

# Akhamet

## Lost Pyramid of Neferheket

by JP Chapleau

Queen Neferheket was once Pharaoh's favorite. She was buried in a pyramid out in the desert. Last night, her ghost appeared in the small village of Onoris asking for you by name.

A 5th edition adventure for characters 1 through 5.



# CONTENTS

Adventure Background.....2  
 Introduction.....2  
 1: The Anubian .....3  
 2: Onoris .....4  
 3: The Lost Pyramid .....5  
 4: Robbers.....10  
 Conclusion .....11  
**Epilogue .....11**  
 Handout 1: Pharaoh's Dying Words .....12

**Writer:** JP Chapleau  
**Cover Art:** ButteredBap, Zammy Zam  
**Commissioned Art:** Irene Campos, Zammy Zam  
**Stock art:** Tazio Bettin, Purple Duck Games

## ADVENTURE BACKGROUND

Pyramids in Akhamet are rare, Pharaoh occasionally commands one be built for someone who drew his attention and his affection. Generals, priests, and princes received the most, but a few freemen, concubines, wives, and a few slaves received this honor. Pyramids are built using a mix of conventional building methods, and the repeated use of the *wall of stone* spell.

Queen Neferheket was once Pharaoh's favorite. A woman of ambition, she was both one of His wives and served as His head priestess. She wielded so much power that she had a massive pyramid built to her and His honor.

During her reign, she enforced His laws with rare 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 that would toil to build her pyramid.

Born near the small village of Onoris, Neferheket had the pyramid built northeast of the village. For a time, Onoris' population rivaled that of Ophara with its army of slaves toiling on the pyramid.

The records show that she passed during childbirth, giving Pharaoh a seventh son but

most scholars agree that she was the target of court intrigue.

Queen Neferheket was murdered by her midwives whose husbands had been enslaved or executed for standing up to her. Her successors buried her in her pyramid and covered it under tons of sand, dirt, and rock along with as many documents about her as could be found.

With time, Bloody Queen Neferheket passed from memory, her rule a footnote in history as a brutal minister. A forest grew atop the pyramid and the details faded, her name becoming little more than another boogymen used by parents to force their children into behaving.

## TOMB ROBBING

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.

## INTRODUCTION

Read Aloud.

*The capital city of Ophara is impressive with its large buildings, wide avenues, many stone gates, and rows of palm trees with reflecting pools that merge the earth and the sky. The bright colors on these buildings leave first-time visitors in awe of their majesty and grandeur.*

*Ophara is a city built to honor one man, Pharaoh, the living god, and ruler of Akhamet. He is the bringer of peace and the protector of the land and its people. He is the embodiment of the Sun and its benevolence. Every dawn, he flies over Akhamet and burns away evil and darkness.*

*Behind its imposing size, Ophara is a city built for the public administration in mind, not for visitors or even its own citizens. Soldiers, servants, slaves of every race hurry to and fro as chariots and palanquin carrying high-ranking priests command passage. This bustle is the normal state of affair for the nervous center of an empire like Akhamet.*

*You cannot help being awed by the city as you make your way to the Temple of Anubis.*









**What does it pay?** Nothing. That will count as your tithing for the year. You will earn my friendship and that of the Church of Anubis.

**Can we take anything from the tomb?** No! There is one thing... bring ample papyrus with you and copy anything you find on the walls and on documents, but under no circumstances are you to steal anything any of the grave goods.

**What about things non-grave good?** What do you expect to find? Bring these items to the priest in Onoris and he will let you know.

**Who is Prince Tsupeteb?** One of Pharaoh's children who was a great scholar, he will be interred in crypts beneath the temple here in Ophara.

Once the PCs agree to help, he thanks them and returns to his work.

## 2: ONORIS

The trip to Onoris takes a few days across the hinterlands. As the PCs travel away from the cities, the land becomes sparsely inhabited and those they encounter are mostly shepherds and goatherds.

### BEASTS

#### DINOSAURS (HARD)

As they travel, they are attacked by a pair of allosaurus. These beasts start 100 feet away from the PCs and come charging towards their prey.

They fight to the death.

**Map Setup:** This battle happens on an open rocky or sandy plain. These should be some, but not much.

#### ALLOSAURUS (2)

See *Monster Manual*.

#### AFTERMATH

A DC 13 Intelligence (Nature) check reveals that although these creatures are somewhat common in these parts, they rarely attack humanoids. A follow-up DC 12 Intelligence (Religion) check makes the PC think of a possible link between such creatures and their actions as a sign of the displeasure of the god Sobek or Tawaret.

### ONORIS

Built on the Fork River, Onoris is a major trading hub for land and river commerce. At the center of town is the eighty-foot colossus of

### TITHING

Tithing in Akhmet is a time of the year - typically during the Wet Season when the rivers overflow - and the people perform work for the government. Since the government does not collect taxes, tithing is a way to ensure that work is done and completed. Performing tasks for the government to count as tithing denotes the importance of the task for the church of Anubis.

Pharaoh looking up to the sky. In the Northern Quarter, to the northeast of town, the Temple of Anubis is a large complex where the dead are prepared for the Afterlife.

### ZADEB

When the PCs arrive at the temple of Anubis, they find the priests freaking out. They refuse to say and are dismissive of the PCs until they learn their names. Then, they are immediately brought to Zadeb.

Zadeb, a heavily tattooed khemite priest is visibly relieved when the PCs are introduced. He confirms everything Enubeten told them.

*"Two nights ago, the initiates came running into my rooms screaming. I was brought before the statue of my Lord Anubis. There I saw her, kneeling. The Bloody Queen kneeling and drenched in thick, black sticky blood."*

*"Anubis teaches us to destroy such creatures, I stepped forward invoking the secret names to chase it away. But she just turned to me. I could see the darkness dripping off her."*

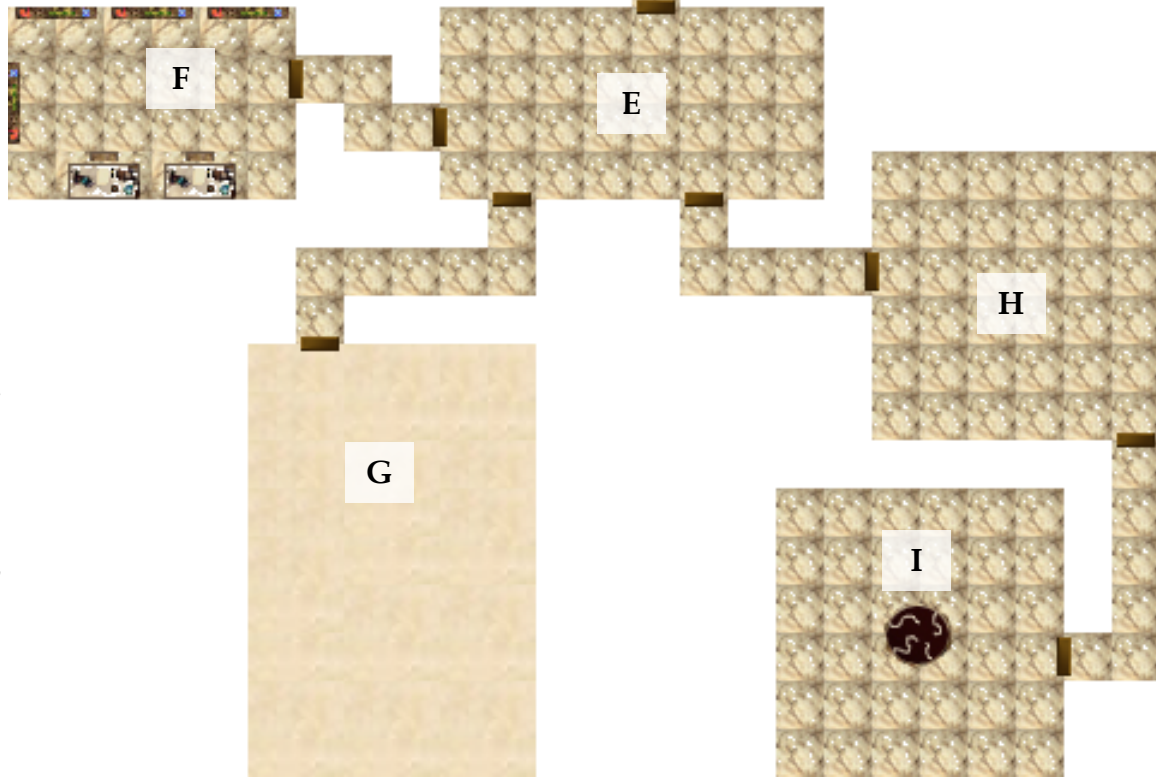
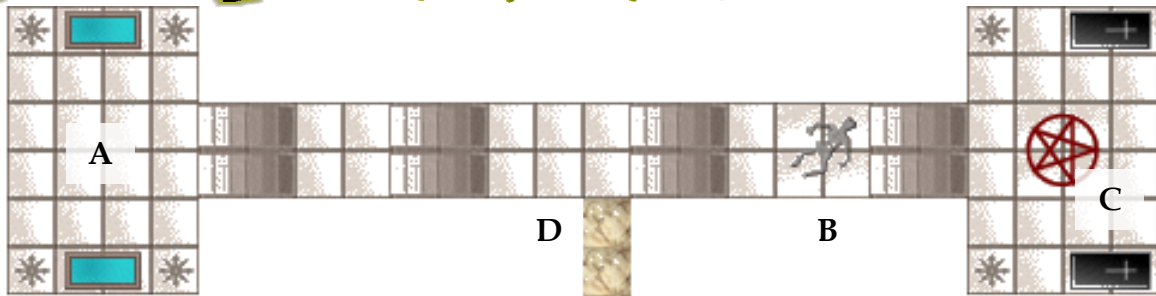
*"That's when she spoke your names. The names you gave earlier. She meant to say something, but it was as if she was drowning in blood. She gasped at her throat and the apparition vanished. I did not know you then but now it makes sense. For some reason, she wants you here. You have to find why she appeared, why she would come here of all places."*

*"Some less-than-reputable sources provided us with a map to the pyramid."*

Zadeb is anxious to get the PCs on the way.



# Akhamet



## FINDING THE PYRAMID

### ON THE WAY (EASY)

Ahead, there are two dead bodies, those of would-be tomb robbers, ambushed by other miscreants.

**Map Setup:** This battle happens on an open rocky or sandy plain. These should be some, but not much.

### GIANT VULTURE (2)

See *Monster Manual*.

## 3: THE LOST PYRAMID

The pyramid is located in a forested valley. Not readily visible because vegetation covers most of it. Looking around, the PCs find an area

where the vegetation was cut down revealing a dark hole into the pyramid. Four sturdy ropes dangle into the darkness, sure proof of the presence of tomb robbers.

A DC 15 Wisdom (Survival) check looking for tracks reveals of many people moving about the area and none of them left.

## ENTERING THE PYRAMID

The crevice descends fifty feet into the pyramid before it opens up into room A. The air is dry and dusty.

The walls and ceilings in areas A-D are plastered and painted over in exquisite details.





## A: ENTRYWAY

*Dirt and rubble from above cover the stone floor of this room, on the north and south walls clear water fill two identical stone basins under faded paintings of the goddess Khem. Stone statues of the Pharaoh, Horus, Khem, and Anubis stand in the corners staring quietly at you.*

*Smashed and empty canopic jars lie along the walls.*

*The wall to the east was broken through, opening into a long stairway leading deeper into the pyramid.*

From the tracks in the dirt, the PCs can determine that no less than ten people came into a tomb (how many left it is unclear).

The basins are filled with clear water fed from an underground spring.

## DOWN THE STAIRS

Hieroglyphics on the walls tell a romanticized story of Neferheket. It tells of the love she and Pharaoh had, and the supreme bliss they shared.

## B: FAKE TRAP

*The body of a Khemite man lies on the ground, his bones are broken as if crushed by a heavyweight. The bones have turned to dust in places and only a few scraps of leather remain.*



The body is an illusion (DC 15 Intelligence saving throw after one interact with it) designed to scare away tomb robbers. There is no trap here.

## C: FAKE SARCOPHAGI

Twin statues of Anubis stand on both sides of the entry, staring down impassively at a pair of opened sarcophagi. Four bodies lie dead next to the stone lids.

## FIGHTING (MEDIUM)

The bodies are tomb robbers who came at the behest of the Onoris criminal underworld and fell victim to a single shadow.

## SHADOWS (5)

See *Monster Manual*.

## AFTERMATH

One the bodies, the PCs find two fifty-foot ropes, seven flasks of oil, two lanterns, a map showing the location of the pyramid, five short swords, two hand axes, and 42 silver pieces. The bodies do not animate into zombies because they were transformed into shadows.

## D: SECRET PASSAGE

The southern wall is illusory (DC 13 Intelligence saving throw). On the other side of the panel, a pit trap is covered by an illusory floor (DC 13 Intelligence saving throw).

Upon entering the area, each PC must make a DC 13 Dexterity saving throw to avoid falling in the pit. Falling 30 feet onto ancient spikes deals 14 (4d6) bludgeoning damage.

## E: TREASURE ROOM

*Broken furniture, jars, model boats, busts of*



# Akhamet

gods and animals, and artwork dominated by a statue of Anubis lie haphazardly across the room.

Blood spatter mars the beauty of the pieces stored here. Here and there, bodies lie broken among the antiques.

This room housed the grave good of Queen Neferheket.

## FIGHTING (MEDIUM)

The bodies are those of tomb robbers that met with Neferheket. The zombies animate when someone living comes within 5 feet.

## CRAWLING CLAW (6)

See *Monster Manual*.

## ZOMBIE (6)

See *Monster Manual*.

## AFTERMATH

These bodies are the remains of tomb robbers who came before. Among the equipment, the PCs find three daggers, two spears, 37gp, a spell scroll of flame blade, a potion of healing, and four copies of the map to the pyramid.

The furniture and objects in this room could be sold for well over 5,000gp because of its current condition, but that would constitute tomb-robbing. Taking the robbers' equipment is legal.

## F: WORK ROOM

Bookshelves, laden with rolls of papyrus, cover the north and west walls of this chamber. Two scribing tables with unfinished works gather dust. A single bright blue candle on a table sends shadows dancing all around the room.

Neferheket used this room to compile a personal memoir. Copying all of these documents would take months. Most of them detail minor and insignificant details about life in the harem.

## FIGHTING (MEDIUM)

A shadow demon is bound to this room, and it attacks as soon as every PC has entered the room.

## SHADOW DEMON

See *Monster Manual*.

## AFTERMATH

The demon defeated, the PCs may read the content of the documents. By spending two hours and making a DC 12 Intelligence (History) check, the PCs find a handful of historically-significant documents. Each document fetches 100sp at one of the temples in town.

She compiled the following:

- Detailed prayers to Pharaoh
- Lineage information
- Lists of military campaigns and military personnel
- Lists of priests
- Location of monuments
- Members of the Royal Harem

After two hours searching through the documents, the PCs find a document related to a prophecy of Pharaoh becoming ill, poisoned by something that cannot be proven. These documents

have many notes and both astrological and magical

calculations. A DC 15 Intelligence (Arcana) check reveals the numbers indicate a date in 2440, within two years of "today." The prophecy provides a warning but does not relate how to stop, prevent, or make it happen.

## G: SUN ROOM (MEDIUM)

A burning breeze blows sand into your face as you find yourself in the desert, under a bright and unrelenting sun hanging high. The sand's pink hue gives it a soothing and comforting appearance.

As you squint, the Sun comes down and turns into a comely male of your species





wearing golden armlets, silver collar, and a crown. The glare makes it hard to look directly at Him. You are in the presence of Pharaoh!

"My children, it has been so long since you came to see me," He says, His voice both affectionate and commanding.

This is a small piece of Pharaoh's essence. He was bound here to give the mummy of Neferheket a visual reminder of her lost love. With the centuries, the dead queen stopped coming to see him and Pharaoh's essence is lonely and excited about meeting new people.

The essence knows and calls anyone who is devoted or related to Him by name, and knows of the PC's life. This should be a rather unique moment for the PCs. It is not every day one meets with a deity.

The Essence is curious about events in the world, how His people fare, and how He might be able to help them. His concern and interest are genuine.

The Essence can share the following information:

- He is here to be with his beloved wife, Neferheket.
- He agreed to stay here.
- His presence here does not affect Pharaoh negatively in any way.
- He has not seen her in a long time.
- He is a part of His essence and has limited contact with Him as a whole.

Allow the PCs to speak with it for as long as they like before continuing with "Dying Pharaoh."

### DYING PHARAOH

The Sun flickers for a moment as the heat in the room drops as suddenly as it does as night in the desert.

Pharaoh collapses to the ground coughing black ichor. The ichor dissipates into nothingness after he coughs it, leaving no traces it was ever there.

A DC 14 Intelligence (Arcana or Religion) check identifies the ichor as concentrated Essence of Night (for more detail, see Area I). Such a thing is only theoretical and is believed to be a product of overactive imagination of sleepy scribes.



A DC 12 Wisdom (Medicine) check discovers that Pharaoh is dying from symptoms akin to the flu but a degenerative version with a supernatural origin.

As the PCs are around Him, he gasps handout 1 to them. He gives each PC a single drop of his blood, see Pharaoh's blood sidebar. Once the PCs take his blood, Pharaoh dies, turning to sand.

If they return to the room, the scene happens again (the Essence does not remember the PCs), however, the PCs only receive Pharaoh's blood once.

### H: MARITAL CHAMBER

Archways on the walls of this room open to a large city under the stars. A gentle summer breeze gently caresses your faces, carrying with it the sweet smell of cinnamon. The ceiling is painted stars and the floor has a mosaic of all of Akhamet.

In each corner, water trickles from statues of the goddess Khem.

A four post bed with gossamer curtains occupies the center of the room. At the foot of the bed, two comely females, one horite and one ubasti dressed in the same gossamer material with arm rings, ankle rings, and earrings of the shiniest gold accented with silver rises as you enter. Their eyes demurely fixed on the floor as they wait in silence.

This room mimics Pharaoh's bedchamber in Ophara and the view display it from the days of Queen Neferheket, some two thousand years ago. Illusion magic created the effect of the city and the breeze.

### THE STATUES

The statues of Khem have pure, water pouring from (clockwise starting at the top left corner).

- Warm water pouring from Khem's eyes
- Hot water pouring from Khem's breasts
- Cool water pouring from Khem's ears
- Cold water pouring from Khem's hands

### THE MAIDENS (HARD)

The servants were the Queen's favorite handmaidens. They remain quiet until spoken to. Their jewelry serves as an anchor to illusions that hide their natures as lesser mummies.









## DISTURBING NEFERHEKET (MEDIUM)

Read aloud if Neferheket is disturbed in any fashion.

*Queen Neferheket turns to you as under the wrappings, her dead eyes fill with... terror? She screams as the ball breaks and flows onto her, like a bucket of tar emptying itself onto the mummy.*

*A moment later, the mummy of the former queen is replaced by a vile blob of sheer and utter blackness out of which wrapped limbs appear here and there.*

The Essence of Night attacks the PCs and anything it comes across. It is a vile amalgam of the mummy and the Essence.

**Map Setup:** Within 5 feet of every wall are stacked furniture, jars, chests, and chairs. Anyone who missed with a melee attack while adjacent to the wall must make a DC 11 Strength saving throw or fall prone.

### ESSENCE OF NIGHT/ NEFERHEKET

Large ooze, neutral evil

Armor Class 7

Hit Points 85 (10d10+30)

Speed 20ft., fly 20ft.

STR	DEX	CON	INT
16 (+3)	5 (-3)	16 (+3)	1 (-5)
	6 (-2)	1 (-5)	

**Damage Vulnerability** radiant

**Damage Resistances** poison, piercing

**Damage Immunities** acid, cold, necrotic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60ft., (blind beyond this radius)

**Languages** -

**Challenge** 5 (1,800 XP)

**Amorphous.** The Essence of Night can move through a space as narrow as 1 inch wide without squeezing.

**Necrotic form.** A creature that touches the Essence of Night or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage. Any nonmagical weapon made of metal or wood that hits the Essence ages and corrodes rapidly. After dealing its damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.



Nonmagical ammunition made of metal or wood that hits is destroyed after dealing its damage.

### ACTIONS

**Multiattack.** The Essence of Night makes two attacks with its tendrils of night.

**Tendrils of night.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) necrotic damage and the target must make a DC 12 Constitution saving throw or be blinded. The target can repeat the saving throw at the end of its turn, ending the effect on a successful save.

### LEGENDARY ACTIONS

The Essence of Night can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at any time and only at the end of another creature's turn. It regains spent legendary actions at the start of his turn.

- **Arc of lightning.** *Ranged Weapon Attack:* +5 to hit, range 50 ft., one target. *Hit:* 7 (2d6) lightning damage.

- **Eater of light.** The Essence of Night can use its reaction to destroy one nonmagical source of light or dispel one spell that emits light (such as *daylight* or *light*). When it destroys a light source, it regains 10 hit points. The only light it cannot snuff is the one that comes from Pharaoh's blood.

- **Pull.** The Essence of Night sends a pseudopod and pulls a target 10 feet towards itself. A DC 14 Strength saving throw prevents this effect.

### AFTERMATH

The Essence of Night defeated, it vanishes into nothingness, leaving only the battered remains of Neferheket's mummy remains. She calls the PCs to her. With her final breath, she gasps "*Night has poisoned my beloved. Help his light chase away the darkness.*" With that, she crumbles to dust.

## 4: ROBBERS

As the PCs exit the pyramid, a band of criminal ambushes them to steal the treasures the PCs took within. These guys are diehard criminal with no regard for the tomb.







## **HANDOUT 1: PHARAOH'S DYING WORDS**

With gasping breaths, Pharaoh speaks the following.

Night is coming  
It fills my bones already  
Akhamet dearest Akhamet  
Act now and reach for greatness  
Night and darkness  
Take this  
Take this I give you

Pharaoh then passes a hand on his forearm and a single blood drop appears despite the lack of wound.





# Akhamet

## LEGAL NOTICES

First Ones Entertainment, FOE, Legacies campaign, Akhamet, Tyrants of Saggakar, Rhym & logos are a trademark owned by First Ones Entertainment. All rights reserved. All other content is copyright 2015, 2017 & 2018 by First Ones Entertainment Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This Akhamet book is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Akhamet, Rhym, Tyrant of Saggakar, First Ones Entertainment, and FOE logos and identifying marks and trade dress, such as all First Ones Entertainment product and product line names including but not limited to Tyrants of Saggakar Campaign Setting, the Legacies organized play campaign; any specific characters and places; capitalized names and original names of places, artifacts, characters, races, countries, geographic locations, gods, historic events, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

## OPEN GAMING LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Tyrants of Saggakar: Player’s Guide** © 2015, First Ones Entertainment; Author: JP Chapleau

**Akhamet: Campaign Setting** © 2018, First Ones Entertainment; Author: JP Chapleau

**Akhamet: Lost Pyramid of Neferheket** © 2018, First Ones Entertainment; Author: JP Chapleau





# Akhamet

## CAMPAIGN SETTING

For twenty five centuries, the rule of Pharaoh, the living embodiment of the Sun, brought peace, prosperity, and stability to Akhamet. Then His high priest announced He was dying.

Inspired by the mythology of Ancient Egypt, Akhamet is a campaign setting that takes you to a place both unique and familiar.

- The Akhameti Pantheon, headed by Pharaoh, with Anubis, Bast, Geb, Horus, but also Seth, Sobek, and Tawaret the Destroyer
- A world where the dead rise, and not just because of mummification!
- New backgrounds, new feats, new spells, new magic items , new monsters



# Akhamet

## CAMPAIGN SETTING

**FOE**  
FIRST ONES ENTERTAINMENT



**FOE**

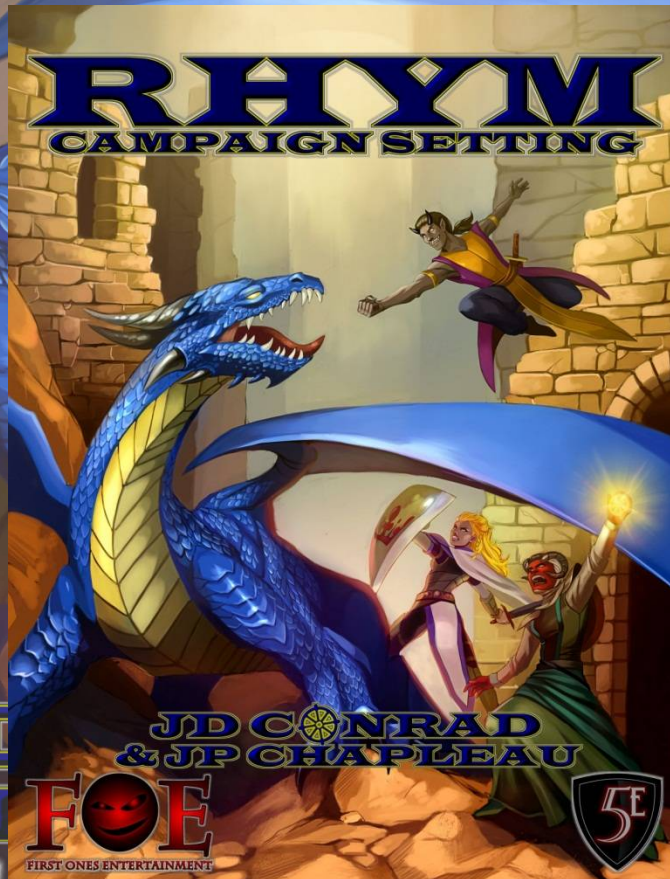
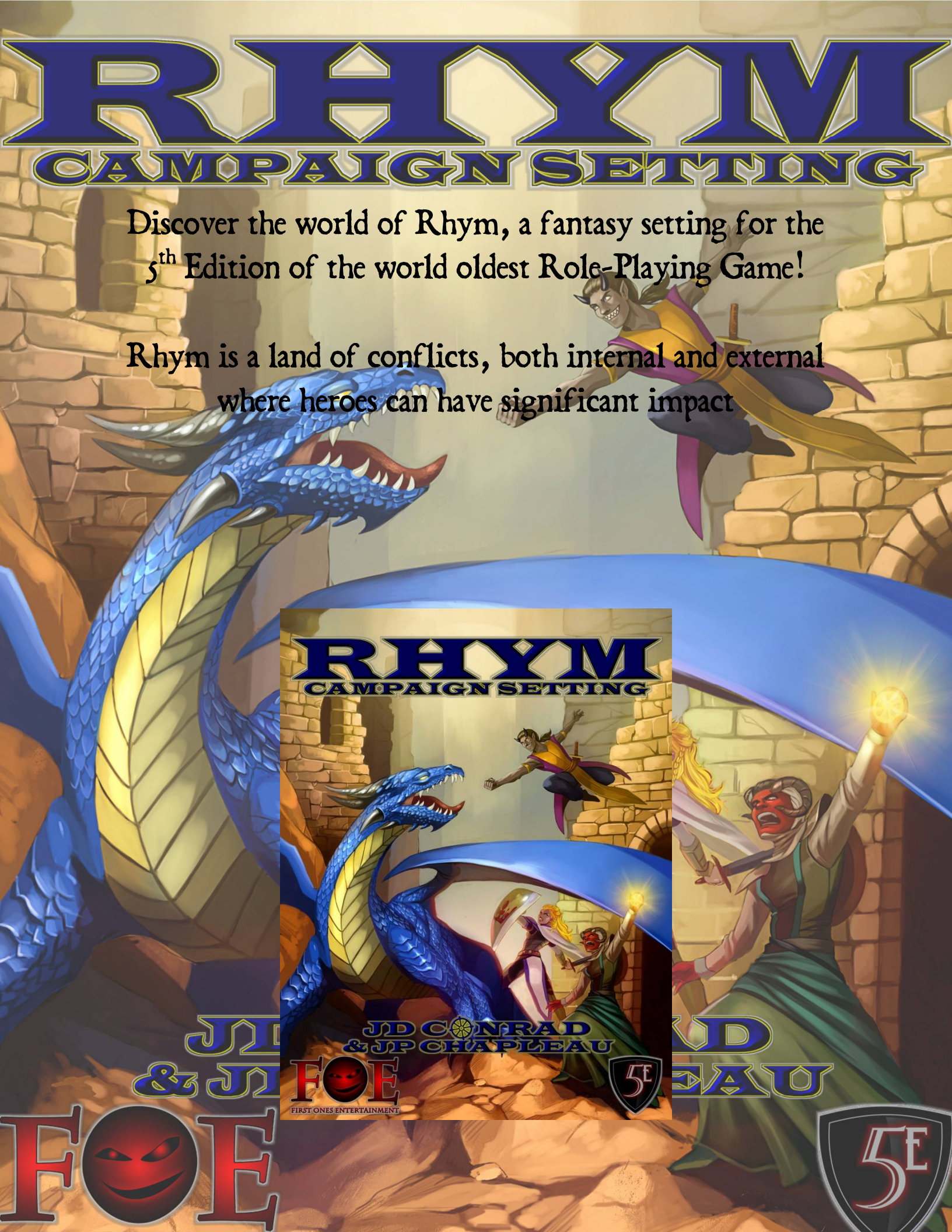


# RHYM

## CAMPAIGN SETTING

Discover the world of Rhym, a fantasy setting for the 5<sup>th</sup> Edition of the world oldest Role-Playing Game!

Rhym is a land of conflicts, both internal and external where heroes can have significant impact



JD  
& JP  
FOE

JD  
CHAPLEAU  
5E



# TYRANTS! SAGGAKAR



First Ones Entertainment offers great material for the 5<sup>th</sup> Edition of the world oldest Role-Playing Game!  
Play using the Pathfinder RPG or 5<sup>th</sup> Edition!

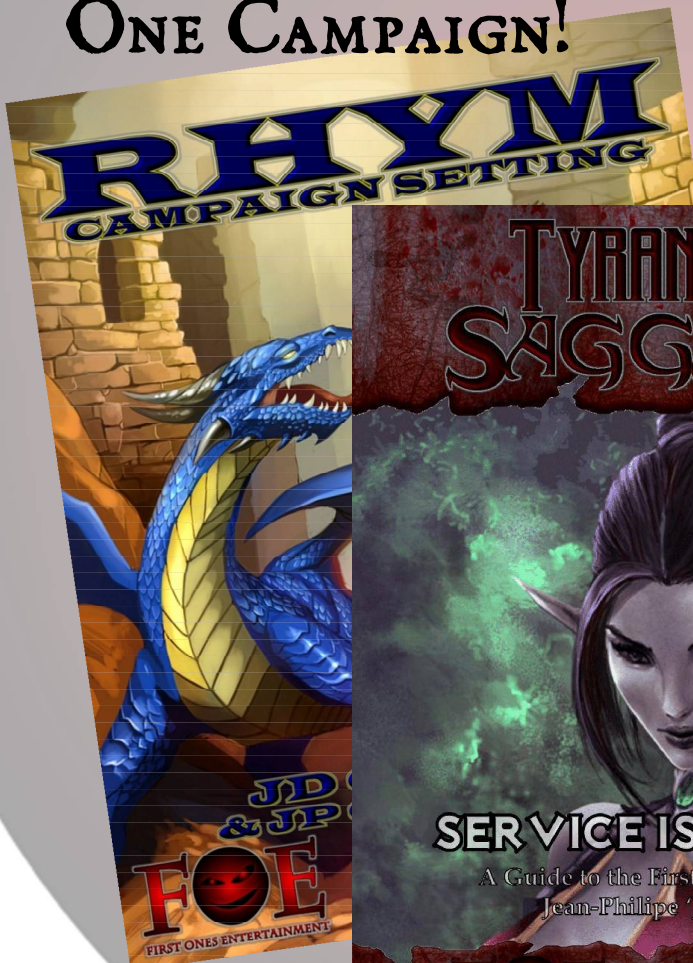




# LEGACIES

## PILLARS OF OBLIVION

THE **LEGACIES** ORGANIZED PLAY  
CAMPAIGN SUPPORTS FOR 5<sup>TH</sup> EDITION.  
SAME CHARACTER! DIFFERENT WORLDS!  
ONE CAMPAIGN!





FIRST ONES ENTERTAINMENT

## Akha-or Lost Pyramid of Neferheket Legacy Record

\_\_\_\_\_ played by \_\_\_\_\_ completed this adventure successfully .

Hired by the church of Anubis, you were sent to investigate the recently-defiled tomb of the Bloody Queen Neferheket. You discovered Pharaoh's current ill could be related to Essence of Night, a substance that is believed to be nothing more than a philosophical construct and the product of overactive imagination.

APL	XP	Base Gold	Extra Gold	GM Gold
1-4	3	150	200	150

### Check all those that apply:

- Pharaoh's Blood:** You received a drop of Pharaoh's blood. The yellow drop shines like a torch at all times. When drank as a potion, you regain all of 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*.
- Stole From the tomb:** Gain Extra Gold but also "Wanted by Church of Anubis"
- Wanted By Church of Anubis:** You stole from the tomb of Neferheket and are now wanted for tomb robbing, which carries the death penalty. Avoid the Church and followers of Anubis.

Name	Positive	Used
Church of Anubis	<input type="checkbox"/>	<input type="checkbox"/>
Onoris Underworld (let some tomb robbers live)	<input type="checkbox"/>	<input type="checkbox"/>

Story Element	Positive
Did you decipher the Queen's astrological calculations?	<input type="checkbox"/>
Did you speak with Pharaoh's Essence?	<input type="checkbox"/>
Did you steal from Neferheket's tomb?	<input type="checkbox"/>
Did you avoid fighting the Queen's maiden?	<input type="checkbox"/>
Did you take any damage from the Essence of Night?	<input type="checkbox"/>
Did you perform the rites of the dead on enemies?	<input type="checkbox"/>

Experience	
Start	_____
Earned	+ _____

GOLD	
Start	_____
Earned	+ _____
Day Job	+ _____
Spent	- _____
Final	= _____