

Akhamet

CAMPAIGN SETTING





Akhamet

the dying Pharaoh

Campaign Setting

Head Writer: JP Chapleau

Writers: Edward Karbara, Randy Price

Additional ideas: Wesley Oar

Cover Art: Blehc

Commissioned Art: Blehc, Irene Campos

Stock Art through Creative Commons: Anonamos701, Hoseyn, Emanuel Martinez Loma, McFle, Tomas Reichman, Rockmangurl, Tom Prante

Maps: Caeora, Dyson Logos, JP Chapleau

This book is dedicated to my three kids: Jojo “Princess Akat”, Kitty “Georget”, and ActionMan who play-tested and gave me tons of feedback. Special dedication my wife Julie who lost me for many a nights as I feverishly worked to complete this book.

Special Thanks: Ed Karbara, Randy Price, and Wesley Oar who chipped in with ideas, critiques and helped me get unstuck when work slowed to a crawl. I wish to thank my home groups: Jean-Patrick Chapleau, Ashley Cook, Steve Edmonds, Nick Felix, Steve Lynch, Will Matthews, Wendy Matthews, Justin Robinson. Also, to the many unsuspecting players at Conglomeration in Louisville KY, Lexicon in Lexington KY, Origins in Columbus OH, and Hypericon in Nashville TN whose thoughts and comments helped shape Akhamet into a consistent whole.

A big thanks to Blehc and Irene with whose arts this project went from just a series of images in my head to a concise, physical book.





Akhamet

CONTENT

Content	2
Akhamet	3
History.....	3
Unique Elements.....	7
Society	10
Life in Akhamet.....	13
Land of the Gods.....	15
Warfare.....	16
Monsters And Threats.....	17
Lands of Akhamet	20
Deserts.....	20
Forests and Woodlands.....	22
Mountains.....	22
Ruins.....	24
Structures.....	26
Waterways.....	27
Adventuring.....	29
Cities and Settlements	31
Anupolis.....	32
Bastis.....	34
Gebaphis.....	36
Katamun.....	38
Khemaphis.....	40
Onoris.....	42
Ophara.....	44
Per-Khathet.....	46
Seraklis.....	48
Waset.....	50
Deities	52
Pharaoh.....	52
Anubis.....	53
Bast.....	53
Geb.....	54
Horus.....	54
Khem.....	55
Khonsu.....	55
Num.....	56
Seth.....	56
Sobek.....	57
Tawaret.....	57
Other Deities.....	58
Barbarian Deities.....	58
Factions and Organizations	59
Charioteers.....	59
Coins of Num.....	60
Dirt Diggers.....	60
Eclipsers.....	61

First Sons.....	61
Obelisk.....	62
Orthodoxy.....	63
Red Sails.....	63
Salt Bearers.....	64
Worldburners.....	64
Races of Akhamet	65
Anubian.....	65
Gebite.....	66
Horite.....	67
Khemite.....	68
Numru.....	69
Retid.....	70
Sethru.....	71
Ubasti.....	72
Other races.....	73
Languages	74
Related Languages.....	74
New Backgrounds	75
Brute.....	75
Hermit.....	75
Pharaoh's Wife.....	75
Scribe.....	75
New Feats	76
Akhamet Armor Master.....	76
New Spells	76
Spell Lists.....	76
New Magic Items	77
New Books.....	79
New Plants.....	80
New Monsters	81
Ammut Beast.....	81
Colossus.....	82
Ghoul.....	84
Gnasher.....	85
Hippopotamus.....	86
Hunting Dedeceri.....	86
Lycanthrope, Werecrocodile.....	87
Mindless Dead.....	88
Mummy Guard.....	89
Mummy, Lesser.....	90
Sand wraith.....	92
Sethathu.....	92
Sharkfolk.....	93
Sphinx.....	94
Ushebti.....	94
Vampire, Sekhmeti.....	95
Legal Notices	96





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.

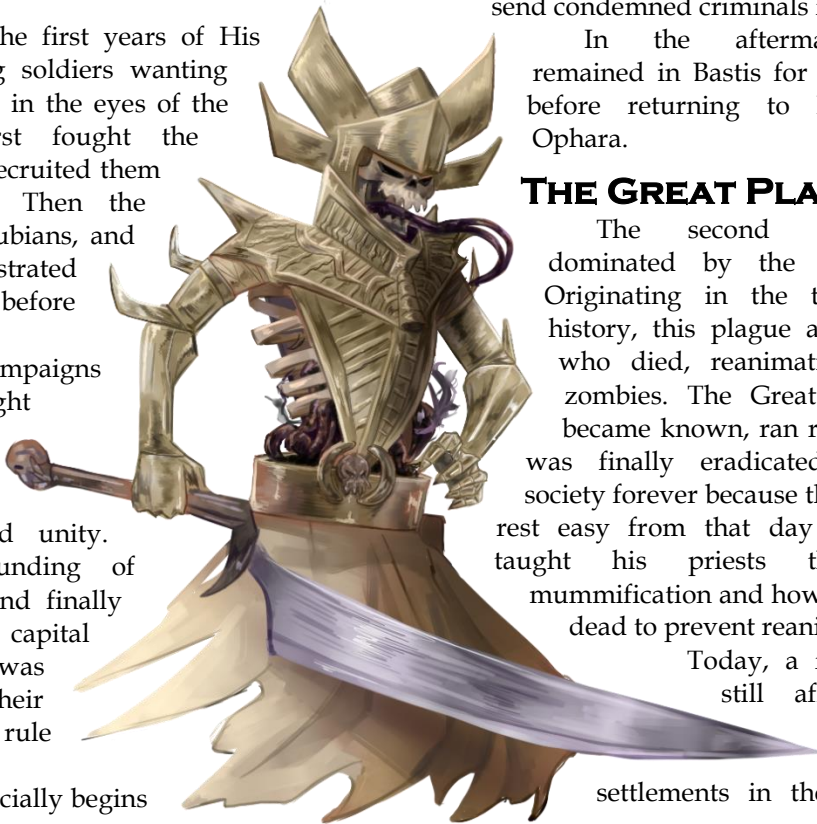
Pharaoh entered the city turned to a necropolis, its former inhabitants now rotting corpses and undead abominations. It took years to clear the city and make it habitable again. To this day, the necropolis is a place where judges send condemned criminals for execution.

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



□

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





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,



Akhamet

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.

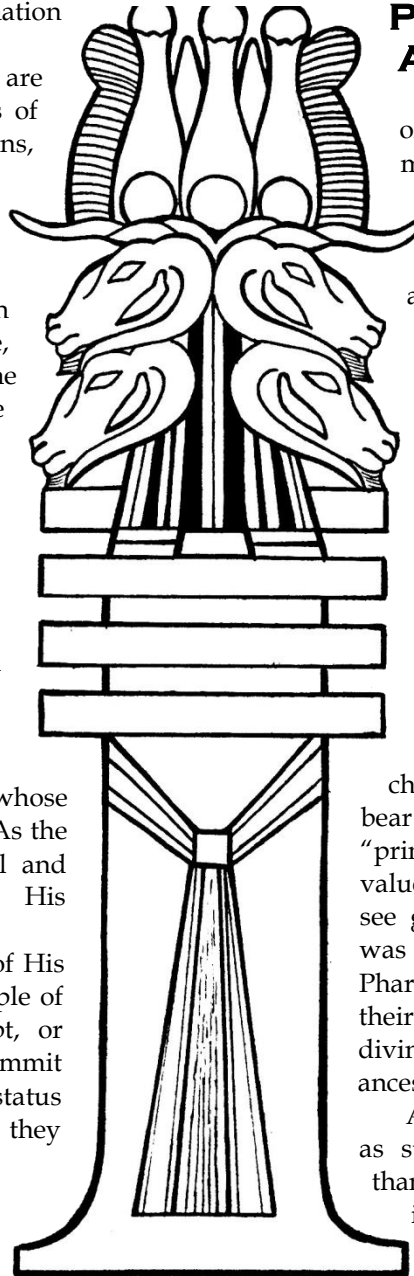
While not all priests are altruistic, their presence brought stability, peace and prosperity.

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.



© SEBL 2017







Godshield Mountains

Burning Crown

Valley of Lost Princes

Misty Dunes

Totelkanse

Bast's Forest

Bastis

Sun Bay

Anupolis

Djetersekh

Zenith Woods

Stormheart Peaks

Per-Khathet

Endless Sea





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](#)).

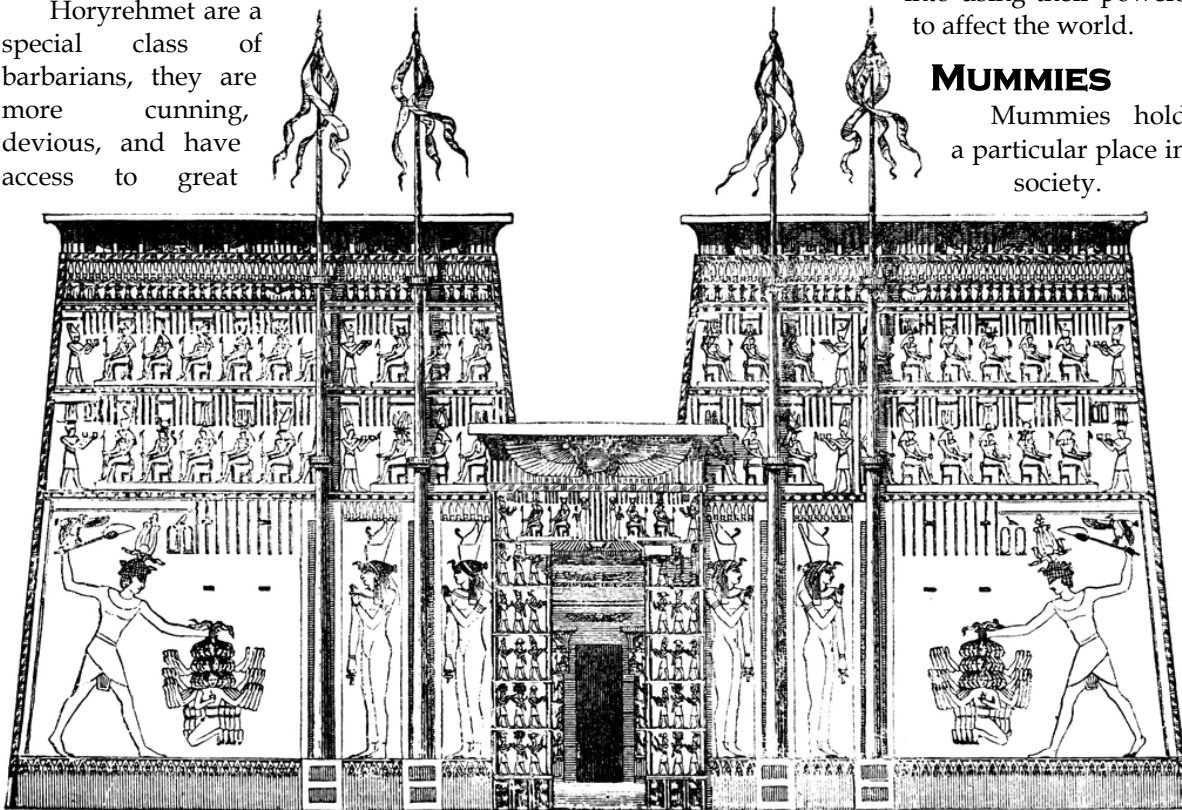
MAGIC

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, Assatakteres, Atmoo, Atsu, Donkor, Enantef, Faki, Hapmu, Heri, Hiknekht, Horemhebi, Hotephers, Humai, Kartonenamen, Kasiya, Khnemu, Mahu, Merenhor, Nebuer, Niu, Pahos, Quasshie, Raenkau, Ramaneb, Ratmeto, Saite, Sapakhi, Sappar, Sentenante, 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





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 Akhamet 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 Akhamet, 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.

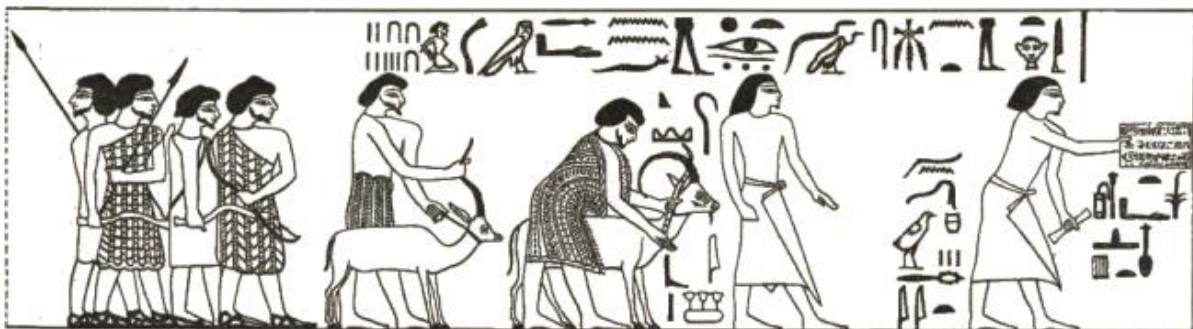
At night, the barge sails the Underworld and the Land of the Dead. During this time, Pharaoh and his son Horus fight against the horrors of the night. Spawn and servants of Khonsu and Tawaret assault the barge of the gods. Every night the gods duel against these horrors, using their cunning and might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

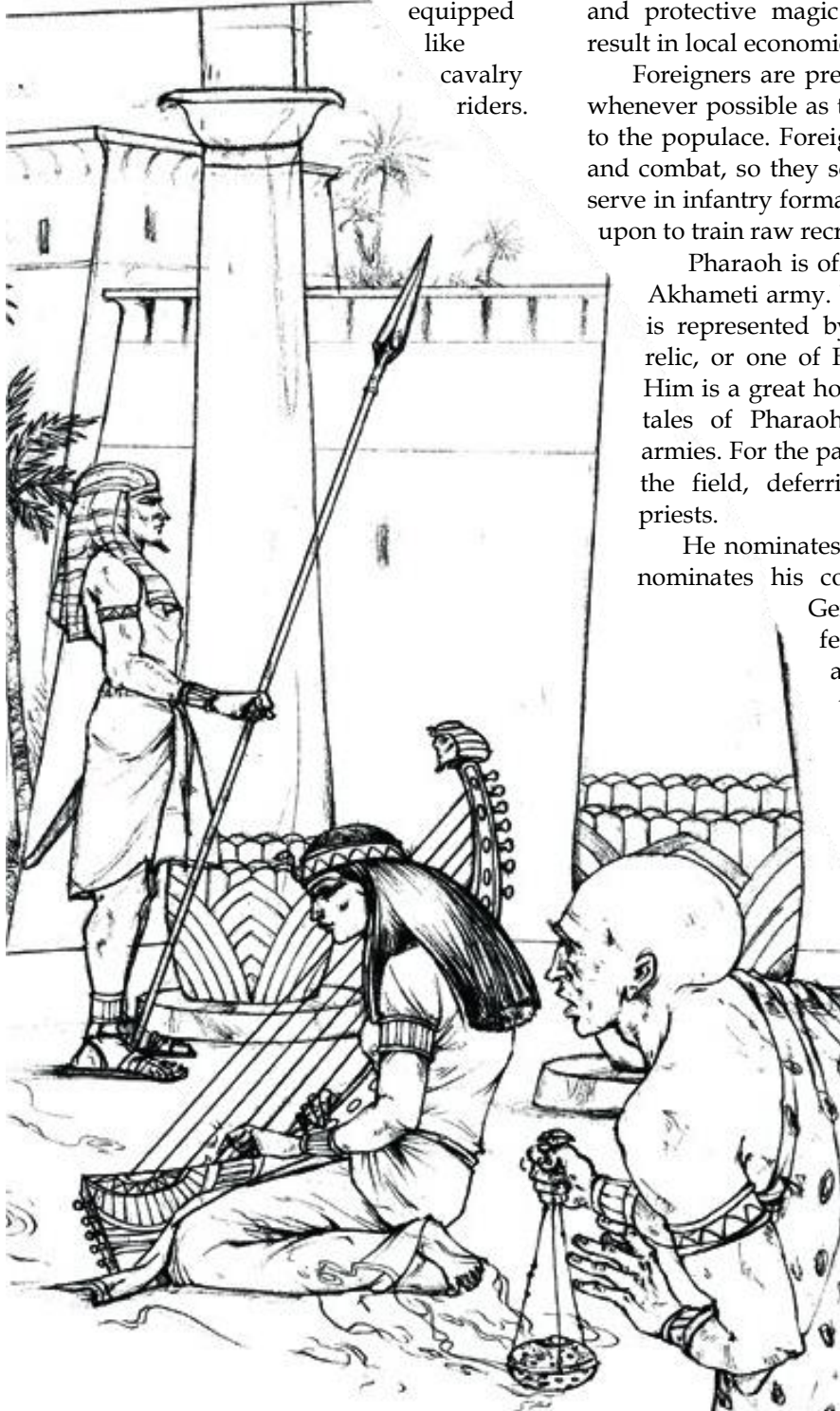
To reach the Afterlife, one must receive proper funerary rites, at the temple of Anubis. One must have his body intact, for your body in the Afterlife mirrors the one that received the funerary rites. The burial of goods in one's tomb allows the passage of these goods with the deceased.

The Afterlife is an idealized and eternal





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





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.

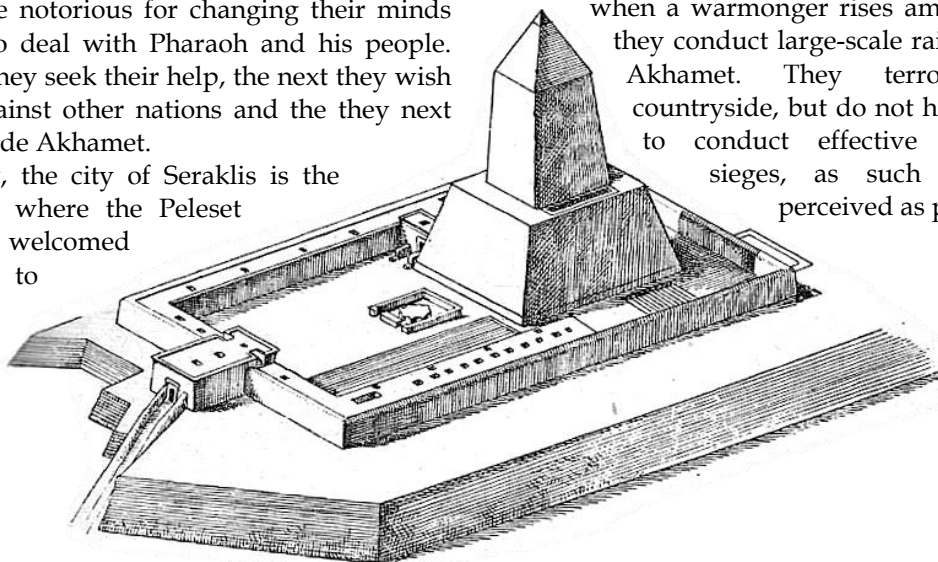
PELESET

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 welcomed openly 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.







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 humanoids travel these lands. Trade routes between Gebaphis and the rest of Akhamet 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.





Akhamet

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





Akhamet

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





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.

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.

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.

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.

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 Khmet.

WATERWAYS

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.

ENDLESS SEA

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.

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.



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

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.

OPHARAN CANAL

SUN BAY

SUNRISE RIVER

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









CITIES AND SETTLEMENTS

This section presents important cities of Akhamet. 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 from together 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.

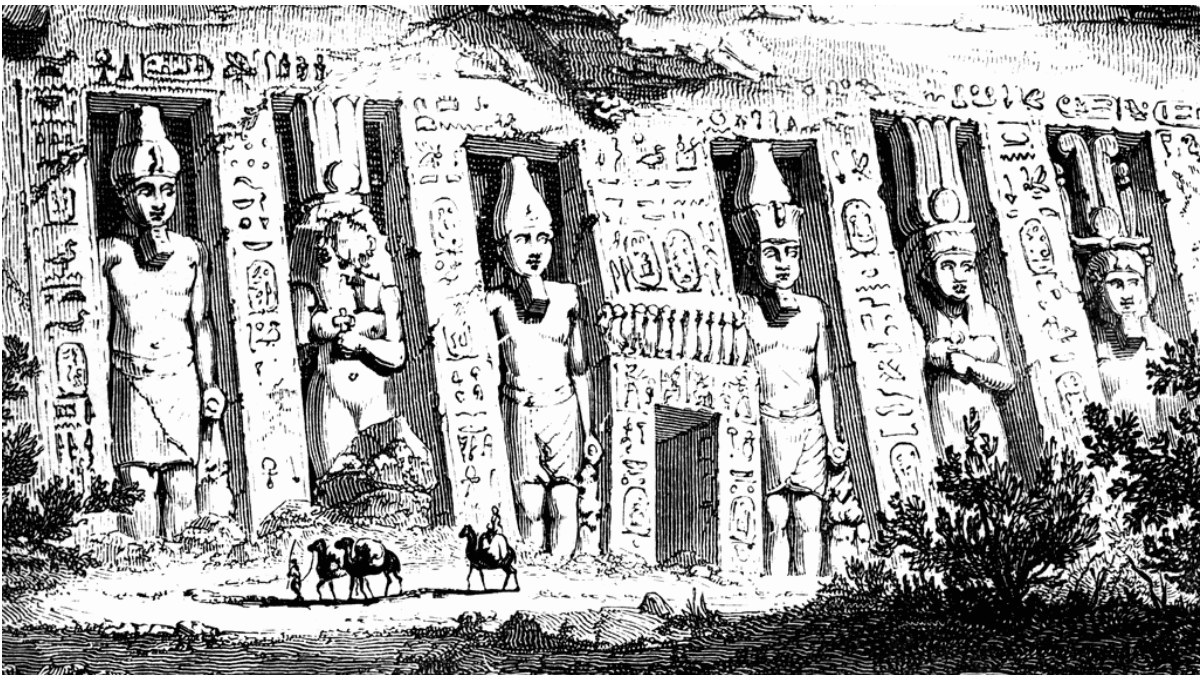
History This entry describes some of the most notable events that happened in the city.

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

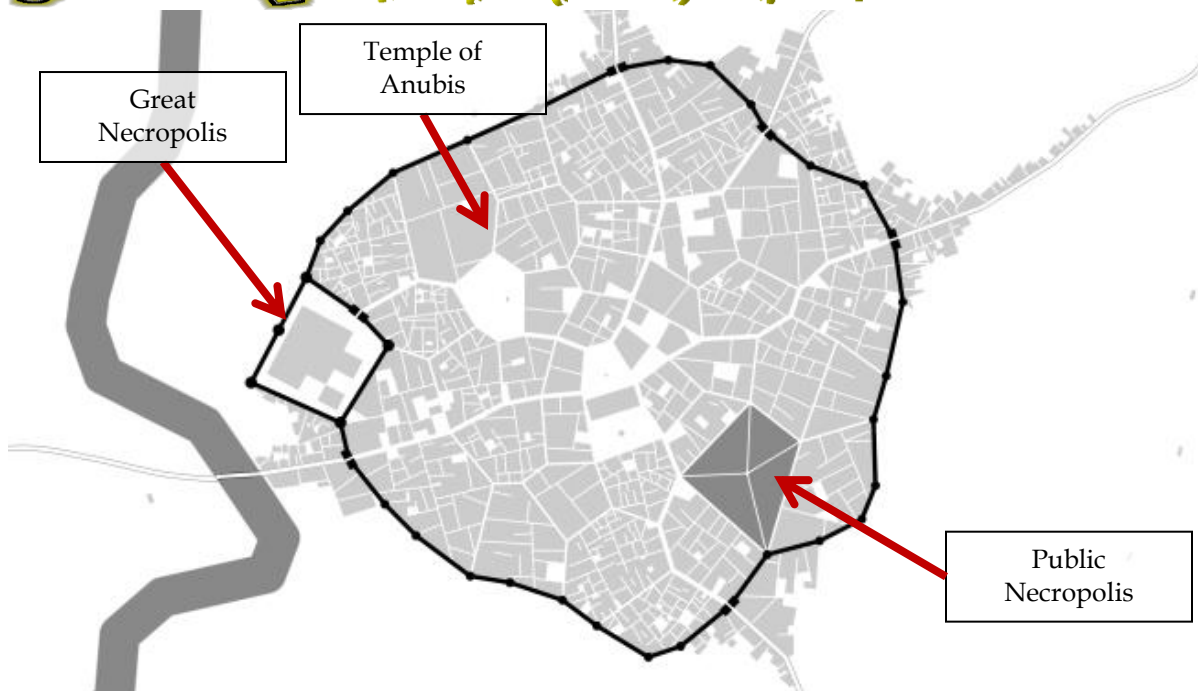
Important NPCs This entry provides additional details on some of the most unique or colorful characters in town.

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.

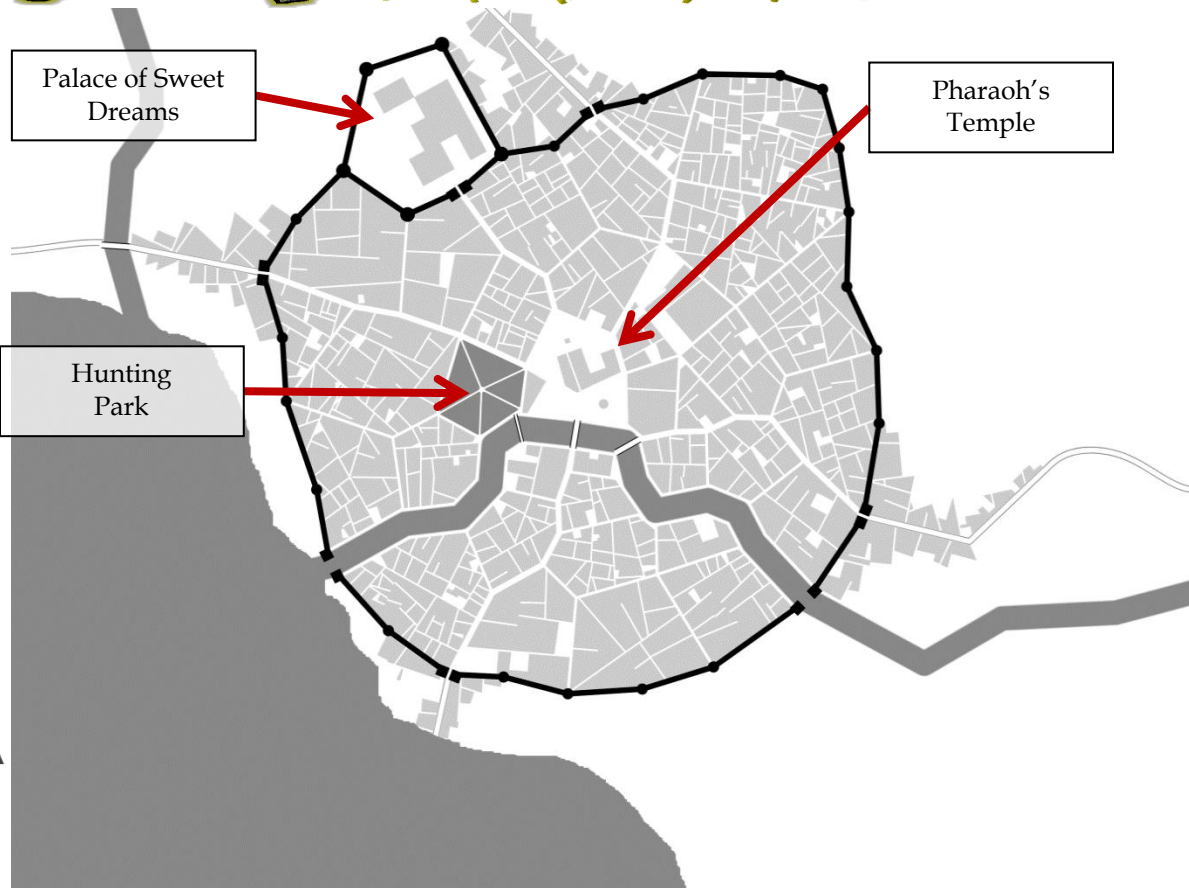
Investigation revealed that an over-eager student used a ritual way beyond his training and it ran amok, opening a portal to a land of the dead.

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



Akhamet



BASTIS

Nomarch: Pridelord Raia

Government: Theocratic democracy

Population: Common: ubasti; Uncommon: gebites, numru

Law: The law in Bastis is complex and filled with loopholes and exceptions, making it a complex mess. Any capable barrister can argue or bribe his way to victory in any case. The law is chaotic neutral and a mess to outsiders. The death penalty waits whoever hurts a feline within the city limits, leading to the common proverb *"While in Bastis, if you get mauled by a tiger, enjoy being the meal."*

Alignment: The people of Bastis are mostly chaotic neutral in alignment. A large variety between good and evil exist.

Religion: Bast is the most worshipped of all the gods here, far above Pharaoh. A strong cult of Sobek exists here, feeding crocodiles.

Languages: Ubasti

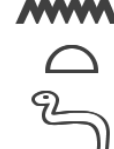
Military: The local militia is poorly equipped and made up of the dredges of society. When forced to go to war, Bastis brings an army of beasts, including but not limited to, felines. These cats are armored and serve as skirmishers.

On the eastern shores of Sun Bay, Bastis is a colorful city whose plastered houses are painted bright colors, making it visible from far away.

The city is filled with cats and statues of felines. Music always filters in merging into a symphonic cacophony. Artists of all types find easy employment here as rich patrons spend lavish sums to produce and perform art. Every night, theatrical performances entertain the masses in private and public performances.

HISTORY

On the site where Bast first saw Pharaoh and fell in love with him, she gave birth to a litter of young, the ubasti. Here, they built a palace to her glory and made it into a cat's dream home.





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

PLOT HOOKS

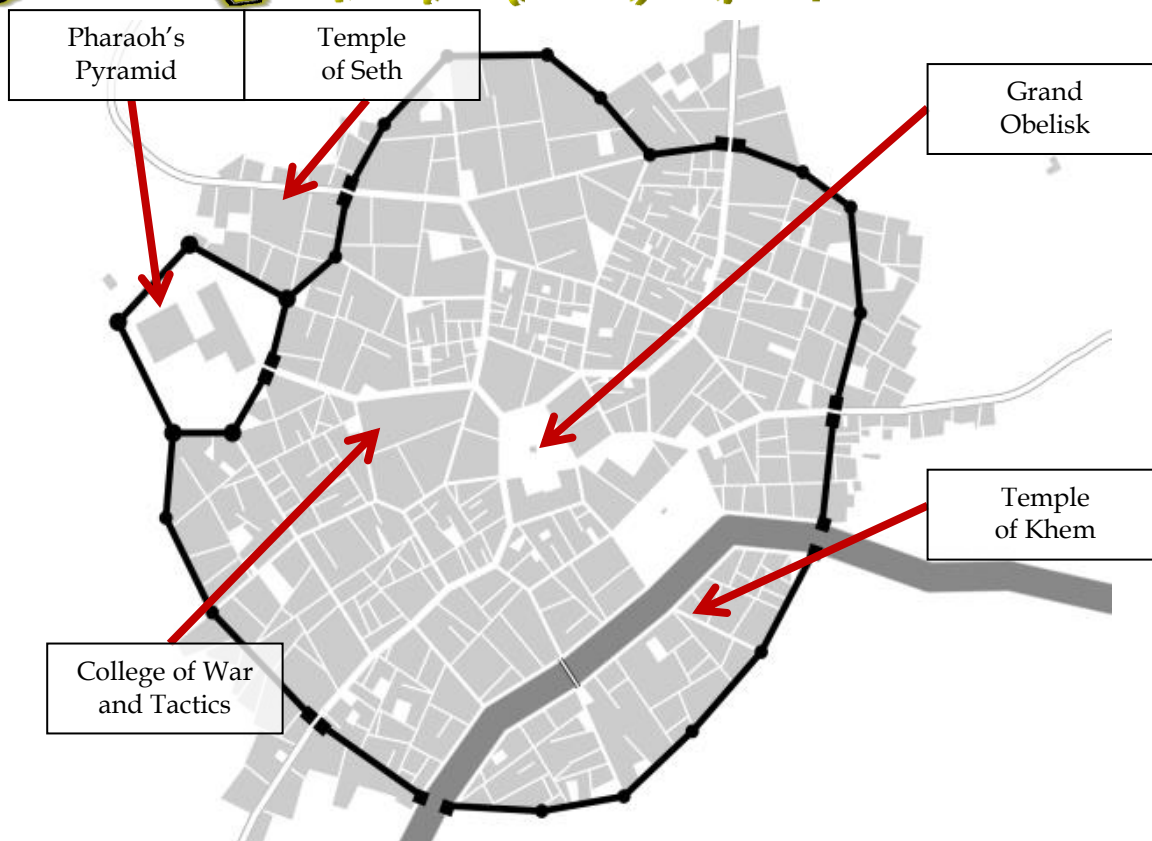
An influential Opharan noble makes a pilgrimage to Bastis to meet with a high priest and get an interpretation of a recurring dream he has. However, he should have returned long ago but has yet to do so. Rumors say that he was seen in a known drug den. The local priest decides to send people to investigate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

Tales of a new type of mountain lion surface and everyone in Bastis want 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.

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



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 Ptehmeses (male horite, priest of Pharaoh) Born in Ophara, Ptehmeses 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

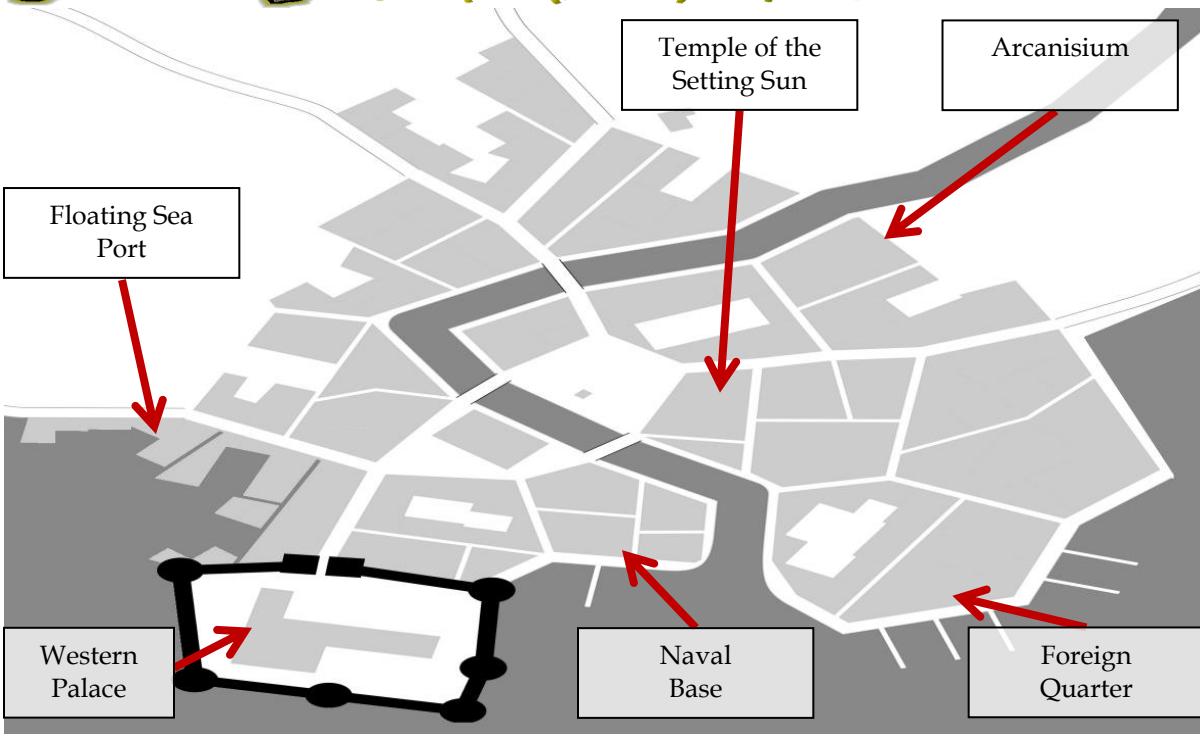
Backgrounds: acolyte, afflicted, apothecary, charlatan, missionary, sage

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.





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 Ougozar (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 heteroclit 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

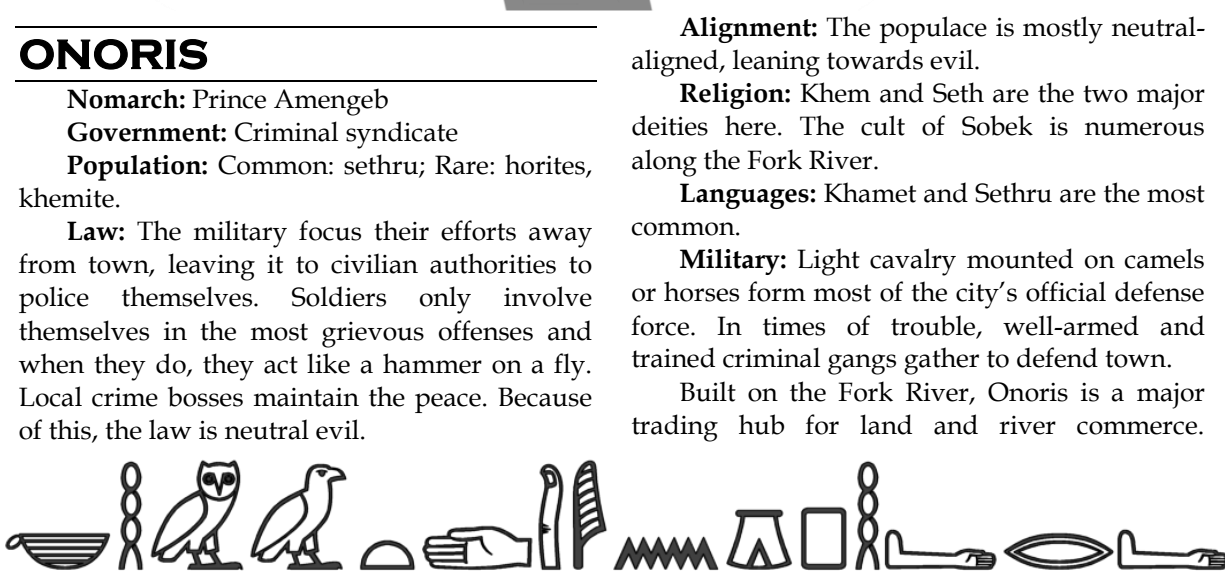
PLOT HOOKS

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



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.

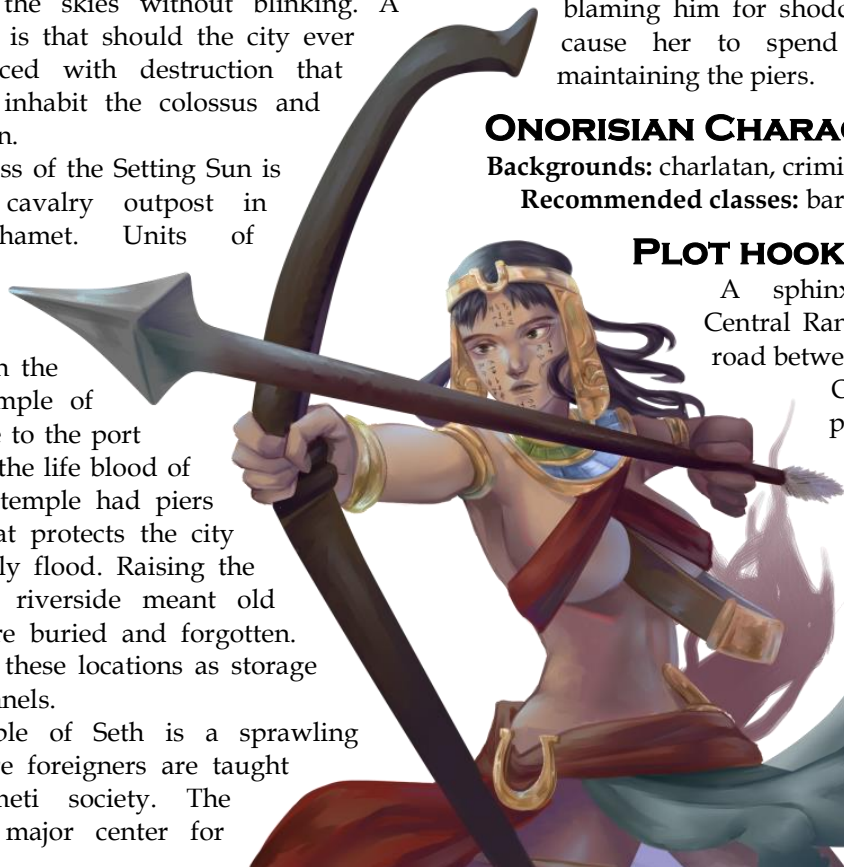
ONORISIAN CHARACTERS

Backgrounds: charlatan, criminal

Recommended classes: bard, rogue

PLOT HOOKS

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



A horizontal row of 18 stylized icons. From left to right, they are: a small square, a long horizontal object, a bowl, a vertical chain-link, an owl, a bird, a semi-circle, a hand, a vertical object, a zigzag line, a trapezoid, a square, a vertical chain-link, a long horizontal object, an oval, a long horizontal object, a bird, and a vertical chain-link.



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

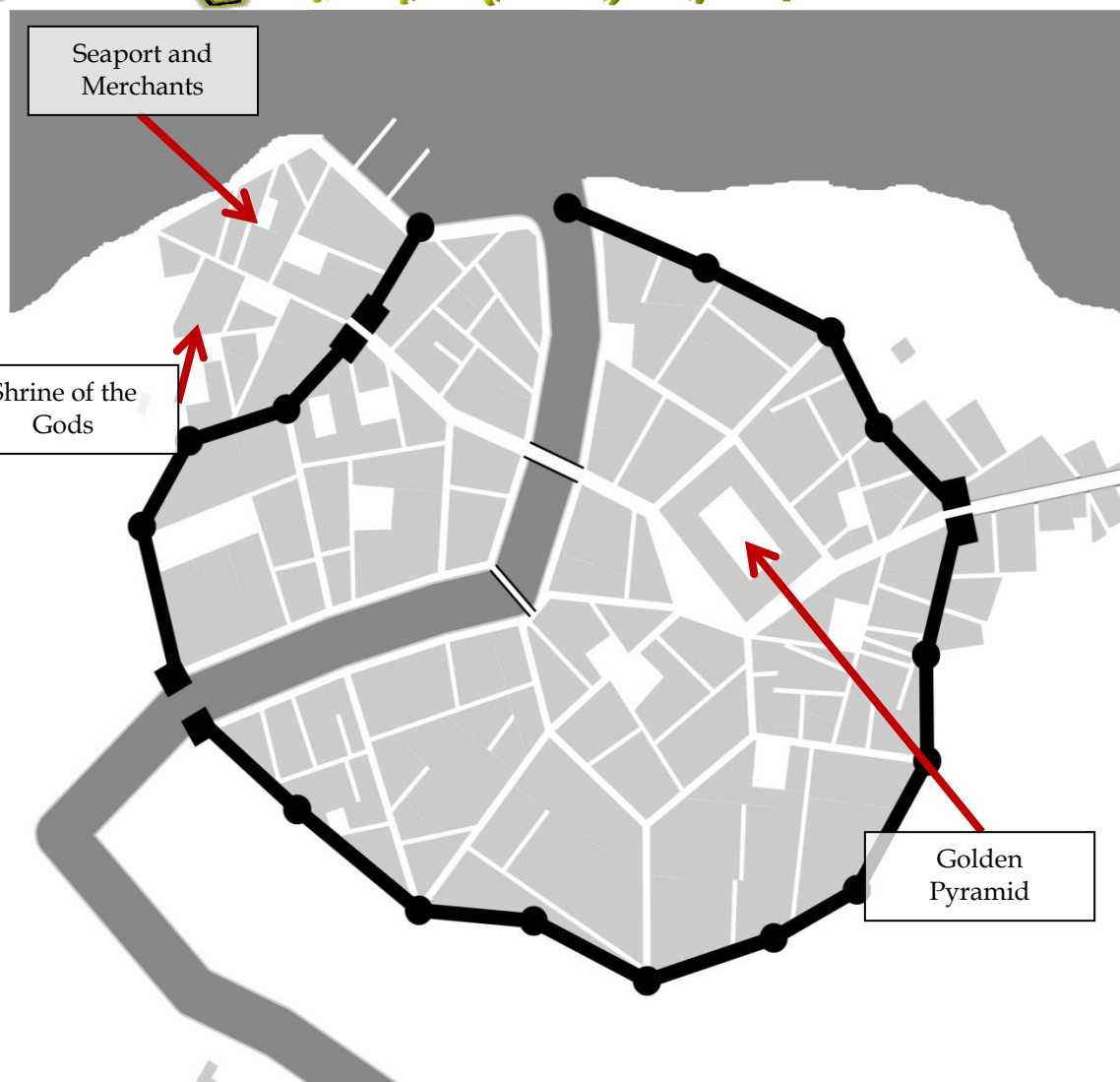
PLOT HOOKS

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 Akhamet'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

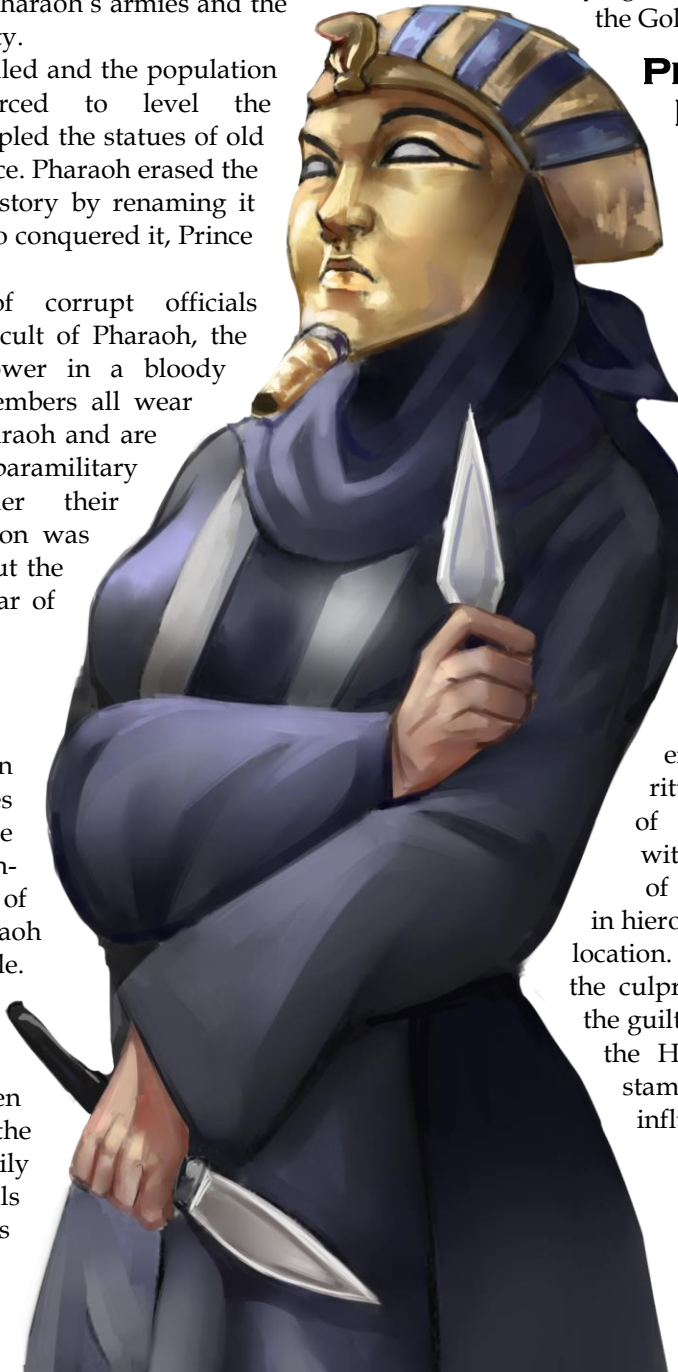
Backgrounds:

acolyte, horesuteb, missionary, sailor

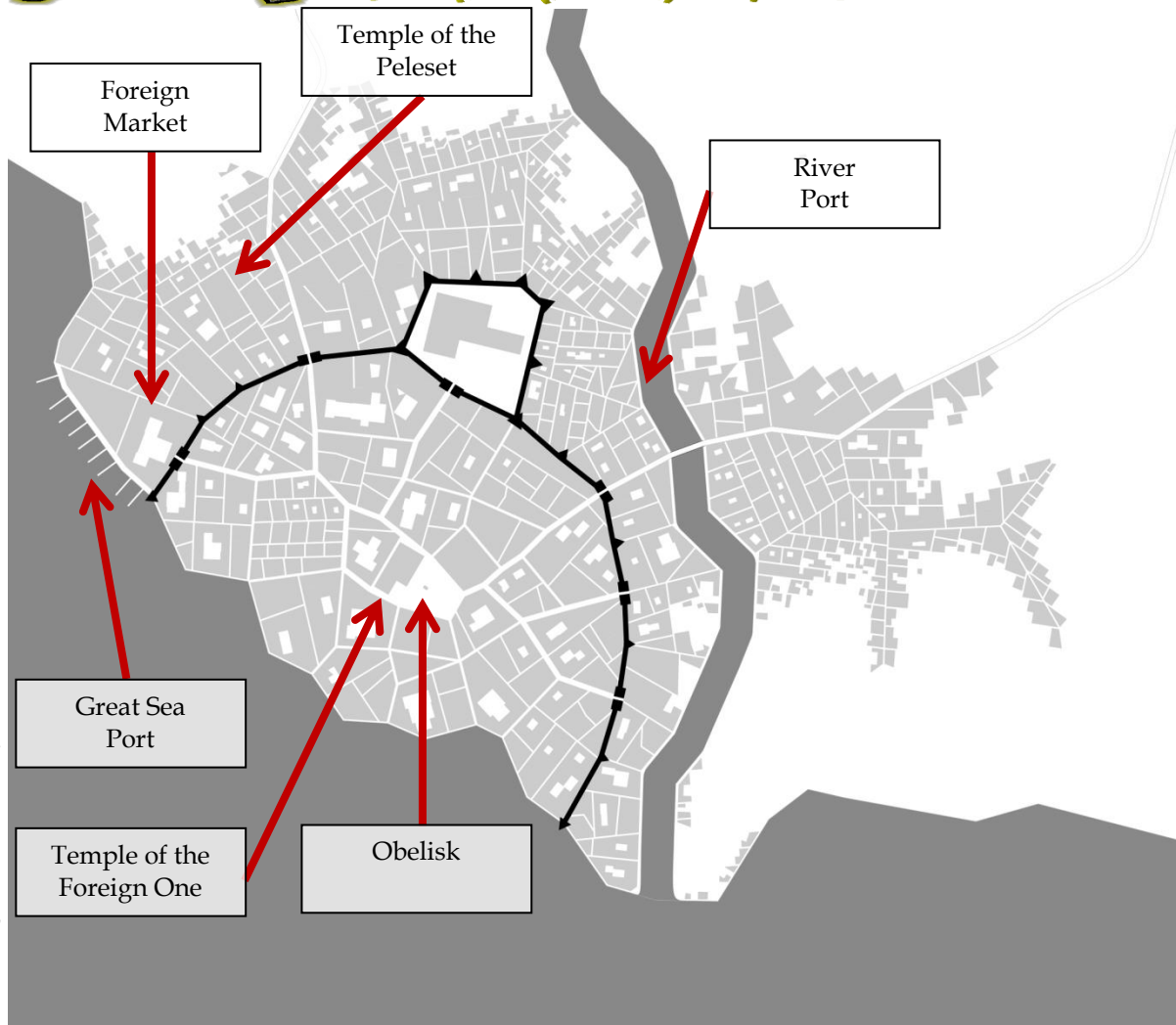
Recommended classes: fighters, clerics, paladins

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.



1





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.





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

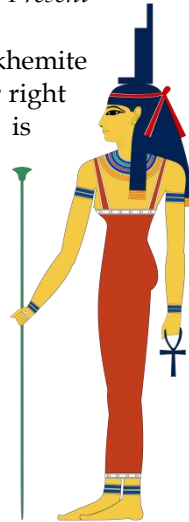
Khem is the goddess of the sea and magic. She is a capricious goddess who respects no boundaries and goes wherever she pleases. However, she enjoys being the center of attention and can be cajoled into doing what others want. Irrigation, canals, reservoirs, man-made ponds bring about her favor.

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.

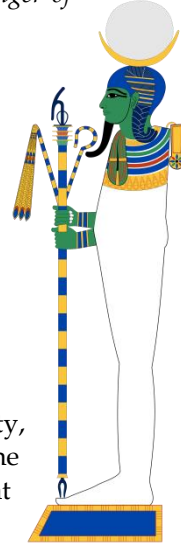
While Anubis is the lord of the Afterlife, Khonsu has no respect for any of the other deities, want to steal or infect their servants into his dominion.

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.







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 Akhamet. 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.



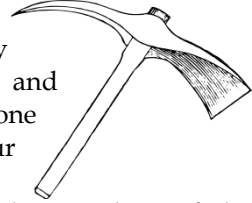
Akhamet

A horizontal row of 20 Egyptian hieroglyphs. From left to right, they are: a hand, a bowl, a lotus flower, an owl, a falcon, a sun disk, a hand, a staff, a zigzag, a skirt, a rectangular object, a lotus flower, a hand, an eye, a hand, a lotus flower, a hand, a lotus flower, a hand, and a bird.



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

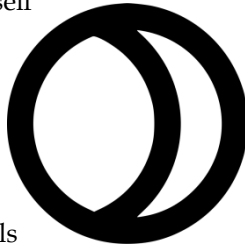
Base. The society is based at the Great Hall of Writing where its members collate, copy and share information. A grand hall belongs to the organization.





ECLIPSERS

The group calling itself the Eclipsers was formed out of the heretical idea that Pharaoh Himself is responsible for the desertification of Akhamet. 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.

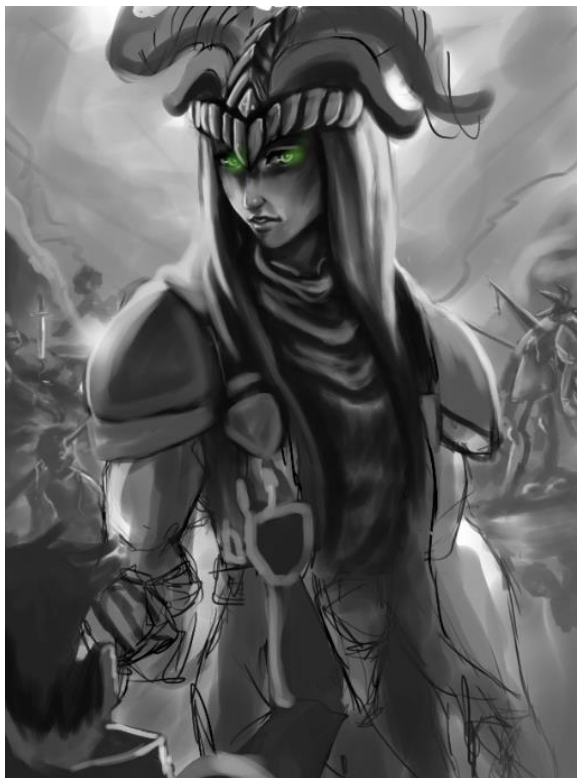
Hieroglyphic Symbol. An eclipse

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 Akhamet green.



- Akhamet 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 Akhamet 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.







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

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).





Akhamet

GEBITE

Gebites are the children of Geb. They are an offshoot of the halfling race. Not gifted with strength, gebites instead focused on using their minds and their natural affinity with stone. They become the greatest engineers in Akhamet. They are masters of astronomy and mathematics.

Personality: Gebites prefer a simple life of comfort. They content that if work is made for the good of all, then all can relish in private, leisurely pursuits.

Physical Description: Gebites resemble other halflings but with dusky skin and dark brown to black hair. They usually keep hair in thick braids. They favor heavy, complex jewelry.

Relations: Gebites get along well with most people who value them for their skills and intelligence. They dislike people who shout loudly or who threaten those around them for no reason.

Alignment: Gebites tend towards good alignment most of all.

Lands: Gebites live throughout the world in close-knit communities. Gebaphis is their greatest creation, second only in beauty to the capital itself. Grand buildings with massive halls and great colonnades, a great canal and aqueducts water the city.

Religion: Gebites worship Geb and Pharaoh above all others. A few dabble with the worship of Seth, but do so secretly.



Names: Gebites prefer long and extensive names to minimize the chance of two gebites having the same name.

Adventurers: Gebites become adventurers out of a desire to discover new things, to expand their knowledge and discover new techniques and ways to make their lives easier. Few do so out of greed. Those who do not conform to the confines of gebite society are asked to leave it politely, in the hopes that they will find come to appreciate and understand the strictures of good, polite society.

Society: Gebite like to organize their society in a simple and clear way. Everything has a place and everyone has a role to play. It is a society that is rigid and orderly. However, these strictures are not imposed by those who chaff under them.

Gender Roles: Both genders enjoy equal roles in gebite society. Males most often take on tasks and roles that require them to travel while women prefer more sedentary positions.

Iconic Concepts: Gebites favor the rogue and wizard classes above all.

Oddball concepts: A few gebites become bards, fighters, or warlocks

Multiverse analogs: Gebites are related to hajit and hareen from the Tyrants of Saggakar campaign setting, and halfling from the *Player's Handbook*. Their offspring can be of either race.

GEBITE TRAITS

Gebites are halflings for any game purpose.

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

Age. Gebite mature in their early twenties, and live well past one hundred years.

Size. Your size is Small.

Speed. Your base walking speed is 25 feet.

Educated. You are well educated and know two additional languages.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Quick Fingers. You are proficient in Sleight of Hand.

Language. You can read, speak and write Gebite 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).





A detailed illustration of the head of a red, reptilian creature. The creature has large, pointed ears, yellow eyes with black pupils, and a wide, toothy grin showing sharp teeth. It has a blue, draped garment around its neck and a green, scaly crest on its head. The background is white.

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 formed, 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. Invariably, the mother rears her young, ignoring all males until her kittens are weaned.

Iconic Concepts: The iconic ubasti chooses 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.

HAVER

Like everywhere, havers 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 Akhmet, 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 as 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

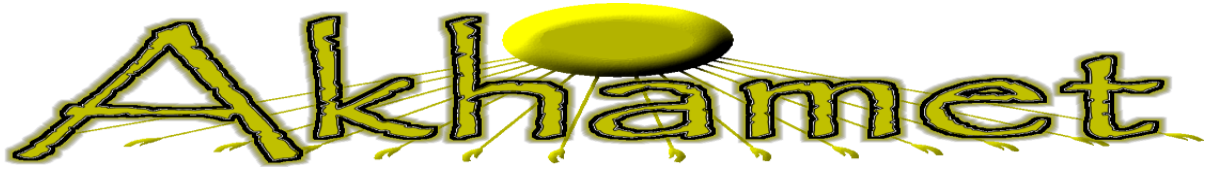
Tool Proficiency: One gaming set.

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.





DRUID

CANTRIP

CANTRIP

ANY

LEVEL 3

Open the obelisk (R)

Mummy's rest (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.

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

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

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

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.

NEW FEATS

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.

ARMOR

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

MUMMY'S REST

4th-level necromancy (R)

Casting Time: 6 hours

Range: Touch

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





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.

3rd-level conjuration (R)

Range: Touch

Duration: Instantaneous

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

NEW MAGIC ITEMS

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

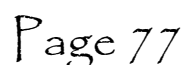
The *ankh* is a cross with a loop for a head is a symbol of life and of the power of the gods. It can be made of any material, but typically gold, silver or copper. The name of the gods is always written clearly in hieroglyphics on it. Each god has the power to create them. The *ankh* acts as a holy

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>

Wondrous Item, artefact (requires attunement)

While attuned to the book, you gain the following





Akhamet

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 Algazan. 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.

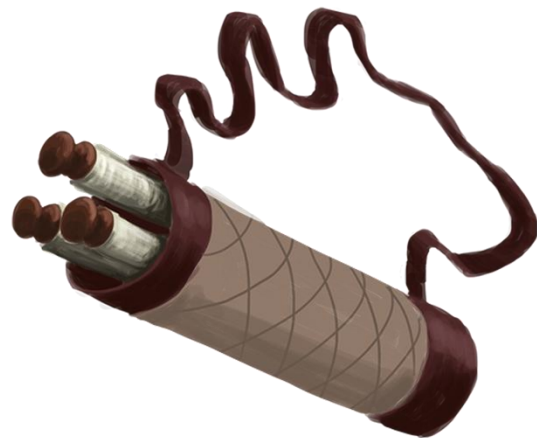
Description: This codex of papyrus sheet bound between two pieces of cedar wood. Colorful illustrations cover this long scroll.

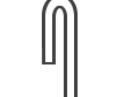
Contents: The book contains magical theory about teleportation and anchor points. It is undecipherable to those without advanced knowledge of arcana. The book describes how to anchor teleportation points on stone structures, such as fountains, obelisks, and statues.

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.





Akhamet

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

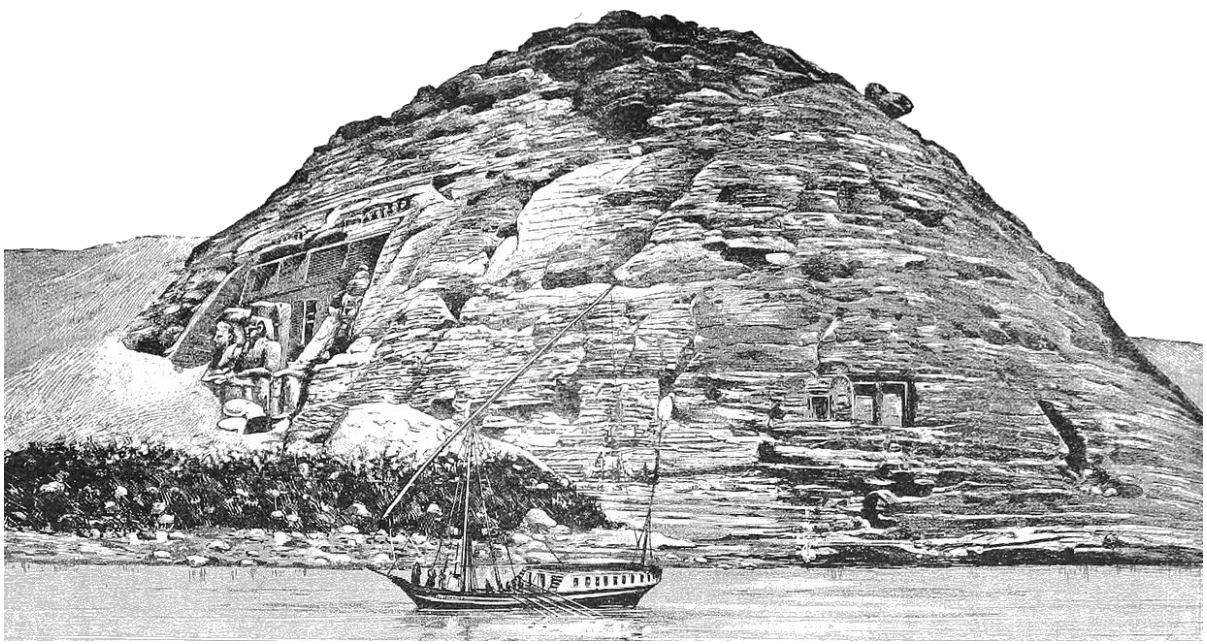
1-5 You cast your most damaging spell at one target you can see.

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

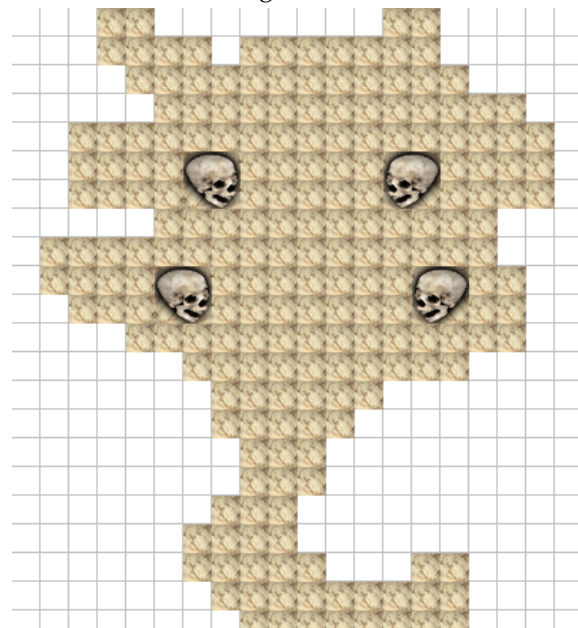
2

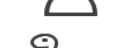
See above.

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.





Akhamet

A row of 15 pictographs. From left to right: a bowl, a vertical chain of three circles, an owl, a bird, a semi-circle, a hand, a comb, a zigzag line, a skirt, a rectangle, a vertical chain of three circles, a hand, an eye, a hand, a bird, and a vertical chain of three circles.



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.

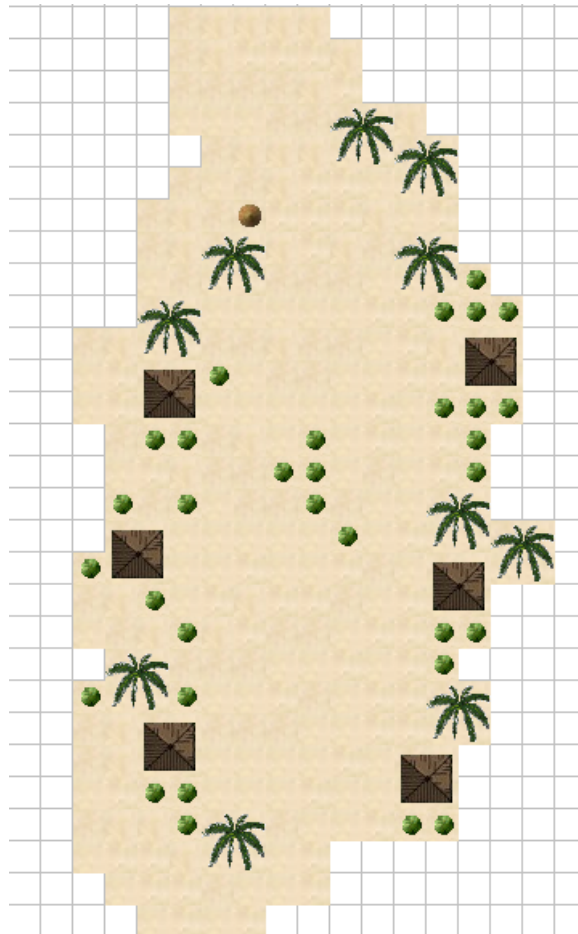
GNASHERS

(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)

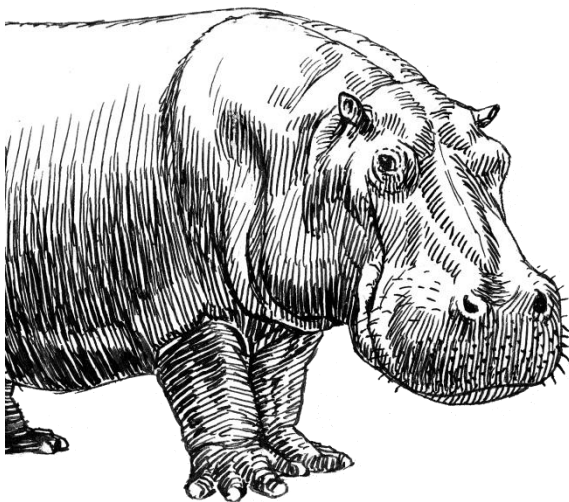
Brave. A hippopotamus has advantage against being frightened.

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.







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.

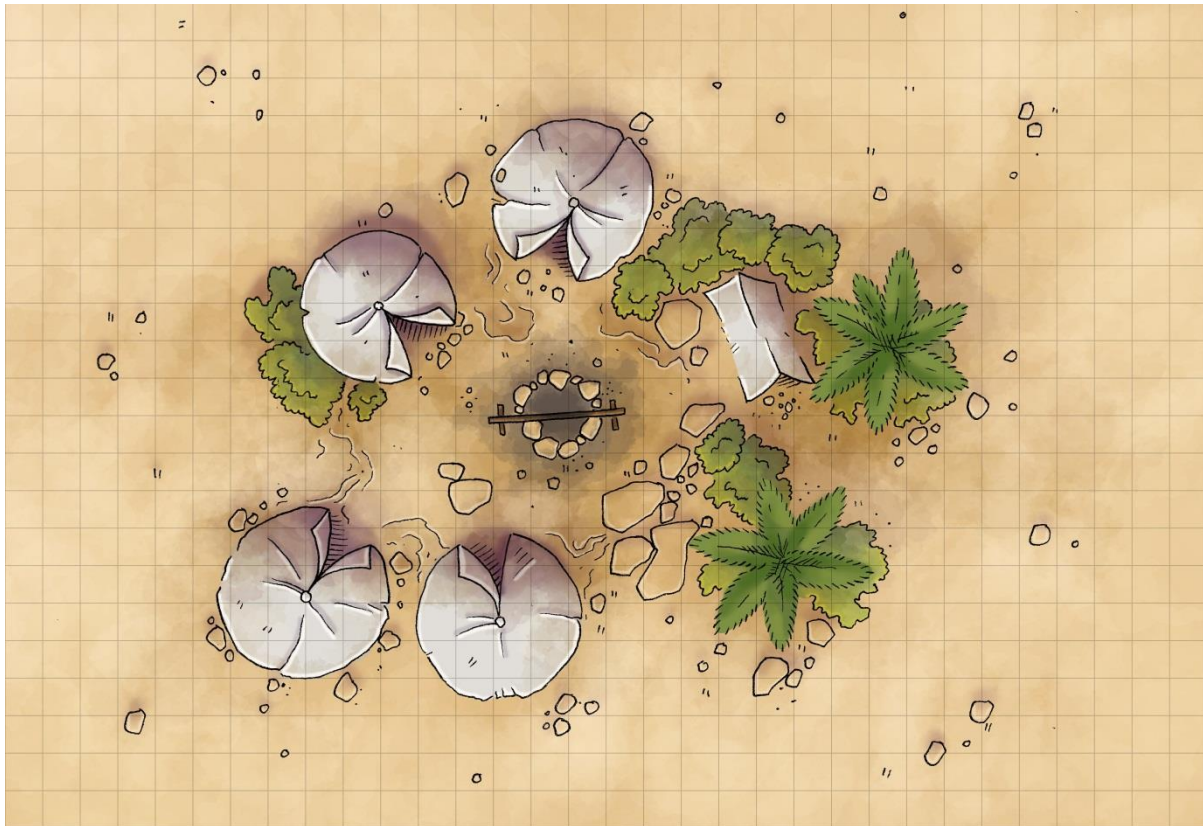
SALT SKELETONS

(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.





Akhamet



SAND WRAITH

These undead are made up entirely of sand. The Church of Seth uses them sometimes to defend holy sites in the desert. A sand wraith attacks by firing blasts of sand from its arms.

SAND WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 39 (6d10+12)

Speed fly 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	4 (-3)

Damage Resistance piercing or slashing from non-magical weapons

Damage Immunity necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Khamet (cannot speak)

Challenge 1 (200 XP)

Sand blaster. A sand wraith can attack with its sand blast attack without having disadvantage when firing into melee.

Sand walker. A sand wraith is not impeded by any sand-based effect, such as a sandstorm or quick sands.

ACTIONS

Multiattack. The sand wraith makes two attacks with its sand blast.

Sand blast. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or 20 ft./ 100 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

HAUNTED OASIS (LEVEL 2)

The PCs are in the hinterlands looking for a lost temple of Seth. They having searched for many days and their supplies are starting to run low when a sandstorm comes over their position.

SANDSTORM (MEDIUM)

After taking cover and suffering from the effects of the storm, the PCs emerge from the sands they find ruins uncovered by the storm. A pair of sand wraith emerges and attacks.

SAND WRAITHS

(2)

See above.

AFTERMATH

The sand wraiths defeated, the PCs may explore the ruins uncovered by the sands.

SETHATHU

A sethathu, or simply "Seth beast", is a creature created by Seth to serve as companions to his people. They resemble greyhounds with a curved snout and squared, upright ears with a long forked tail. Sethathu are both aggressive and loyal.

SETHATHU

Medium beast, unaligned

Armor Class 14

Hit Points 84 (13d8+26)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	2 (-4)	12 (+1)	10 (+0)

Skills Athletics +5, Survival +3

Senses darkvision 60 ft., scent, passive Perception 11

Languages -

Challenge 1 (200 XP)

Great Tracker. A sethathu has advantage on Wisdom (Survival) checks to follow tracks.

ACTIONS

Multiattack. A sethathu makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 13 Strength saving throw or become prone.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

THE PACK (LEVEL 5)

Local cattle are disappearing in a remote settlement and the local priest called for assistance. The PCs are sent to resolve the situation. After a short investigation, the PCs track the culprit to a pack of sethathu. As they track the beasts to their lair, they find themselves surrounded by the pack.

AMBUSH (HARD)

The sethathu ambush the PCs in a canyon where they cannot escape.

SETHATHU

(10)

See above.

AFTERMATH

The pack defeated, the PCs find proof the beast were trained. Which leads to the next question: who is behind this? And why did he send his beasts to ambush the PCs?





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 ushabti 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 usebti 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.

GHA

(4)

See *Monster Manual*.

AFTERMATH

The PCs should stop Neferkah before she turns her daughter.



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

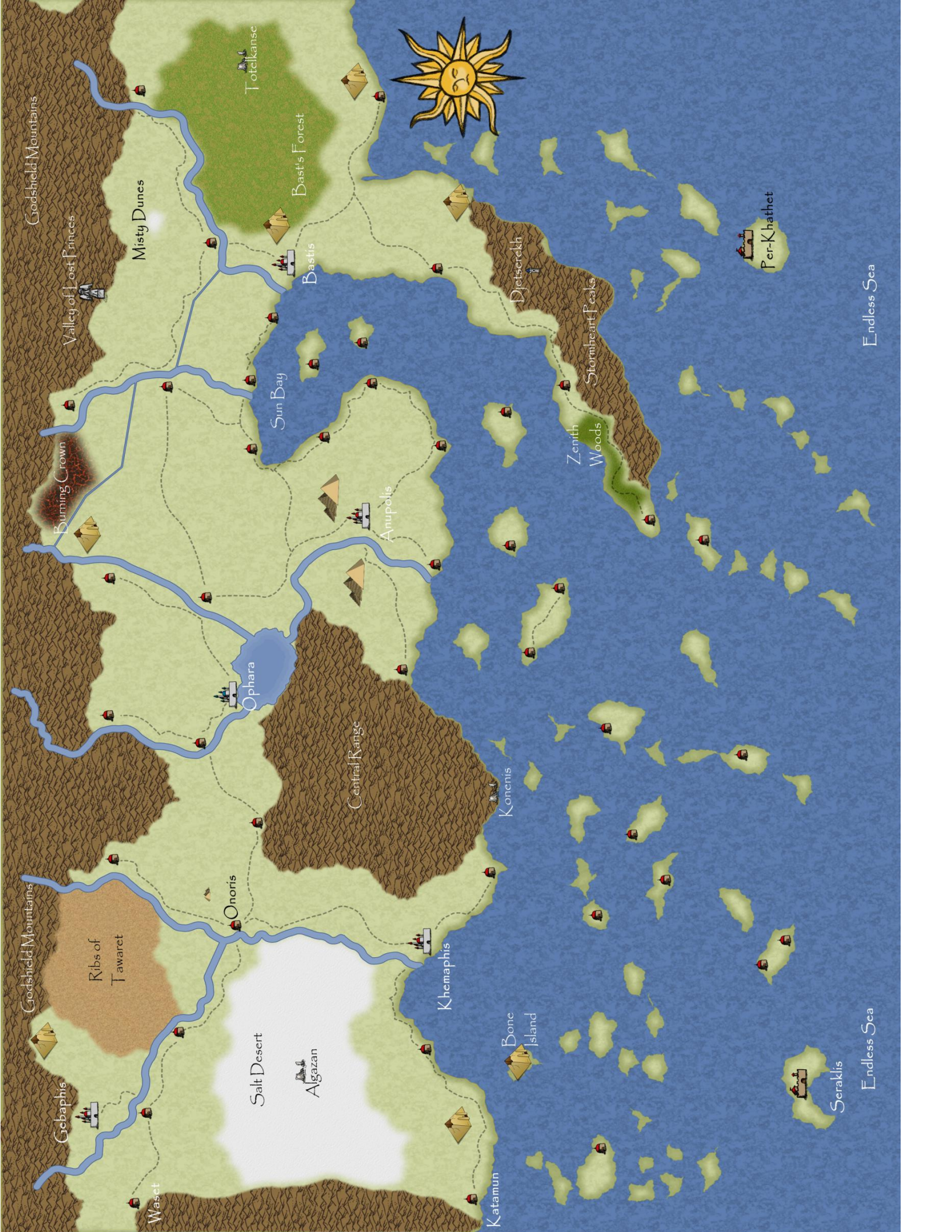
Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

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





Godshield Mountains

Godshield Mountains

Gebaphis

Burning Crown

Valley of Lost Princes

Ribs of Tawaret

Waset

Onoris

Ophara

Misty Dunes

Salt Desert

Algazan

Sun Bay

Bastis

Totellkanse

Algazan

Anupolis

Bastis

Bastis Forest

Central Range

Khemaphis

Anupolis

Bastis

Totellkanse

Bone Island

Konenis

Djetersekh

Zenith Woods

Stormheart Peaks

Seraklis

Per-Khathet

Endless Sea

Endless Sea

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



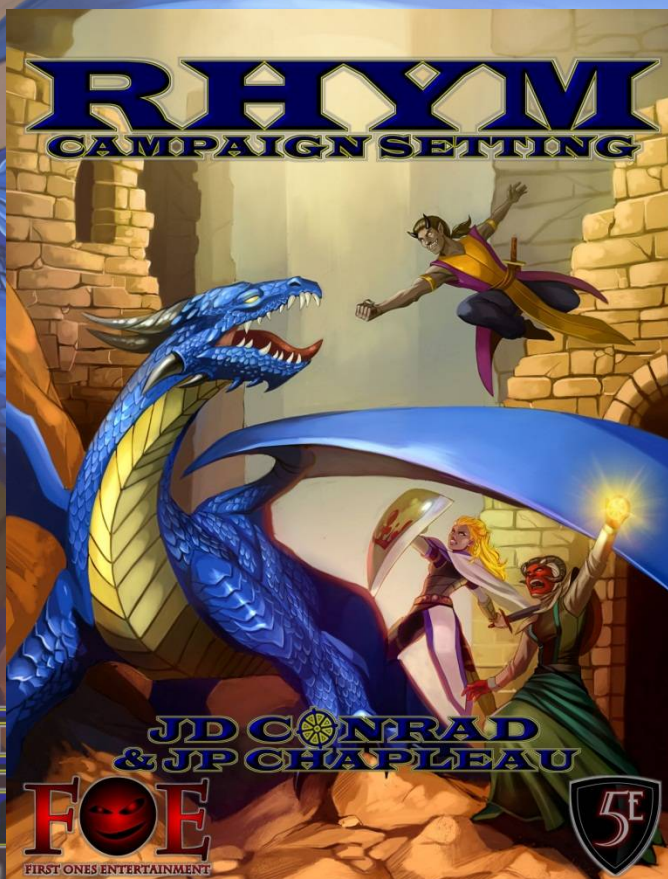
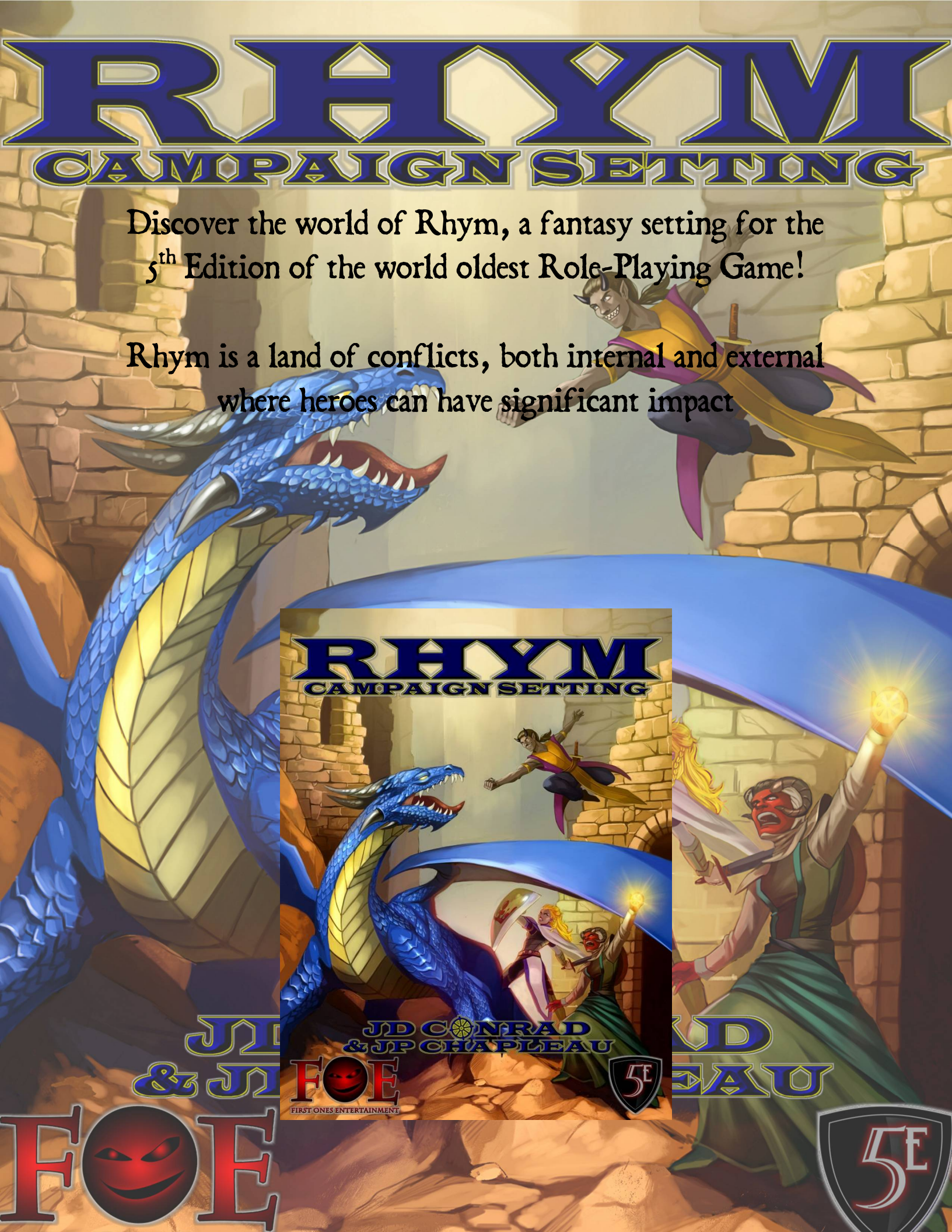
FOE

RHYM

CAMPAIGN SETTING

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

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



TYRANTS! SAGGAKAR

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



LEGACIES

PILLARS OF OBLIVION

THE LEGACIES ORGANIZED PLAY
CAMPAIGN SUPPORTS FOR 5TH EDITION.
SAME CHARACTER! DIFFERENT WORLDS!
ONE CAMPAIGN!

