announcement of Pharaoh's illness, nobles and generals turned to this organization, seeing the clerical administration as unable to fulfil its official duty.

From a faction supporting a permanent military the Charioteers met and agreed that should the priests fail to keep Pharaoh alive, they would overthrow them and install a military government.



Hieroglyphic Symbol. A wheel.
Status. The Charioteers are a semi-public organization publicly supporting the establishment of a permanent military. Their seditious goals are known only to a few.

Motto. *A soldier's arm for the glory of Akhamet.*
Beliefs. The Charioteers' beliefs can be summarized as follows.

- Support and encourage the creation of a strong, permanent military structure.
- Support and encourage military expedition against barbarians.
- Keep an eye for any occasion to seize power in the name of the military.

Goals. The Charioteers seek to establish a strong, permanent military and take over the government.

Typical Quests. The Charioteers send agents to rile up barbarians. They participate in military exercises and campaign. They train peasants to serve in military units, getting used to the discipline.

Base. The Charioteers are based out of Gebaphis but have supporters in most large towns.





Akhamet



COINS OF NUM



The secret organization known as the Coins of Num, or simply "the Coins" is a secular organization whose power rests with the many craftsmen and artisan guild across Akhamet. Members toil and work under priests whose only skills lay in religion. This sentiment grew to contempt as they realized the priests added little to the lives of the people. Instead, they realized, Akhamet worked on the work of the craftsmen, artisans, farmers, and merchants



The Coins of Num radicalized and is now anti-clerical. While few are atheists or agnostics, the organization opposes the power of the priests, but not the power of the gods.

The organization is one without a single united voice, with little more than guiding principles, making it powerful, but limiting what it can actually do. It is a strong opposition movement.

Hieroglyphic Symbol. A coin.

Status. The Coins of Num are a secret organization whose goals make them outlaws.

Motto. *People first.*

Beliefs. The Coins of Num's beliefs can be summarized as follows.

- The priests should be removed from power and a secular administration set up to replace them.
- Pharaoh's illness is a ploy to distract the populace from other concerns.
- Protect the people from the abuse and lies of the priests
- Protect the power of the guilds

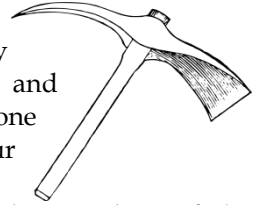
Goals. The Coins of Num seek to placate and limit the power of the clerical administration in favor of a secular one.

Typical Quests. The Coins of Num send agents on quests to ensure and consolidate their power, gathering riches and obtaining the support of other factions.

Base. The Coins of Num have no real base of operation. Their numbers are greatest in Ophara.

DIRT DIGGERS

The official name of the organization is the Holy Bureau of Archeology and Antiquities, but everyone knows them by the slur 'Dirt Diggers'. The organization is sponsored by members of the clergy of Geb and Khem. Its members are erudite and scholars seeking to uncover the truth before the rise of Pharaoh, that the past holds the secret to the future.



They are involved in almost every archeological digs, whether by placing agents there or through sponsorship.

Hieroglyphic Symbol. A mattock.

Status. The Dirt Diggers are a public organization. They uncover secrets to find and expand knowledge of the world.

Motto. *The past holds the keys to the future.*

Beliefs. The Dirt Diggers' beliefs can be summarized as follows.

- Discover why history begins with the coming of Pharaoh.
- Copy and report any relevant material information you come across.
- Any artefact and item that could lead to information needs to be kept away from the uneducated.

Goals. The Dirt Diggers seek to understand the past first and foremost, then to know how best to act in the coming days.

Typical Quests. The Dirt Diggers send agents to archeological digs, search for lost sites, and visit ancient structures.

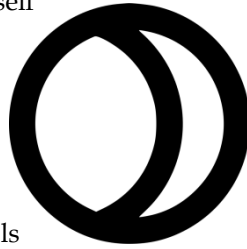
Base. The society is based at the Great Hall of Writing where its members collate, copy and share information. A grand hall belongs to the organization.





ECLIPSERS

The group calling itself the Eclipsers was formed out of the heretical idea that Pharaoh Himself is responsible for the desertification of Akhmet. After all, an overabundance of Sun kills plants.



The Eclipsers started as a religious organization backed by the Church of Set, but those who became Eclipsers chose a secular approach. Those who preferred the religious path joined the Worldburners.

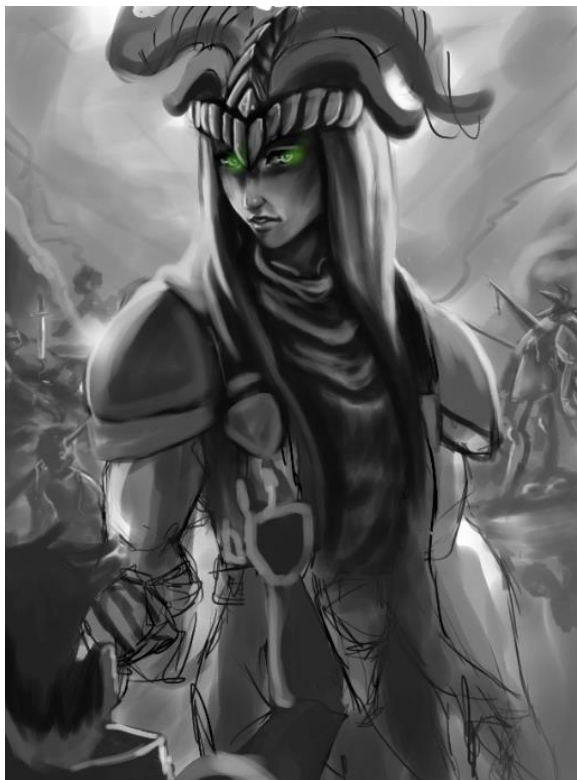
Hieroglyphic Symbol. An eclipse

Status. The Eclipsers are a secret organization. If their goals would become public, they would be hunted for heresy and sedition.

Motto. *A little allows the land to grow.*

Beliefs. The Eclipsers' beliefs can be summarized as follows.

- Make Akhmet green.



- Akhmet was green before Pharaoh's coming. When he returns among the gods, the world of mortals will heal.
- If Pharaoh is dying, let him.

Goals. The Eclipsers seek to let Pharaoh's condition run its course, with the hope that should he pass, the land can heal itself and return to its original verdant state.

Typical Quests. The Eclipsers seek to discover how Akhmet could be made green again. They support and sponsor expeditions to understand desertification and how to stop its effects.

Base. The Eclipsers do not have a set base.

FIRST SONS

This secret society believes that, as First Son of Pharaoh, Horus should ascend to the throne when He will return to the heavens. Once in power, His children will bring in a new golden age. The ranks of the organization are mostly horite and retid.



Hieroglyphic Symbol. The eye of Horus.

Status. The First Sons are a secret organization. If their goals were made public, they would be hunted down for sedition.

Motto. *The Son follows the Father.*

Beliefs. The First Sons' beliefs can be summarized as follows.

- Ensure Horus's ascension to the throne of the gods.
- Keep our goals secret.
- Find the true heir to Pharaoh, according to His wishes.

Goals. The society places members and sympathizers in places of power, such as local clergy, the military or the navy. be ready to assume power as soon as Pharaoh leaves.

Typical Quests. The First Sons send agents on missions that will increase the power of its members. It also sends agents to research genealogical trees and tracing family ancestry.

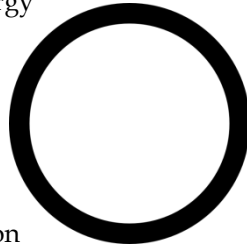
Base. The society is based at the temple of Horus in Ophara.





ORTHODOXY

This branch of the clergy is composed of ultra-traditionalists. They profess that Pharaoh's illness is due to a lack of piety. As a god, He is immortal and is the living and breathing representation of Akhmet. If he is dying, then the cancer that ravages him must be found and stamped out. Cults like the Horesuteb closely support and assist the Orthodoxy.



The Orthodoxy used to be a minor outlying group with little to no power, but with Pharaoh's predicament, their ranks and power swelled.

Hieroglyphic Symbol. A perfect circle.

Status. The Orthodoxy is a public organization with its goals known to all. However, while most agree with their goals, few support the zealous dedication and their brutal methods.

Motto. *Repent.*

Beliefs. The Orthodoxy's beliefs can be summarized as follows.

- Return to genuine, orthodox beliefs and practices is the only way to cure Pharaoh of his illness.
- Heresy must be uncovered, rooted out and eliminated.
- Eternal vigilance is the price to pay. Our vigilance lapsed and now our god may die.
- Only the worship of the gods of Akhmet is to be tolerated.

Goals. The Orthodoxy seeks to cure Pharaoh's illness through rigid, adherence to the scriptures.

Typical Quests. The Orthodoxy sends its agents to investigate would-be prophets and diviners. They also keep tabs on members of clergies not from Akhmet

Base. The Orthodoxy is present in most large cities, with a particularly large following in Anupolis, Ophara, and Per-Kathet.

RED SAILS

The Red Sails was a craftsman guild that specialized in the creation of sailing ships. They first built bigger ships designed to transport large quantities of cargo to and from the islands in the Endless Sea. They set out to beyond the horizon to see what was there. The guild expanded their operations to every port on the southern coast.



The organization pushes for the exploration of other lands, presented as a possible avenue to find a remedy for Pharaoh. The guild was initially closely associated with the church of Num, but has since shifted to support the church of Horus. It sponsors exploration beyond Akhmet both on land and sea routes.

Hieroglyphic Symbol. A boat.

Status. The Red Sails are a public organization. Their goals are publicly known.

Motto. *Seek the horizon.*

Beliefs. The Red Sails' beliefs can be summarized as follows.

- Exploration above all. Map the world and discover whatever can be found.
- The answers to every problem of the world can be found in the world.
- Take what you can and bring it back to the guild. What you can't take, copy. What you can't copy, steal.
- Akhmeti culture is superior to that of the barbarians. Barbarians' only value is in their wealth.
- The organization's interests stand above all authority, save that of Pharaoh.

Goals. The Red Sails claim humanitarian goals, but their interests are pecuniary in nature. They support and encourage piracy and theft of any non-Akhmeti target they come across.

Typical Quests. The Red Sails sponsor expeditions to lands beyond Akhmet. They seek to map the Great Western Desert. They pay money for accurate maps and any remote region.

Base. The Red Sails are based out of Ubasti where they are least bothered by the authorities.



Akhamet

SALT BEARERS

Ancient history points to a time when the horyrehmet ruled some if not all of Akhamet. The information is spotty and inconsistent; some sources claiming it was a golden age or peace, and others saying that it was a time of the utmost oppression and tyranny.



The organization calling itself the Salt Bearers is dedicated to finding more about that time and seeks contact with the horyrehmet. Many of its adherents join for humanitarian or intellectual reasons. Of the secret societies, the Salt Bearers are the most active in working with and through other organizations.

Hieroglyphic Symbol. An amphora.

Status. The Salt Bearers are a secret organization that would be hunted for heresy.

Motto. *Carry the salt to the feast.*

Beliefs. The Salt Bearers' beliefs can be summarized as follows.

- Pharaoh ended the golden age of the horyrehmet.
- The horyrehmet are not the monsters Pharaoh and his priests tell us they are.
- Seek the horyrehmet and help them however they need.
- Uncover and reveal the lies Pharaoh's priests spread.

Goals. The Salt Bearers seek to return the horyrehmet to power and to return the golden age of their reign. There is no trick too underhanded for them.

Typical Quests. The Salt Bearers send their agents to discover ancient truths about the ancient days of Algazan and of the horyrehmet. They seek to undermine the clergy of Pharaoh in particular.

Base. Officially, the order is based out of Algazan, the City-of-Salt, but few members ever been there.

WORLDBURNERS

According to the Worldburners, when Pharaoh came to Akhamet, he promised Seth that when his time come, He would abdicate in favor of Seth. Seth agreed and fell in line with the other gods. The Worldburners believe the time has come for Seth to rule as God-Emperor, burning away the old world order.



Members see themselves in positions of power, but the organization claims that Seth will burn away society. Obtaining power for themselves and weakening the current state holds great sway among them.

Hieroglyphic Symbol. A flame.

Status. The Worldburners are a secret organization. They would be hunted for heresy and sedition.

Motto. *The time has come to burn it all.*

Beliefs. The Worldburners' beliefs can be summarized as follows.

- Destroy society and its institutions; it will be easier for Seth to rebuild.
- Anarchy and chaos are the tools of our trade.
- Store wealth and valuables to make your life easier in the coming age.
- Do not get caught and trust no one.

Goals. The Worldburners want to ease and speed up the transition from a society under Pharaoh to one under Seth. The more chaos Seth finds, the quicker civilization will return.

Typical Quests. The Worldburners send their agents on missions that spread chaos, confusion, and anarchy. Supporting and instigating insurrection is a common theme.

Base. The society is based out of ruins in the Great Western Desert.





RACES OF AKHAMET

ANUBIAN

Anubians are the children of Anubis. These jackal-headed creatures are creatures of duty. Given to function over form, anubians tend to the needs of their community.

Personality: Anubian are duty-driven, when they set a goal for themselves, they work at it until it is accomplished. They are dour and serious, relaxing and enjoying life for short periods after they complete a goal. They are loyal and enjoy working with others to complete their goals.

Physical Description: Anubians are humanoids with jackal or coyote heads. They are covered in fine fur, ranging from near-white to beige to brown to almost black. Rare is the anubian who is fat or out of shape.

Relations: Anubians form alliances based on principles but once established those bonds last forever.

Alignment: Anubians tend towards lawful alignment above all without preference towards good or evil.

Lands: Anubian lands mix structures to the glory of the past and the functional use of the



present. The necropolises are clean, extensive, and well-maintained.

Religion: Anubian worship Anubis and Pharaoh the most, but a few worship Sobek.

Names: Anubians consider names to be sacred and select them with great care, keeping male and female distinct.

Adventurers: Anubians adventure as a way to atone for some personal sin. Life on the road is not one they particularly relish. They prefer a clear and define regimen.

Society: Anubian society is one that promotes order in all things.

Gender Roles: Anubian enter into arrange marriage for the good of both spouses' families. The mother rears the young until weaned, at which time they are turned over to the father for training into the family trade. Both males and females share their father's trade.

Iconic Concepts: The iconic anubian becomes a cleric, fighter, monk, or paladin.

Oddball concepts: Anubian who hear the call of Sobek become barbarians. A few chose the life of a hermit in the wilderness become druids or rangers.

Multiverse analogs: Anubians are distantly related to jackalwere. They can crossbreed but the two groups highly dislike and revile each other. The mother determines which race offspring are.

ANUBIAN TRAITS

Ability score increase. Your Strength and Wisdom scores increases by one.

Age. You mature very young and live around six decades.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. You possess a bite attack that deals 1d4 piercing damage.

Underworld guardian. You may cast *hide from undead* on yourself. This ability recharges after you complete a short rest.

Languages. You can read, speak and write Anubian and Khamet (Common).





NUMRU

Numru are the descendants of the god Num, potter of the gods. They are a quiet people who draw great joy from the creation of arts and crafts. Unlike gebites who revel in the creation of large-scale works or the ubasti who revel in the beauty of art, numru value the act of creating.

Personality: Numru are peaceful, quiet, and introspective, preferring quiet, private pursuits. They dislike violence and only engage in it when they see no other course of action. They prefer the safety of cities and settlements to

Physical Description: Numru are about the size of a man with the head of a goat with horns. Males are lean and trim with large horns. Females grow fatter with age, some the eldest crones are the plumpest. They are sometimes mistaken for an offshoot of the minotaur race.

Relations: Numru favor gebites for their love of craftsmanship and ubasti for their love of art. Bad experiences with the sethru have left them highly suspicious of them.

Alignment: Numru lean heavily towards lawful and good alignments

Lands: Numru live in all the great cities, serving as artisans and crafters.

Religion: Numru favor their father Num above all other, with Geb and Pharaoh next. A few turned to the worship of Bast.

Names: Numru have typical names, which



they suffix with their chosen profession: Pektet the Potter or Wadju the Carter.

Adventurers: Numru rarely become adventurers by choice, they prefer to hire others to do dangerous work. Those who do believe this is a temporary state.

Society: Numru feel close to their fellow, but live in large communal groups that stick together as an extended family. These groups form a group that act as one, many local priests seek their support first when implementing new rules.

Gender Roles: Male numru surround themselves with a harem of females. Females attach themselves to a male. Most female attach themselves to a male for a long time but neither mates consider themselves exclusive. Children born out of the main family unit are welcomed within as

Iconic Concepts: The iconic numru becomes a bards or a wizard. They favor classes that require a significant time investment and training.

Oddball concepts: A few become druids or sorcerers.

Multiverse analogs: Numru are related to anukas. The two groups can freely mingle with children being of one either race, depending upon their natural temperament.

NUMRU TRAITS

Ability score increase. Your Constitution and Intelligence scores increase by 1.

Age. You mature in your early teens and live around five decades.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Hardy. You gain the Durable feat.

Languages. You can read, speak and write Khamet (Common).





SETHRU

The Sethru are the children of Seth and share his interest in self-advancement. Sethru organize and participate in criminal networks.

Sethru are the only people that become adventurers by choice and preference.

Personality: Sethru are always concerned about themselves and their own prosperity. They are highly adaptable and shift their alliances when faced with changing circumstances. As such, they favor professions require travel, such as merchant or adventuring.

Physical Description: Sethru are humanoids with canine heads with elongated jaws and distinctive square ears. Their skin tones range from dark brown to red.

Relations: Sethru do not have any permanent relations, favoring short-term alliances. Other races think the Sethru as flightly, shifty and untrustworthy. As long as they have an advantage, Sethru remain.

Alignment: Sethru focus on themselves first and foremost making them neutral evil.

Lands: Sethru own very little land, preferring a nomadic lifestyle whenever possible.

Religion: Sethru favor Seth, but are known as a particularly devout people.

Names: Sethru favor long names and alone in Akhmet take pseudonyms.

Adventurers: Sethru are natural



adventurers. With their love of the open road, the constant shift of alliances, and the access to sudden treasure make adventuring alluring to the Sethru.

Society: Sethru from tight clans based on family. In a world of shifting allegiances, family is the one constant to the Sethru.

Gender Roles: Sethru live on their own with limited contact with others. Reproduction happens as the result of private sexual encounters. The father rarely knows who his children are as any children are reared by the mother's family. Elders are the ones teach and train the young as their mothers head off on her current work.

Iconic Concepts: The iconic sethru is a fighter, rogue, sorcerer or warlock. They favor classes that do not require long and continued training.

Oddball concepts: Some sethru become barbarians or bards.

Multiverse analogs: Sethru are distantly related to gnolls. They can freely intermingle and crossbreed. Offspring are determined by the mother.

SETHRU TRAITS

Ability score increase. Your Constitution and Charisma scores increases by one.

Age. You mature in your mid-teens and live around five decades.

Size. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Bite. You have a bite attack that deals 1d4 piercing damage.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sneaky. You are trained in the Stealth skill.

Son of the Desert. You are resistant to fire.

Languages. You can read, speak and write Khamet (Common) and Sethru.



Akhamet

UBASTI

The Ubasti are the Children of the Goddess Bast. They are curious and prone to fits of fancy. Their appearance matches all type of felines, from lions, to panthers, to tigers, to house cats.

Personality: Ubasti are extremely curious with a strong longing for freedom and a desire for a lazy lifestyle filled with naps and rest.

Physical Description: Ubasti resemble feline humanoids. They have short fur whose colors range the full spectrum of felines. Noble ubasti tend to have more uniform colors. They have cat's eyes that allow them to see in the dark.

Relations: Ubasti do not trust others quickly or easily. Once a bond is form, they demand and expect that others keep offering them and actively work at maintaining the relation.

Alignment: Ubasti tend towards chaotic alignments without a preference between good or evil.

Lands: Ubasti prefer wide open areas and vast estate with shade and areas where they can bask in the sun. The city of Bastis is home to most of them.

Religion: Ubasti worship Bast above all other deities. However, they have little problem bowing to and recognizing the domain of other deities.

Names: Ubasti favor short names that are unisex. They do not consider that a name has a

gender connotation and use male or female name indiscriminately.

Adventurers: An ubasti adventures out of curiosity and adventuring provides them the ultimate freedom. Many ubasti leave their homes to join resistance movements far away to prevent retribution against their families.

Society: Ubasti control vast domains with many servants in and around the city of Basti. The ubasti do as little as they can, preferring to sleep in the sun whenever possible, leaving the work to their servants. Ubasti slave have to be constantly kept in line.

Gender Roles: Ubasti mate for short periods of time, as long as it is convenient for both partners. Invariantly, the mother rears her young, ignoring all males until her kittens are weaned.

Iconic Concepts: The iconic ubasti choses to become clerics, monks and rogues.

Oddball concepts: Ubasti choosing less traditional paths become paladins, druid or rangers (often with feline affinity).

Multiverse analogs: Ubasti are related to tabaxi and ptahn from the Tyrants of Saggakar setting. They can freely intermingle and crossbreed. Their offspring can be of either race.

UBASTI TRAITS

Ability score increase. Your Dexterity score increases by two.

Age. You mature very young and live less than a century.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bast's Children. You can cast *speak with animals* affecting only felines. This ability refreshes after you complete a long rest.

Nimble. You have proficiency in the Acrobatics skill.

One of us. You can cast *animal friendship* affecting only felines. This ability refreshes after you complete a long rest.

Languages. You can read, speak and write Khamet (Common) and Ubasti.





OTHER RACES

GOSTOR RACES

AMAZON

Small communities of amazon exist along the southern coast. They appeared on the shores centuries ago and accepted Pharaoh as their master, nominally. For full details on Amazons, see [Gostor: Amazon](#)

MEDUSAN, OLYMPIANS, TITANBORN

All races from Mythic Greece: the [medusans](#), the [olympians](#), and the [titanborn](#) all appeared in Akhamet and for the most part adapted to society

RHYM RACES

Races in this section appear in the [Rhym Campaign Setting](#).

DARKLING

Darklings are misunderstood by the people of Akhamet, their fiendish origin traditionally relegate them to creatures of Khonsu or Tawaret. Because of this association, they are often hunted and assumed to be barbarians without being given a chance to explain themselves. Most darklings serve - or at least work closely with - the Church of Seth.

TYRANTS OF

SAGGAKAR RACES

Races in this section appear in the [Tyrants of Saggakar Player's Guide](#).

ANUKA

Anukas are rare in Akhamet. Their natural predator-and-prey outlook brings them to the worship of Sobek.

CAMBION

With their fiendish origin, cambions are associated with the worship of Tawaret. Cambions are hunted and unwanted most

everywhere. Females accepted in society often work as courtesans, midwives, or physicians.

DRAKONIAN

As reptilians, drakonians are believed to be creatures of Sobek. Most do not object to this.

HAJIT AND HAREEN

Both types of halflings integrate into gebite society. The hareens' illiteracy is the biggest hurdle.

HAYER

Like everywhere, hayers have a difficult time fitting in. They find employment in Bastis where promiscuity is rampant. They serve as eunuch, protecting children to keep away temptation.

KALIBAN

Kalibans pillage and plunder the outer reaches of Akhamet. Those who accepted and integrated into society join the military.

KYNEAN

Kyneans are quick to adapt to Akhamet. Their slow nature makes them greatly attracted to the peaceful and simple life. Their love of the arcane arts and pursuit of knowledge add to their value.

PTAHN

Ptahn associate with ubasti and adapt to life in Akhamet.

SKYTHIAN

Skythian are associated with the Horyrehmet. Most hide or disguise themselves as human. They join assassin guilds, military outfits, or live as hermits away from society.

OTHER RACES

The core races of the game are known in Akhamet, and tiny communities of them exist across the land.



Akhamet

LANGUAGES

Amarru: Amarru is the language of the people from beyond the Godshield to the north. It is closely associated with the language of Oni and demons.

Anubian: This language of barks and yelps is best spoken with a canine snout. It is a language that is very precise and is very useful in warfare and to give commands.

Gebite: This language is one that is ideal for long discourse and extreme details, such as are needed for mathematics and engineering.

Horyrehmet: This language is the tongue of the great invaders that sacked Bastis.

Horite: This language of screeches and peeps is guttural and quite adapted for creatures without lips. Horite is particularly adapted to geography and geology.

Khamet: This is the language of the Common tongue found in Akhamet. Replace all instance of "Common" with "Khamet". For those coming from other worlds, Khamet has two types of alphabets, a modern and an ancient one (Hieroglyphics). People who can read Common can learn the modern alphabet within a month.

Khamet (Hieroglyphic): An archaic form of Khamet that exists only in written form. Reading ancient Khamet takes years to master because it uses hieroglyphics with many local idioms and variant spellings that it is considered a different language. It is used when formal writings and decorations are needed.

Peleset: The Peleset are a race of seafarers from the south, beyond the Endless Sea.

Sethru: Sethru is the language of innuendo and double-talk. It is used for diplomacy and negotiation because everything requires explanation.

Tehenu: Tehenu is the language of the Great Western Desert. Their language is closely related to Draconic.

Ubasti: The ubasti language sounds like a series of meows and whines. It is very well adapted for the creation of song for lovers and artists.

RELATED LANGUAGES

Languages of Rhym are interconnected with each other as they trade words and formulations. When speakers of different languages attempt to communicate with each other using different languages, the time taken doubles and conversations are limited to simple concepts such barter or finding a location.

To make sure both sides understand both the intent and meaning of the conversation, but sides need an Intelligence check using the following chart as a guide.

Topic	DC
Simple	10
Moderate	14
Complex	18

Simple. Simple information can be answered and understood with hand gestures and a repetitive answer format. "Where is the inn?" or "Where is the Temple?"

Moderate. Moderate information is typically more open-ended and require some interpretation or knowledge. "How is the king?" or "Who sells swords at the best price?"

Complex. Complex information is rarely formulaic and typically requires complex and subtle nuances. "How does the Irontower thieves' guild function?" or "Can you explain stoic philosophy?"

RELATED LANGUAGES

Language	Alphabet	Related
Amarru	Amarru	Abyssal
Anubian	Anubian	Skythian*
Gebite	Common	Halfling, Hajit*, Terran
Horyrehmet	Exodite	Aklo, Exodite*, Undercommon
Horite	Celestial	Aarakocra, Auran
Khamet	Common	Common
Peleset	Peleset	Aquan, Dorian
Sethru	Common	Gnoll
Tehenu	Draconic	Draconic
Ubasti	Common	Tabaxi

* The languages are from the [Tyrants of Saggakar](#) campaign setting.

** The languages are from the [Rhym](#) setting.





NEW BACKGROUNDS

BRUTE

You grew up as a true ruffian, an enforcer and a thug doing your house's bidding. Not really a guard, not really a criminal, but somewhere in-between best describe you.

Skill Proficiency: Intimidation and Perception

Tool Proficiency: Choose any one.

Equipment: Traveler's clothes, one light weapon, one weapon of your choice, a good luck charm, a pouch containing 10 gp.

FEATURE: THUG

You favor physical confrontation and assume people are going to resist whatever he asks of them. Untrained opponents tend to flee or avoid you rather than confront you. You may force people to give you a few coins to avoid being roughed up.

VARIANT: HORESUTEB

The Horesuteb is a variant of the brute background.

You trained with the Horesuteb, a zealous cult of Pharaoh based in the town of Per-Khathet. From them, you learn the art of ruling through fear and imposing your will upon others by using religious arguments.

Skill Proficiency: Intimidation, Religion

Tool Proficiency: Choose any one.

Equipment: a holy symbol of Pharaoh, a gold-plated mask, a set of common clothes, a priest's pack and a pouch containing 15 gp.

HERMIT

VARIANT: INITIATE OF THE ORDER OF LOST PRINCES

You spent your youth training with the Order of Lost Princes, learning from the mummies. You learned about the history of Akhmet and why things are as they are.

Your discovery feature deals with some knowledge of the past.

Skill Proficiency: History, Religion

PHARAOH'S WIFE

You are one of Pharaoh's one thousand wives. The time you spend in the harem gave you a greater understanding of the dynamics of court and how to have favors performed for you.

You are unable to speak about your time with alone with Pharaoh, doing so constitutes treason on your part.

Requirement: Must be female.

Skill Proficiency: Deception and Insight

Tool Proficiency: Disguise kit.

Equipment: Traveler's clothes, one set of courtly clothes, a make-up kit (disguise kit), a trinket given to you by Pharaoh, a pouch containing 5 gp.

FEATURE: HAREM

You understand the ways of court and of the harem. Given time, you are able to distinguish the movers and shakers of any court you attend. As one of His wives, your presence carries a small amount of weight at court and you may obtain minor favors from courtiers and priests seeking His favor. Such favors would not put them in trouble or cause them hardship.

VARIANT: ESCAPED WIFE

Not every one of Pharaoh's one thousand wives is pleased to be chosen to continue His line. More than a few escape to continue their lives away from the pampered living of Ophara.

Requirement: Must be female.

Skill Proficiency: Deception and Stealth

Tool Proficiency: One gaming set.

Equipment: Traveler's clothes, a token from your mother, a small knife, a gaming set of your choice, a pouch containing 15 gp.

SCRIBE

Scribes serve their community by reading and writing letters for the common people. They are trained to research data in the dusty and unique libraries.



Akhamet



SPELL LISTS

CLERIC

CANTRIP

Lay to rest

LEVEL 1

Hide from undead

LEVEL 4

Mummy's rest (R)

Skill Proficiency: Investigation and Religion

Language: Select any two.

Equipment: Scholar's pack, calligrapher's supplies, two spare notebooks, one set of traveler's clothes, a pouch containing 5 gp.

FEATURE: LIBRARIAN

Whenever you enter a town, you can make a few coins by writing or reading for locals. You may gain access to private and public libraries without having to pay the typical entry fees.

VARIANT: ARCHITECT-ENGINEER

In this variant, you are one of the designers who work with the laborers to create the many great public works Akhamet is known for.

Skill Proficiency: History and Investigation

Tools: Select any two between carpenter's tool, mason's tools, smith's tools, or tinker's tools.

FEATURE: EYE FOR PLANS

You know how to make and read plans for the creation of great public works. You can provide insight and ideas for improvement on designs. You are often called upon to supervise tithing freemen.

NEW FEATS

AKHAMET MASTER

You trained to wear your armor out in the scorching heat of the desert.

ARMOR

DRUID

CANTRIP

Lay to rest

ANY

LEVEL 3

Open the obelisk (R)

- Increase your Constitution by 1, to a maximum of 20.
- You do not have to make saving throws for wearing light or medium armor, allowing you to stay outside indefinitely in a light or medium armor.

NEW SPELLS

HIDE FROM UNDEAD

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of mummy shroud)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible, but only to undead creatures. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

LAY TO REST

Necromancy cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

This spell prevents a touched corpse from animating.

Casting this spell does not prevent a corpse from animating without the use of more powerful magic.

MUMMY'S REST

4th-level necromancy (R)

Casting Time: 6 hours

Range: Touch

Components: V, S, M (500gp of rare oils and honeys)





Duration: Instantaneous

This spell is a more potent version of a *gentle repose*, preserving the body in its current state indefinitely. Time passed while under this spell does not count towards the time limit for the *raise dead* spell.

OPEN THE OBELISK

3rd-level conjuration (R)

Casting Time: 10 minutes

Range: Touch

Components: V, S, F (a obelisk)

Duration: Instantaneous

This spell may only be used as a ritual. By casting this spell on a specially-prepared obelisk, you may open it as a *teleportation circle* between two locations you are familiar with, or know the exact writing on both obelisks.

Use of this ritual makes it much more likely travelers suffer a teleportation mishap (+10%).

NEW MAGIC ITEMS

ANKH

Wondrous Item, legendary, requires attunement by worshiper of the same god

The *ankh* is a cross with a loop for a head is a symbol of life and of the power of the gods. It can be made of any material, but typically gold, silver or copper. The name of the gods is always written clearly in hieroglyphics on it. Each god has the power to create them. The *ankh* acts as a holy

symbol for the god who created it. Khonsu does not create them.

If you use the *ankh* while un-attuned, you can cast a *true resurrection* spell on anyone that has not incurred your own patron deity's wrath. The *ankh* used, it vanishes forever.

If you attune to it, you may cast a *commune* spell once per long rest without providing the material component. You may also use it as if you are un-attuned.

If you attune to an ankh of your deity, you may also cast the following spells once per long rest, instead of the *commune*. These spells can be cast without any spell component.

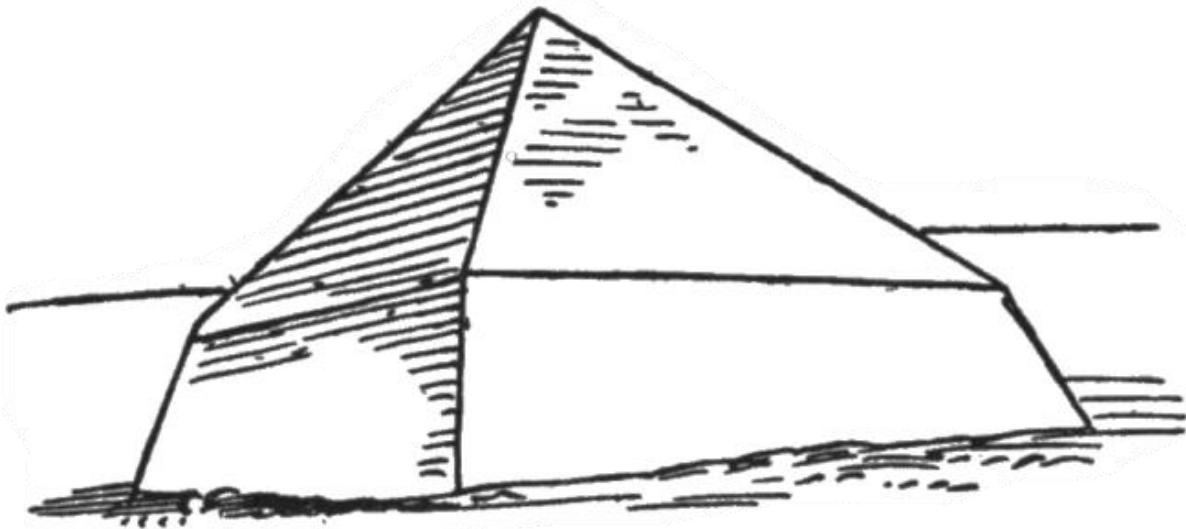
Deity	Spell
Anubis	<i>death ward</i>
Bast	<i>divination</i>
Geb	<i>stoneskin</i>
Horus	<i>guardian of faith</i>
Khem	<i>control water</i>
Pharaoh	<i>banishment</i>
Seth	<i>confusion</i>
Sobek	<i>dominate beast</i>
Tawaret	<i>ice storm</i>

BOOK OF THOTH

Wondrous Item, artefact (requires attunement)

This long papyrus is the personal spellbook of the god Thoth. It contains all the knowledge of the world but is not meant for mortals to read, much less use. It contains every spell known to exist, from all sources of magic (arcane, divine, and any other source). The content cannot be copied, scribed or reproduced in any way.

While attuned to the book, you gain the following



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benefits.

- You Intelligence score increases to 22.
- You have advantage on any Intelligence skill and ability checks.
- You can cast any spell out of the book, as if from a *spell-scroll*, regardless of school, type, or origin.

Curse: The bearer of the *Book of Thoth* cannot find rest even in death, he always returns to life as a mummy 2d6 days later (or longer if the person undergoes the mummification rituals). The only way to rid oneself of the book is for an un-attuned person to take the book and make it disappear, typically by throwing it into another dimension or sending it into an unreachable location. Casting *remove curse* is ineffective.

Every time a spell from the book is cast, tragedy follows the caster. It first affects close family members, such as spouses and children, but the more one uses the *Book of Thoth*, the greater these tragedy become, going so far as to affect their home nation perhaps even the whole world. Eventually, the caster is left alone, abandoned and forsaken by all because no one wishes to be targeted by the curse. These never affect the bearer of the book directly.

The exception to this effect is when casting divination magic to determine the outcome of using the *Book of Thoth*. Such warnings are always clear and understood by the user without the possibility of doubt or ambiguity. The only way to prevent further tragedies is to stop using the book.

Spell Level	Target
Cantrip	None
1-3	Minor inconvenience
4-6	Major inconvenience
7-9	Catastrophe

Minor Inconvenience: The target suffers from a condition that is temporary and not debilitating. Left to itself or with minor care, the condition may be remedied. Examples include bed bugs or a non-deadly illness.

Major Inconvenience: The target suffers a condition that is permanent and potentially debilitating. Without magical assistance, the condition can only worsen. Examples include blindness, permanent illness, or a wide-spread but non-deadly plague.

Catastrophe: Catastrophes are deadly to the target and many others. This can be a full-fledged deadly plague, a tsunami, or an earthquake.

CANOPIC JARS OF ALGAZAN

Wondrous Item, rare

These urns were discovered in the ruins of the horyrehmet city of Algalzan. The jars are made of clay once decorated with now-faded elaborate

designs. A thin layer of salt that never goes away covers the jars. Opening or breaking one of those jars releases a vrook demon (see *Monster Manual*) that must obey your commands for one day. After that, the demon is free to do whatever it wants.

HEAT SALVE

Wondrous Item, common

The Church of Pharaoh considers this salve in bad form and a rejection of Pharaoh's kindness. However, because of its benefits, it is readily available in most marketplaces for around 50gp. This salve protects you from the effects of the Sun for a full day.

One dose can cover an object the size of a human man.

MORNINGLIGHT

Weapon (Longsword), very rare (need attunement)

Prince Ankhsut forged this sword out of jewelry Pharaoh gave his mother. The prince's mother died during the Five Day Eclipse forcing her son to put her to final rest. The hilt represents an anubian woman of great beauty, the prince's mother.

When attuned, you gain the following abilities.

- You have advantage on any saving throw cause by the undead, and worshippers of Khonsu.
- When you use the divine sense ability, you may detect undead creature up to 300 feet.
- If you use the divine smite ability, you deal an additional 9 (2d8) radiant damage.
- Whenever you hit an undead creature, it must make a DC 18 Charisma saving throw or become vulnerable to radiant damage until the beginning of your next turn.

PHARAOH'S BLOOD

Potion, very rare

This yellow drop shines like a torch at all times.

When drank as a potion, you regain all your hit points. If you are a cleric or paladin dedicated to Pharaoh, you also regain use of a spell as if you had used a *pearl of power*.

SANDSKIPPER SANDALS

Wondrous Item, common, requires attunement

These sandals are made of camel fur. While wearing the sandals, you can travel over sandy terrain as if affected by a *freedom of movement* spell. You also have advantage on any Constitution saving throw against exhaustion caused by heat or forced march.

STONESKIN SALVE

Wondrous Item, uncommon





This small box is filled with a gritty grey paste. When you apply this paste to un-living material, that material turns to stone.

It is a favorite of nobles who prefer artisans to work on easier mediums such as clay or wood then turn their works to stone, allowing for quicker creation and added details.

One dose can cover an object the size of a human man.

TIME-FORGOTTEN SANDS

Wondrous item, very rare

A pinch of these dull-grey sands dispels any active magic effect and disrupts permanent magic for 1 minute. It is highly prized by assassins, criminals and thieves.

If you throw a pinch on a person with a ranged attack, all active spells are dispelled and active magic items cease to function for 1 minute and both the user and target must make a DC 10 Charisma saving throw or they age 1 year.

Once used, the sands vanish into nothingness.

NEW BOOKS

PROTECTING THE DEAD

Full Name: Protecting the Dead, How the Dead of Akhamet are protected for their final repose.

Author: Kelek the Necromancer

Origin: Written as description of the best and most devious traps and plots designed to prevent tomb robbery, the book explains how to create, hide, and disarm them.

Description: This book is made of sheet of parchment glued together to form a single book. The penmanship is precise and exquisite, with schematics drawn throughout the text.

Contents: The papyrus the schematics for contains three hundred traps, including their weak points, bypass tricks and proposes improvements to make them deadlier.

Language: The book is written in Khamet, using hieroglyphics scripts. Versions in the simpler modern alphabet are common.

Locations: Copies of this book exist in large libraries and in temples of Anubis and Geb.

Reference: The book gives advantage on the first check made to disable or locate a trap in a pyramid or mausoleum.

Spells: None

Other Versions: The version in modern Khamet is the equivalent of the hieroglyphics.

Cost: A complete version sells for 500gp.

SECRET OF THE OBELISK

Full Name: A guide to the creation and maintenance of the obelisk transportation network

Author: Serufu of Gebaphis

Origin: The book was written in the Seventh Century when Serufu first attempted to create a network of obelisks to hasten travel across Akhamet.

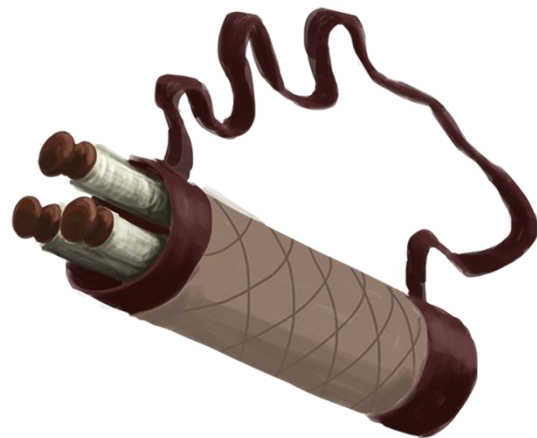
Description: This codex of papyrus sheet bound between two pieces of cedar wood. Colorful illustrations cover this long scroll.

Contents: The book contains magical theory about teleportation and anchor points. It is undecipherable to those without advanced knowledge of arcana. The book describes how to anchor teleportation points on stone structures, such as fountains, obelisks, and statues.

Language: The original version is in Gebite, but has many translations into Khamet, using both the modern script and hieroglyphics.

Locations: The church of Geb has many copies of this book. A copy can be found in most halls of the Holy Travelling Order. Access to this book is limited, often requiring a recommendation from a priest.

Reference: If you are trained in the Arcana skill, or if you can make a DC 15 Intelligence (Arcana) check, you can cast *open the obelisk* as a ritual directly from the book without having to use one of your spell slots.



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Spells: *Open the obelisk*

Other Versions: Some versions do not have the full ritual in it, these version are used

Cost: A complete version sells for 1,000gp. Versions without the ritual sell for 200gp.

6-7 You cast your best defensive spell on yourself. If you have none, then assume you rolled a '1'.

8-0 You act normally.

NEW PLANTS

DEDECERI PLANT

This plant resembles a vine with tiny iris-like flowers that change hues as they sway in the wind. First found in a chaos-infused plane, these flowers were highly-sought by gardeners for their colorful blooms.

The secret of these plants is that they have a minor form of hive mind: when numerous in one place, they emit spores that affects anyone with arcane spellcasting abilities.

When the dedeceri plants expel their spores, any arcane spellcaster (such as bards, sorcerers, warlocks, and wizards) must make a DC 11 Constitution saving throw every 5 minutes or suffer one of the following effects. Once you fail one saving throw, make a new saving throw at the end of your turn to shake off the effect.

d10 Behavior

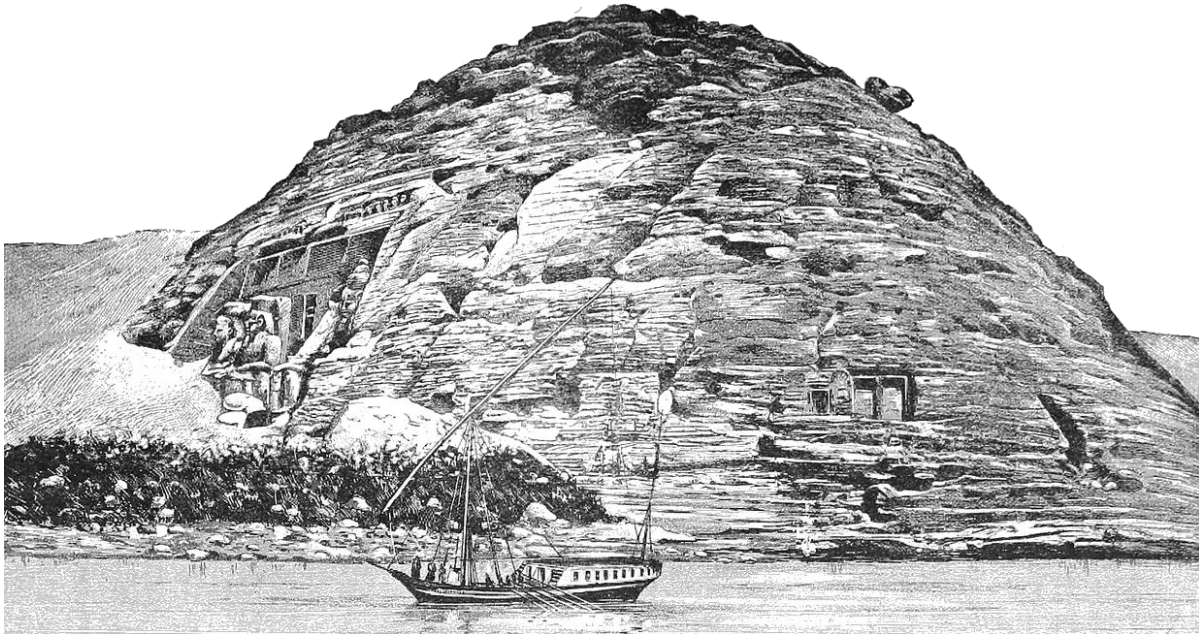
1-5 You cast your most damaging spell at one target you can see.

PURPLE IRONWORT

This flowering plant is one of the best-known medicinal herbs in Akhamet. The purple ironwort grows on bushes in or near water. Its flowers have a distinct shade, white at the stem to deep purple at the tip. Only the buds and flowers can be consumed, but the entire plant can be boiled to from an herbal tea. It has a bitter taste so it is most often served with honey or citrus.

Found by the coasts of the Endless Sea and Sun Bay, this plant is subject to a royal monopoly. As such, only officially appointed farmers can grow and harvest the plant. Near Ubasti where it is very common, such licenses are given without much thought, but in the west, where it is rarer, such licenses are hard to come by and expensive.

When drunk and you spend hit dice to regain hit points, treat all dice rolls of '1' as '2'. In addition, when you take a long rest while afflicted by a disease, you have advantage on any saving throw to recuperate.





NEW MONSTERS

AMMUT BEAST

An Ammut beast has the head of a crocodile, the fore-body of a lion and the rear end of a hippopotamus. These creatures are closely associated with the cult of Tawaret.

AMMUT BEAST

Large beast, chaotic evil
Armor Class 14
Hit Points 127 (15d10+45)
Speed 40ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	13 (+1)	6 (-2)

Saving Throws Str +5
Damage Immunities poison, psychic
Senses darkvision 60ft., scent, passive Perception 10
Languages -
Challenge 5 (1,800 XP)
One of us. Mindless undead do not attack Ammut beasts.
Ka Eater. When an Ammut beast takes a living target down to zero, the target automatically fails a death saving throw. Anyone killed by an Ammut Beast cannot be brought back to life using magic.

ACTIONS

Multiattack. An Ammut beast makes one attack with its bite and two with its claws.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one



target. *Hit:* 10 (2d6+3) piercing damage and the target must make a DC 15 Wisdom saving throw or become frightened.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

THE MISSING (LEVEL 7)

Local workers quarry stones for their yearly tithe. A creature hunts and kills the both priests and workers, forcing the priests to call on help to track down and destroy the creatures. To protect their workers, the local priests contacted their superiors for help.

THE VALLEY (MEDIUM)

The PCs track the creatures to a valley where a pair of Ammut beasts set up their lair. Four tall statues of the god Khonsu emit a dark light that forces living creatures within 10 feet of them to make a DC 14 Constitution saving throw or take 9 (2d8) necrotic damage.

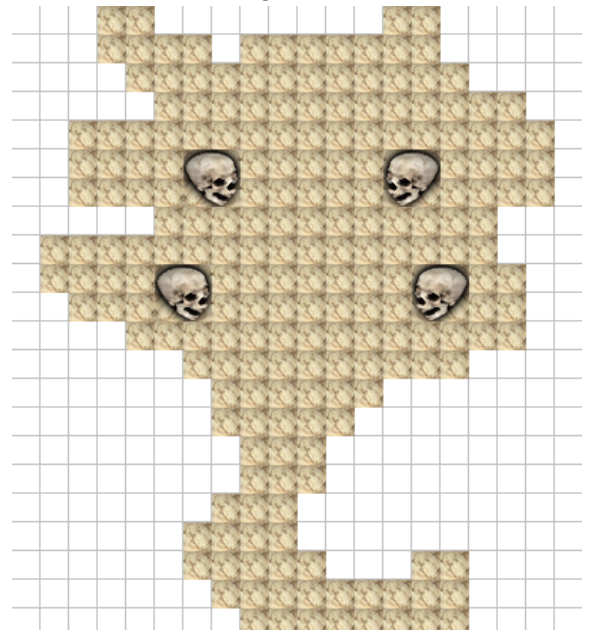
AMMUT BEASTS 2

See above.

AFTERMATH

The valley was home to a small cult of Khonsu. The cult rises as zombie and to fall upon the workers. The dark light of Khonsu heals the zombies with its necrotic light.

The zombies defeated, the PCs may investigate the statues. Who built them? Did the cult have allies among the locals?



Akhamet

COLOSSUS

Found across Akhamet, these giant statues form an elaborate and secret network of defenses. Built by gebite engineer, most represent Pharaoh, but were made in the image of other gods.

Since colossi spend most of their time immobile among normal statues, few people know which are constructs and which are mere statues. The church of Geb maintains both with the tithes they are given.

MAJOR COLOSSUS

These massive creatures are the crown jewels of the Church of Geb. Major colossi are a closely guarded secret.

COLOSSUS, MAJOR

Gargantuan construct, unaligned

Armor Class 19

Hit Points 307 (15d20+135)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	28 (+9)	8 (-1)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing from magical weapons not made of adamantine.

Damage Immunities fire, poison, psychic, bludgeoning, piercing, slashing from nonmagical weapons.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands Gebite and Khamet, but cannot speak

Challenge 22 (41,000 XP)

Antimagic aura. Whenever the major colossus or a creature in its command stand is targeted by a spell that requires an attack roll, the attack is made with disadvantage. If the spell includes a saving throw, the colossus and creatures on its command stand ignore the effects of the spell if their saving throw is successful.

Command stand. A major colossus may carry up to two medium or smaller creatures on its head or shoulders. Creatures in the command stand are immune to the effect of the earthquake.

Immobile. When immobile, a colossus is indistinguishable from a statue.

Immutable form. The colossus is immune to any spells or effect that would alter its form.

Magic resistance. The colossus has advantage on saving throws against spells and other magical effects.

Magic weapons. The colossus's attacks are magical.

Siege Monster. The colossus deals double damage to objects and structures.

ACTIONS

Multiattack. The colossus makes three slam attacks.

Slam. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) bludgeoning damage.

Earthshake (Recharge 5, 6). The colossus strikes the ground, sending massive shockwaves. All creatures on the ground within 60 feet of the colossus take 65 (10d12) bludgeoning damage and be flung 30 feet straight up in the air unless they make a DC 25 Strength saving throw for half damage and avoid the flinging

MINOR COLOSSUS

These "small" colossi are the most commonly found. They defend temples and cities.

COLOSSUS, MINOR

Huge construct, unaligned

Armor Class 17

Hit Points 172 (15d12+75)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	20 (+5)	4 (-3)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands Gebite and Khamet, but cannot speak

Challenge 12 (8,400 XP)

Immobile. When immobile, a colossus is indistinguishable from a statue.

Immutable form. The colossus is immune to any spells or effect that would alter its form.

Magic resistance. The colossus has advantage on saving throws against spells and other magical effects.

Magic weapons. The colossus's attacks are magical.

Siege Monster. The colossus deals double damage to objects and structures.

ACTIONS

Multiattack. The colossus makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.





TOMEÓ'S COLOSSUS

The scourge of Konenis, is a major colossus created in response to address the biggest issue with colossi: they fray and damage themselves over time. Tomeo wanted his creation to rejuvenate itself by feeding on the souls of defeated enemies.

Once activated, Tomeo's Colossus broke out of the workshop, killing its creator and going on a rampage that has gone on for just under a thousand years. It is still walks and hunts the living to this day.

TOMEÓ'S COLOSSUS

Gargantuan construct, unaligned

Armor Class 19

Hit Points 307 (15d20+135)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	28 (+9)	8 (-1)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing from magical weapons.

Damage Immunities fire, poison, psychic, bludgeoning, piercing, slashing from nonmagical weapons.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands Gebite and Khamet, but cannot speak

Challenge 22 (41,000 XP)

Antimagic aura. Whenever the major colossus or a creature in its command stand is targeted by a spell that requires an attack roll, the attack is made with disadvantage. If the spell includes a saving throw, the colossus and creatures on its command stand ignore the effects of the spell if their saving throw is successful.

Immobile. When immobile, a colossus is indistinguishable from a statue.

Immutable form. The colossus is immune to any spells or effect that would alter its form.

Legendary Resistance (3/day). If Tomeo's Colossus fails a saving throw, it can choose to succeed instead.

Magic resistance. The colossus has advantage on saving throws against spells and other magical effects.

Magic weapons. The colossus's attacks are magical.

Siege Monster. The colossus deals double damage to objects and structures.

Soul Engine. When a creature within 30 feet of Tomeo's colossus dies, its soul coalesces into a

dark red gem, called a soul gem. As a bonus action Tomeo's Colossus can consume a soul gem and regain 30 hit points.

ACTIONS

Multiattack. The colossus makes three melee attacks.

Slam. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) bludgeoning damage.

Swat. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10+10) bludgeoning damage and the target must make a DC 25 Strength saving throw or be thrown 20 feet in a direction chosen by Tomeo's Colossus

Soul Blast (Recharge 4, 5, 6). Tomeo's colossus can exude a blast of soul energy. All creatures within 60 feet of Tomeo's Colossus must make a DC 25 Constitution saving throw or take 52 (8d12) necrotic damage. This has no effects on constructs.

LEGENDARY ACTIONS

Tomeo's Colossus can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Tomeo's Colossus regains spent legendary actions at the start of its turn.

Pass Through. Tomeo's colossus can move its speed.

Rejuvenate. Tomeo's colossus consumes one soul gem within 10 feet.

Second wind. Tomeo's colossus recharges its soul blast.

Swat. Tomeo's colossus can make a swat attack.



Akhamet

GHOUL

These necrophagians burrow and feast on the dead in the necropolises of Akhamet. Ghouls form clans around a common location, a ghastr, or a ghaoul of great power. They hunt anyone alive that dares enter their demesne, or venture nearby. They spend their days hidden in the many dark hollows between tombs, avoiding the attention of the church of Anubis.

A few clans serve Anubis, killing and consuming the deceased of the lower classes who are more likely to have received poor embalming rites.

Ghasts are identical to those found in the *Monster Manual*, with the command lesser ability (see below).

GHOU, AKHAMETI

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Khamet

Challenge 1 (200 XP)

Command lesser. As a bonus action, a ghaoul may command one mindless undead it can see. The target is charmed by the ghaoul. If the target is already charmed or commanded, it is allowed a DC 12 Wisdom saving throw to avoid this effect.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution check or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ROTTING VILLAGE (LEVEL 6)

On their way to their destination, the PCs see an camp in the distance. This is the first sign of civilization they have seen in days.

OUTBREAK (MEDIUM)

As the PCs enter the camp, the former inhabitants rise up and attack.

ZOMBIES (15)

See *Monster Manual*.

AFTERMATH

After nightfall, the creatures responsible for the slaughter at the camp: a band of ghouls with their zombie slaves.

AKHAMETI GHASTR

See above.

AKHAMETI GHOUL (4)

See above.

OGRE ZOMBIES (2)

See *Monster Manual*.

AFTERMATH

All the riches, including water and food, of the settlement are still present, ready to be taken. The valuables are not worth much, but in large numbers can fetch a nice price.





GNASHER

Gnashers are ambush hunters that hunt in packs. Their scales range from beige to brown with green highlights. Packs hide in the sands until prey appears, once they fight to the death.

GNASHER

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +3, Survival +3

Senses scent, passive Perception 11

Languages -

Challenge 1 (200 XP)

Ambusher. In the first round of combat, the gnasher has advantage on attack rolls against any creature that has yet to act.

Keen Smell. The gnasher has advantage on Wisdom (Perception) checks that rely on smell.

Opportunist. As a bonus action, a gnasher can make one claw attack against a prone target.

Pack Tactics. The gnasher has advantage on attack rolls against a creature if at least one of the gnasher's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 13 Strength saving throw or be grappled.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled target. *Hit:* 5 (1d6 + 2) slashing damage.



DUNE HUNTERS (LEVEL 4)

The PCs are out in the desert, looking for a missing grain caravan. The grain is needed to feed the workers on an aqueduct out in the desert. Retracing the steps of the caravan, the PCs arrive at an abandoned village now serving as a stop to take cover from the sand. When the PCs arrive, they find the wagons still intact with no sign of the crew or the pack animals.

DUNE AMBUSH (MEDIUM)

As they search the area, the gnashers are hiding around the settlement, waiting for prey. They are hiding under the sand.

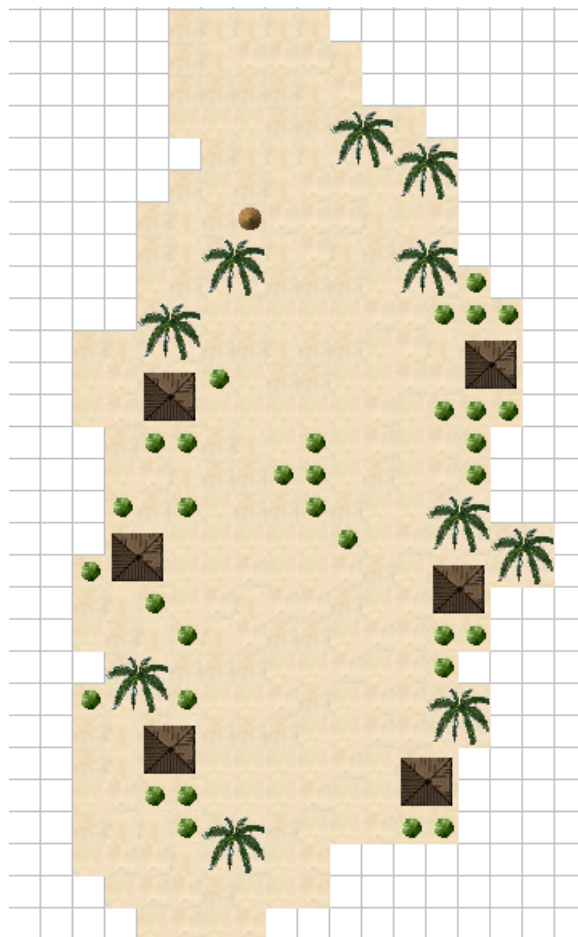
GNASHERS

(6)

See above.

AFTERMATH

The gnashers defeated, the PCs must find a way to bring the wagons to their destination. Unprotected wagons tend to disappear.



Akhamet

HIPPOPOTAMUS

These large riverine mammals have barrel-shaped bodies and a wide mouth with large canine tusks. They live in herd dominated by a large male. They spend most of their time in the cool water. Hippopotamuses are aggressive and are known to attack humanoids and boats without provocation.

HIPPOPOTAMUS

Large beast, unaligned

Armor Class 12

Hit Points 47 (5d10+20)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	2 (-4)	11 (+0)	4 (-3)

Skills Athletics +5

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

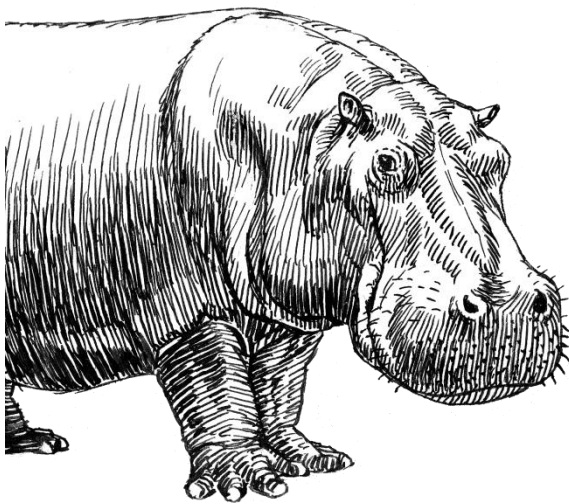
Brave. A hippopotamus has advantage against being frightened.

Charge. When a hippopotamus moves at least 20 feet before attacking a target in the same turn, the target takes an additional 7 (1d12) point of piercing damage.

Hold Breath. A hippopotamus can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d12+3) bludgeoning damage. If the target is a creature it must succeed at a DC 12 Strength saving throw or be knocked prone.



HUNTING DEDECERI

Hunting dedeceri is the mobile form of the dedeceri plant that takes on a form vaguely resembling a lion or a wolf. As such, the plant hunts arcane spellcasters in packs. Even when destroyed, they leave behind the seeds of more plants.

HUNTING DEDECERI

Large plant, unaligned

Armor Class 14

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	1 (-5)

Damage Resistance psychic; bludgeoning and piercing from nonmagical weapons

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, poisoned,

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages understands Khamet but cannot speak

Challenge 2 (450 XP)

Fragile Frame. When the hunting dedeceri dies, it explodes and all creatures within 10 feet must make a DC 13 Constitution saving throw or take 10 (3d6) poison damage. All that remains are non-magical dedeceri spores.

Magic Resistance. A hunting dedeceri has advantage on any saving throws against magic.

Opportunist. As a bonus action, the hunting dedeceri can make one bite attack against a grappled or prone target.

Pack Tactics. The hunting dedeceri has advantage on an attack roll against a creature if at least one of the hunting dedeceri's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the hunting dedeceri moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage and the target is grappled (escape DC 13).





LYCANTHROPE, WERECROCODILE

These lycanthropes are greedy, selfish and covetous. They see themselves as the favored sons and daughters of Sobek and stalk areas of murky waters such as swamps and flood plains. They prefer to eat meat, particularly other intelligent creatures. When hiding among humanoids, they take jobs where they can hunt others, such as assassins or bounty hunters.

WERECROCODILE

Medium humanoid, chaotic evil

Armor Class 13

Hit Points 120 (16d8 + 48)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +5, Perception +3, Stealth +4

Damage Resistances bludgeoning

Damage Immunity piercing, slashing from nonmagical attacks that aren't silvered

Senses passive Perception 13

Languages Khamet (can't speak in crocodile form)

Challenge 4 (1,100 XP)

Shapechanger. The werecrocodile can use its action to polymorph into a crocodile hybrid or into a crocodile, or back to its true form, which is humanoid. Its statistics, other than size, are the

same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Hold breath. The werecrocodile can hold its breath for 15 minutes.

ACTIONS

Multiattack (humanoid or hybrid form only). In humanoid form, the werecrocodile can make two melee or ranged attacks. In hybrid form, it can attack like a humanoid, or make two tail attacks.

Bite (crocodile or hybrid form only). *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 +3) piercing damage and the target is grappled (escape DC 13). Until the grapple ends the target is restrained and the werecrocodile can't bite another target. If the target is humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Tail (crocodile or hybrid form only). *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) bludgeoning damage.

Longsword (humanoid or hybrid form only). *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) slashing damage.

Longsword (humanoid or hybrid form only). *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) slashing damage.

Longbow (humanoid or hybrid form only). *Ranged Weapon Attack* +1 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.



Akhamet

MINDLESS DEAD

The mindless dead of Akhamet come in two main varieties: skeletons and zombies. These creatures are found all over Akhamet, wherever the rites of the dead have not been performed, or not been performed correctly.

Priests of Khonsu consider such creatures to be lower than flies in the natural order of undeath, but they nevertheless use of their services in temples and secret bases. Although nothing was ever proven, it is believed that many of the great plagues of the dead originated from such places.

SKELETONS

Skeletons are the dead who are stuck or entombed with former masters or spouses. Isolated from the outside world, their flesh dries and turns to dust before they animate. When tomb robbers unseal these tombs, the skeletons are released and wander in search of the living.

Game-wise, they use the same statistics and stat blocks as regular skeletons.

ZOMBIES

Zombies are created when a body is left to rot out in the open air. All humanoid and giants suffer from this curse, only the occasional beast and monstrosity rise again after their deaths. Reanimation happens within a few hours up to a full day, though it is often precipitated by the approach of potential living.

Game-wise, they use the same statistics and stat blocks as regular zombies.

THE RISE (LEVEL 3)

Local criminals have been ridding themselves of bodies by throwing them over a wall of the necropolis. The untreated bodies rose again to be destroyed by the necropolis guard.

One night, a ghast named Pejka happened on them and pretended to be a necromancer looking for associates. They struck a deal and the gang sent him bodies for looted treasures.

Pejka now commands a small army of the dead, waiting for the right time to prey upon the unsuspecting populace.

The PCs are contacted by the local priests to investigate the growing number of

disappearances. The PCs' investigation reveals the street gang and their deal with Pejka.

BREAKOUT (MEDIUM)

On the night the PCs begin searching for him, he breaks out. Waves of zombies flow into the streets, forcing the necropolis guard and the local authorities to focus on containing the roaming undead while the PCs can tackle Pejka.

Inside the necropolis, a mob of zombies attack the PCs.

ZOMBIES (12)

See *Monster Manual*.

PEJKA (HARD)

The PCs track down Pejka to the tomb of a rich local family.

PEJKA

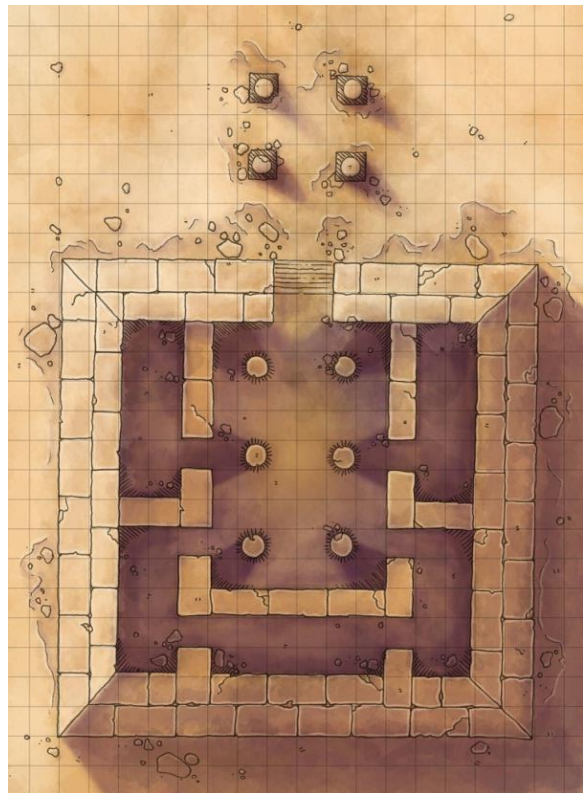
See *Monster Manual*, under ghast.

SKELETONS (6)

See *Monster Manual*.

AFTERMATH

Inside, he gathered treasures in jewelry and other personal items. The family is powerful and may reward the PCs or blame them for the actions of Pejka.





MUMMY GUARD

A mummy guard is a devoted of Anubis who underwent mummification to perform duties to the church forever. These brave souls serve as guards in necropolises and temples across Akhamet. They are kept away from the public.

MUMMY GUARD

Medium undead, lawful neutral

Armor Class 15 (shield)

Hit Points 97 (15d8+30)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Wis +3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages any languages it knew in life

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The mummy makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 14 (4d6) necrotic damage and the target must make a DC 13 Constitution saving throw or be stunned until the end of the mummy guard's next turn.

REACTION

Anubis's Blessing. When the mummy guard is subject to a condition, it can take its reaction to make a saving throw with advantage to remove the condition.



TOMB ROBBER (LEVEL 5)

Hard times are upon the House of Tufu, a local ceramic merchant. The first setback was when his prize glaze was stolen. Then the boat that carried a shipment of red clay was sunk by hippopotamuses, then his warehouse caught fire, his daughter ran off with his petty cash, then two of his turning wheel cracked.

To keep his business afloat, he needed money. More than that, he needed fast money, so he opted for the easiest way he knew: he opted to rob the tomb of his family. The treasures therein, he reasoned belonged to him as the rightful heir to the family fortune.

Pretending to travel to purchase new potter's wheels, he instead rode off into the Great Necropolis to his family tomb.

There, he took buried treasures and pawned them in Anupolis before returning home with the needed wheels, quality clay, and supplies. No one thought anything was wrong, and had he left it there, he may have gotten away with this crime, but when his daughter Kari asked for a wedding with Prince Lem, he decided to return to take more from his family tomb.

His expedition was successful and he returned once more with the money needed. However, this time six mummy guards caught his track and followed him all the way from the Great Necropolis.

STREET FIGHT (EASY)

As the PCs head home after a night on the town, Tufu crashes into them, claiming crazy creatures are after him. Hot on his trail is a single mummy guard. The guard assumes the PCs are accomplices of Tufu and attacks.

MUMMY GUARD

See above.

AFTERMATH

The PCs should find a way to unravel the mystery of why the mummies pursue Tufu. After dispatching the six mummy guards, finding a way to save Tufu's life may be difficult, even knowing what he did is not that easy.

Whether Tufu escapes with his life or faces justice (which would be death), is up to the PCs.



Akhamet

MUMMY, LESSER

Lesser mummies are created by the church of Anubis as a way to gift immortality to favored servants. The ritual is a shortened version that creates mummies and mummy guards. These creatures are not as tough, but they retain more of their mental faculties.

LESSER MUMMY

Medium undead, any alignment

Armor Class 13

Hit Points 36 (8d8)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Vulnerabilities fire

Damage Resistances necrotic, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages any languages it knew in life.

Challenge 2 (450 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage and the target must make a DC 13 Constitution saving throw or be stunned until the end of the lesser mummy's next turn.

LOST PAPERS (LEVEL 1)

Jedjet, a local nobleman found the diary of his ancestor, Djeleset the Sage who, in his later years gave everything to his children. He disappeared and vanished from the records of history.

Jedjet believes the diary contains a passage concerning Pharaoh's current situation. However, the most critical passage suffered damage and is missing. A friend of his, a sage who visited the Valley of Lost Princes, claims he saw a member of the Order, a mummy called Djeleset the Sage.

Jedjet hires the PCs to take a copy of the papyrus to the Valley of Lost Princes and convince his ancestor to complete his missing part of the parchment.

GNOLLS (HARD)

One day out of the Valley, gnolls ambush the PCs.

GNOLLS (2)

See *Monster Manual*.

HYENA (2)

See *Monster Manual*.

AFTERMATH

Captured gnolls trade their life for information. They work for one Tawadjet. They know the PCs have a papyrus their boss wants.

BANDITS (MEDIUM)

One day out of the Valley, a group of bandits attack the PCs.

BANDITS (5)

See *Monster Manual*.

TAWADJET

See *Monster Manual*, under Noble.

AFTERMATH

Tawadjet refuses to talk and insists Jedjet is a lying and conniving individual who stole the papyrus from him.

Reaching the Valley, the PCs can petition the Order of the Lost Princes to meet with Jedjet's ancestor. The Order may ask some favor from the PCs before they agree to the meeting.

When the PCs finally meet the ancestor, who is now a mummy, he tells the PCs the full passage. The content is not what Jedjet expected, so he pays the PCs.





Salt Skeleton

Salt skeletons resemble other skeletons but they are covered with salt crystals. These crystals make the skeleton sturdier.

The Salt Desert is one of the most inhospitable in Akhamet. Any dead rises up as a salt skeleton, unlike elsewhere where they animate as zombies. Salt skeletons taken out of the Salt Desert retain their unique qualities.

Salt skeletons conglomerate and arrange themselves into military-like formations. They patrol around the ruined city of Algazan.

SALT SKELETON

Medium undead, lawful evil

Armor Class 12

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Khamet but cannot speak

Challenge 1/2 (100 XP)

Pack Tactics. The salt skeleton has advantage on attack rolls against a creature if at least one of the salt skeleton's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

RUN FOR THE HILLS (LEVEL 5)

The PCs are camped in the Salt Desert, when salt skeletons come over the dunes.

SKELETONS (MEDIUM)

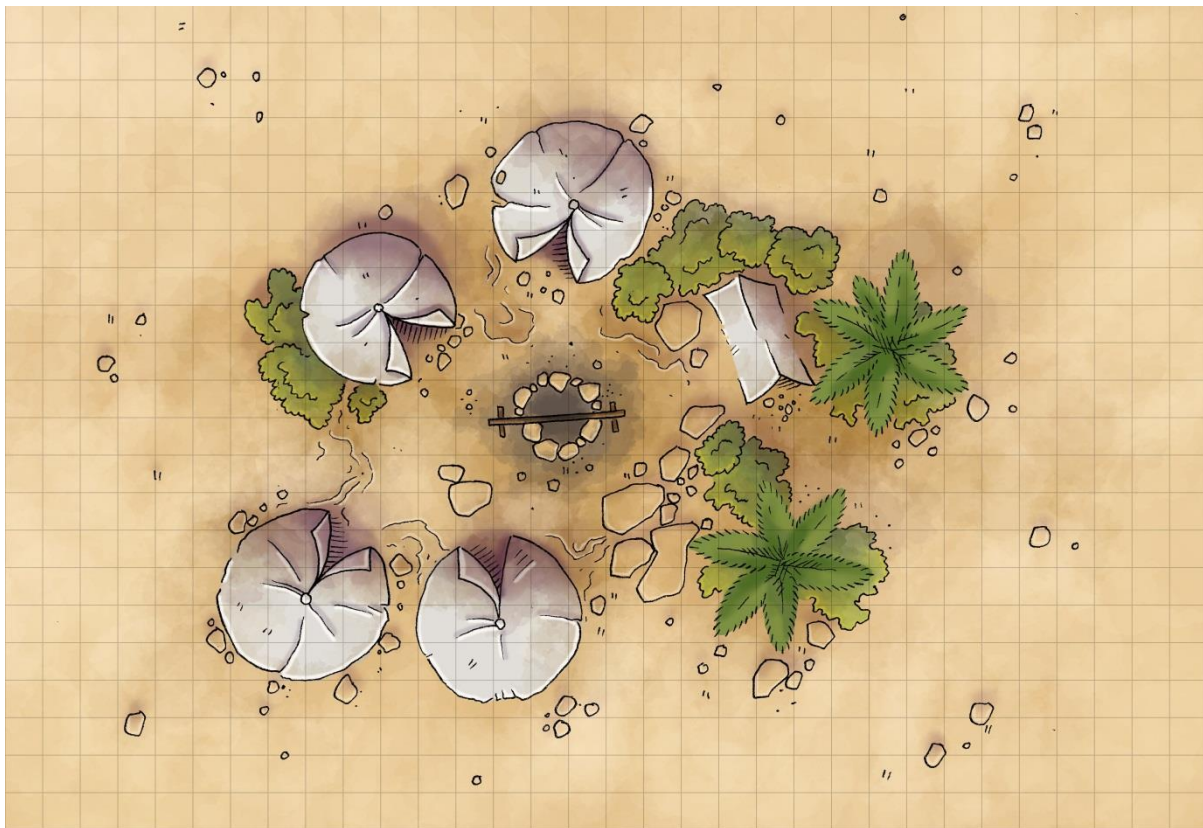
The skeletons move about in military way trying to prevent the PCs from escaping.

SALT SKELETONS (12)

See above.

AFTERMATH

Every five minutes, another group arrives until the PCs turn and run. The next scene features the PCs as they avoid the hordes of skeletons until they enter the ruins of Algazan or flee the Salt Desert.





SHARKFOLK

Sharkfolk are humanoid sharks that live in the depths and reefs of the Endless Sea. They consider any creature as source of food and raid both land settlements and ships. They live solitary lives and congregate for reproduction and to confront common threats.

They form communities where food is plentiful. They do not build much preferring to live in shallow caves, reefs, or in shipwrecks.

Shamans advise individuals and serve as leaders during raids and wartime. In rare peacetime, they act as spokesmen.

Not overly intelligent, they sometimes trade with people on the surface, especially when they know those they deal with are more powerful. Sharkfolk do not make long-term alliances, rather making short-term deals and quickly turn on their allies when they think they have the advantage.

Sharkfolk hate sahuagin and the two groups are constantly at war, fighting over settlements and access to resources.

SHARKFOLK

Medium humanoid, neutral evil

Armor Class 13

Hit Points 15 (2d8 + 6)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2, Perception +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Khamet

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, a sharkfolk can take a free move towards an opponent who does not have full hit points.

Amphibious. The sharkfolk can breathe air and water.

Shark Empathy. Sharkfolk have advantage to any Wisdom (Animal Handling) check to deal with sharks.

ACTIONS

Multiattack. The sharkfolk makes two melee attacks.

Bite. *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

Trident. *Melee or Ranged Weapon Attack* +5 to hit, reach 5 ft. or range 20/ 60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

SHARKFOLK SHAMAN

Medium humanoid, neutral evil

Armor Class 13

Hit Points 27 (5d8 + 9)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+3)	12 (+1)	16 (+3)	7 (-2)	15 (+2)	10 (+0)

Skills Nature +2, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Khamet

Challenge 2 (450 XP)

Aggressive. As a bonus action, a sharkfolk can take a free move towards an opponent who does not have full hit points.

Amphibious. The sharkfolk can breathe air and water.

Shark Empathy. Sharkfolk have advantage to any Wisdom (Animal Handling) check to deal with sharks.

Spellcasting (sharkfolk form only). The sharkfolk shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The sharkfolk has the following druid spells prepared:

Cantrips (at will) *druidcraft, poison spray, thorn whip*

1st level (4 slots) *fog cloud, speak with animals*

2nd level (3 slots) *barkskin, moonbeam*

3rd level (2 slots) *conjure animals (sharks only), dispel magic*

ACTIONS

Multiattack (humanoid form only). The sharkfolk makes two melee attacks.

Bite. *Melee Weapon Attack* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) piercing damage.

Trident (humanoid form only). *Melee or Ranged Weapon Attack* +3 to hit, reach 5 ft. or range 20/ 60 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Change Shape (Recharges after a long or short rest). The shaman can polymorph into a hunter shark, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



Akhamet

SPHINX

Akhameti sphinxes serve as direct messengers of the gods. Unlike some celestials and fiends, they serve all the gods equally, meaning they can deliver messages from Khem or Tawaret.

The appearance of a sphinx is cause for great concern and is seen as the direct involvement of the god. Such appearances are rare or are done in private. Statues of sphinxes line the entrance and interiors of temples, reminding visitors of the connection to the divine.

Seeking the wisdom and insight of such wise creature is a task for the brave and highly dedicated for they prefer to make their lairs in remote areas, such as Sphinx Roost in the Central Range or deep in the Hinterlands. They do not suffer fools and rid themselves of annoyance with little hesitation.

All Akhameti sphinxes know the following two spells in addition to their regular spell list: *commune* and *legend lore*.



USHEBTI

An ushebti is a construct built to resemble one of the gods. They often are covered with bandaged to appear as mummies at a quick glance.

USHEBTI

Medium construct, unaligned

Armor Class 12

Hit Points 25 (3d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	3 (-4)	12 (+1)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Khamet but can't speak

Challenge 2 (450 XP)

Antimagic Susceptibility. The ushebti is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the ushebti must succeed on a Constitution saving throw against the caster's spell save DC or be incapacitated, making a saving throw at the end of each of its turn to remove the condition.

Magic Resistance. The ushebti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The ushebti makes two claw attacks.

Claw. *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.





VAMPIRE, SEKHMETI

Sekhmeti are a breed of female vampire that dwells in the dark recesses of the world. They are the blessed of Khonsu and the rulers of his armies of the dead. Sekhmeti skin darkens with time, the oldest have jet-black skins.

SEKHMETI

Medium undead, chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	13 (+1)	10 (+0)	11 (+0)	14 (+2)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Khamet, one other

Challenge 6 (2,300 XP)

Command lesser. As a bonus action, a sekhmeti may command one mindless undead it can see. The target is charmed by the sekhmeti. If the target is already charmed or commanded, it is allowed a DC 15 Wisdom saving throw to avoid this effect.

Grievous wounds. When scoring a critical hit, a sekhmeti deals an additional dice of damage and it regain 10 hit points.

Legendary Resistance (1/day). If a sekhmeti fails a saving throw, it can choose to succeed instead.

Sunlight vulnerability. A sekhmeti has disadvantage on attack rolls and Wisdom (Perception) check while under the sun.

Turning defiance. A sekhmeti and any undead within 30 feet has advantage against effects that turn undead.

ACTIONS

Multiattack. The sekhmeti makes one bite attack and two with her claws.

Bite. *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) piercing damage. If the target is not a construct or an undead, it must make a DC 15 Constitution saving throw or gain one level of exhaustion. A female killed by the bite of the sekhmeti rises as a sekhmeti. Males turn into ghouls, under the control of the sekhmeti.

Claw. *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

LEGENDARY ACTIONS

The sekhmeti can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of

another creature's turn. The sekhmeti regains spent legendary actions at the start of its turn.

Claw. The sekhmeti makes a claw attack.

Heal Lesser. One undead within 60 feet of a lesser CR than the sekhmeti regains 20 hit points.

Order Lesser. One undead within 60 feet of a lesser CR than the sekhmeti can make a single attack, move up to its speed, or use the Help action.

Swift. The sekhmeti can move half its speed without provoking opportunity attacks.

CIVIL WAR (LEVEL 12)

The wedding of Princess Neferdjet and Psu, local head priest of Num, did not go as planned. Fingers were pointed and accusations flew. The conflict escalated and bystanders were caught in the crossfire and vanish.

The culprit is the Princess's own mother, Neferkah, now a sekhmeti. She orchestrated the mishaps at the wedding to have a feeding frenzy while fingers are pointed elsewhere.

THE BLOOD LADY (HARD)

The PCs confront her and her sons, now ghouls

NEFERKAH, SEKHMETI

See above.

GHAST

(4)

See *Monster Manual*.

AFTERMATH

The PCs should stop Neferkah before she turns her daughter.



Akhamet

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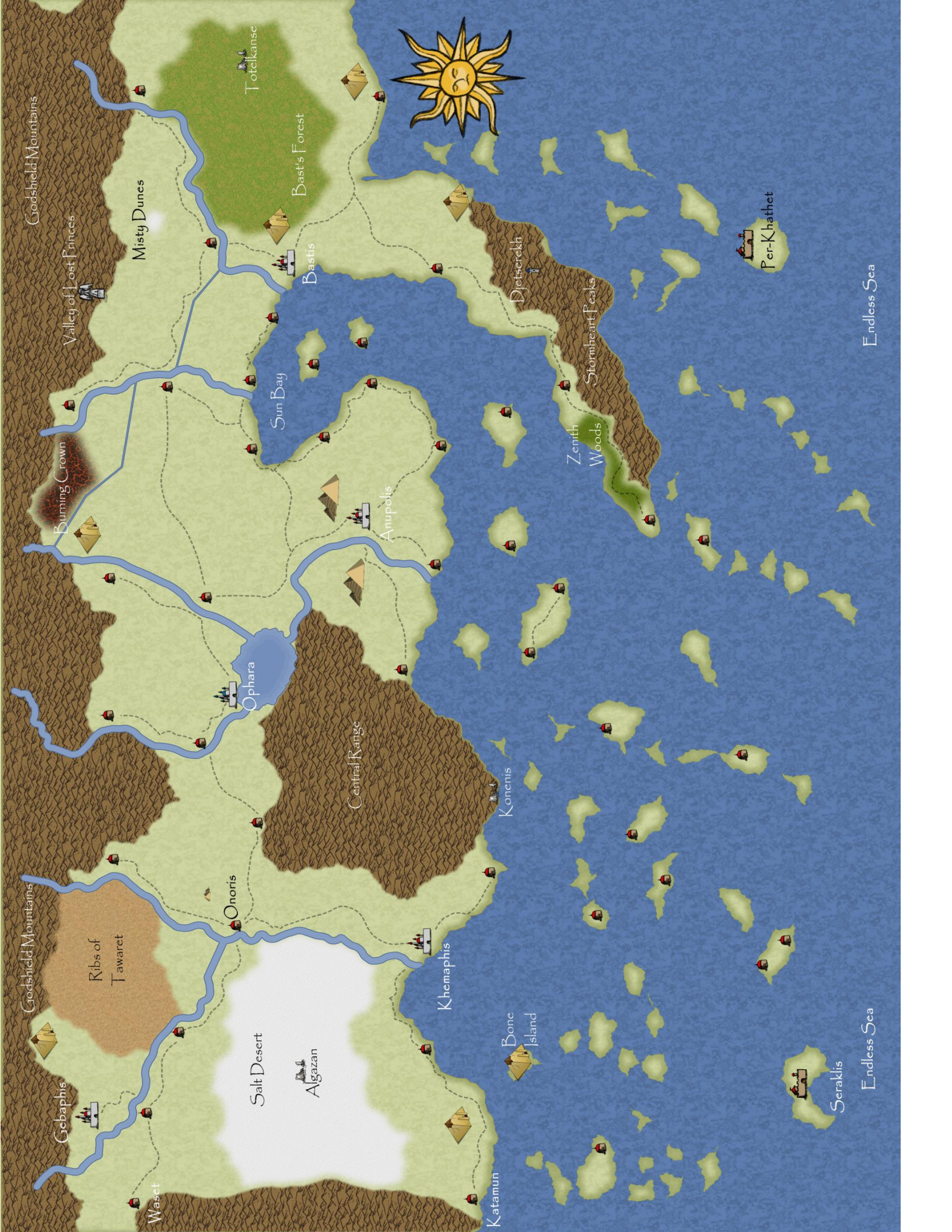
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Godshield Mountains

Godshield Mountains

Valley of Lost Princes

Burning Crown

Gebaphis

Ribs of Tawaret

Misty Dunes

Wasct

Salt Desert

Onoris

Totekanse

Algazan

Sun Bay

Bastis Forest

Bastis

Central Range

Anupolis

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Endless Sea



Akhamet

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Akhamet

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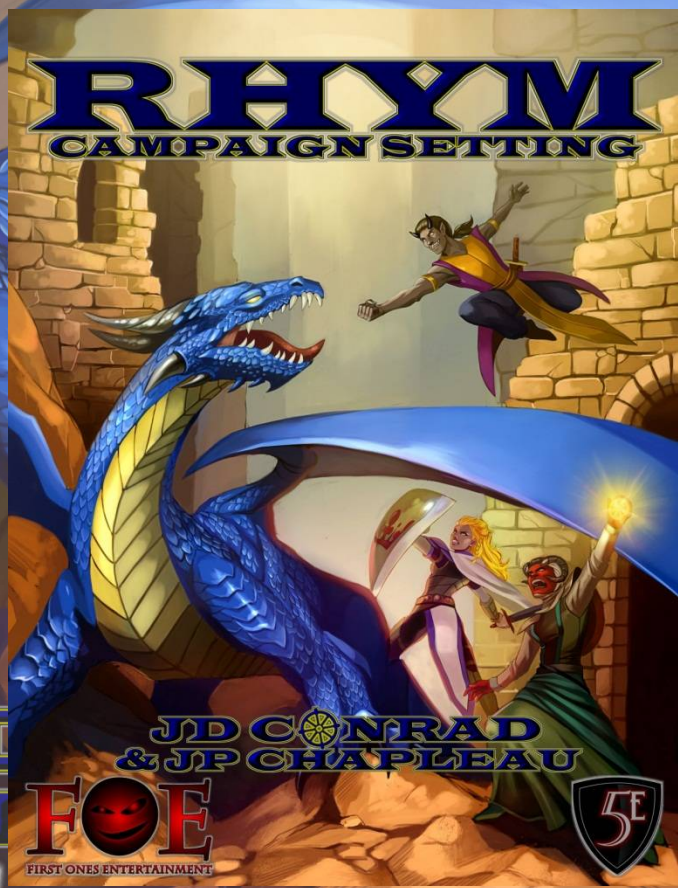
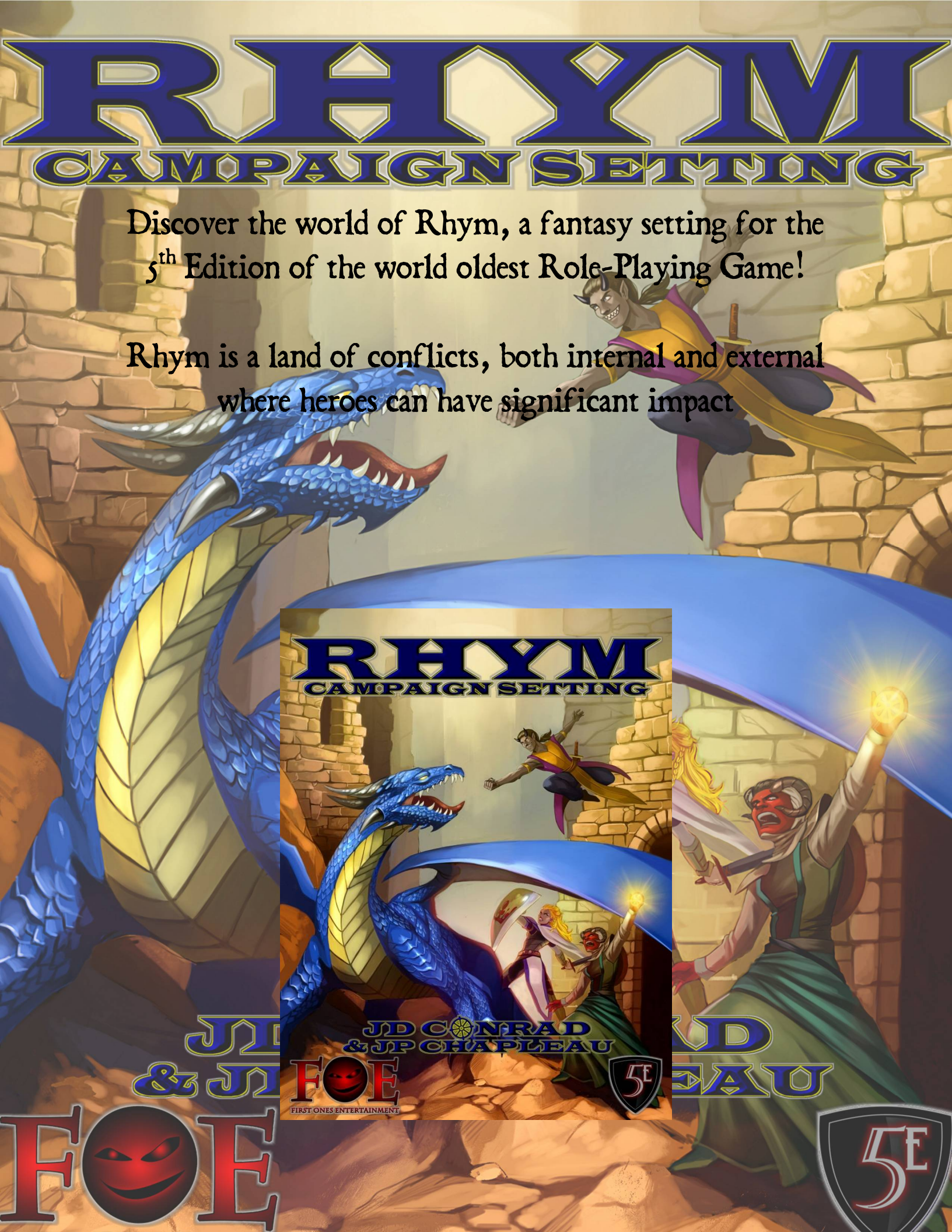
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