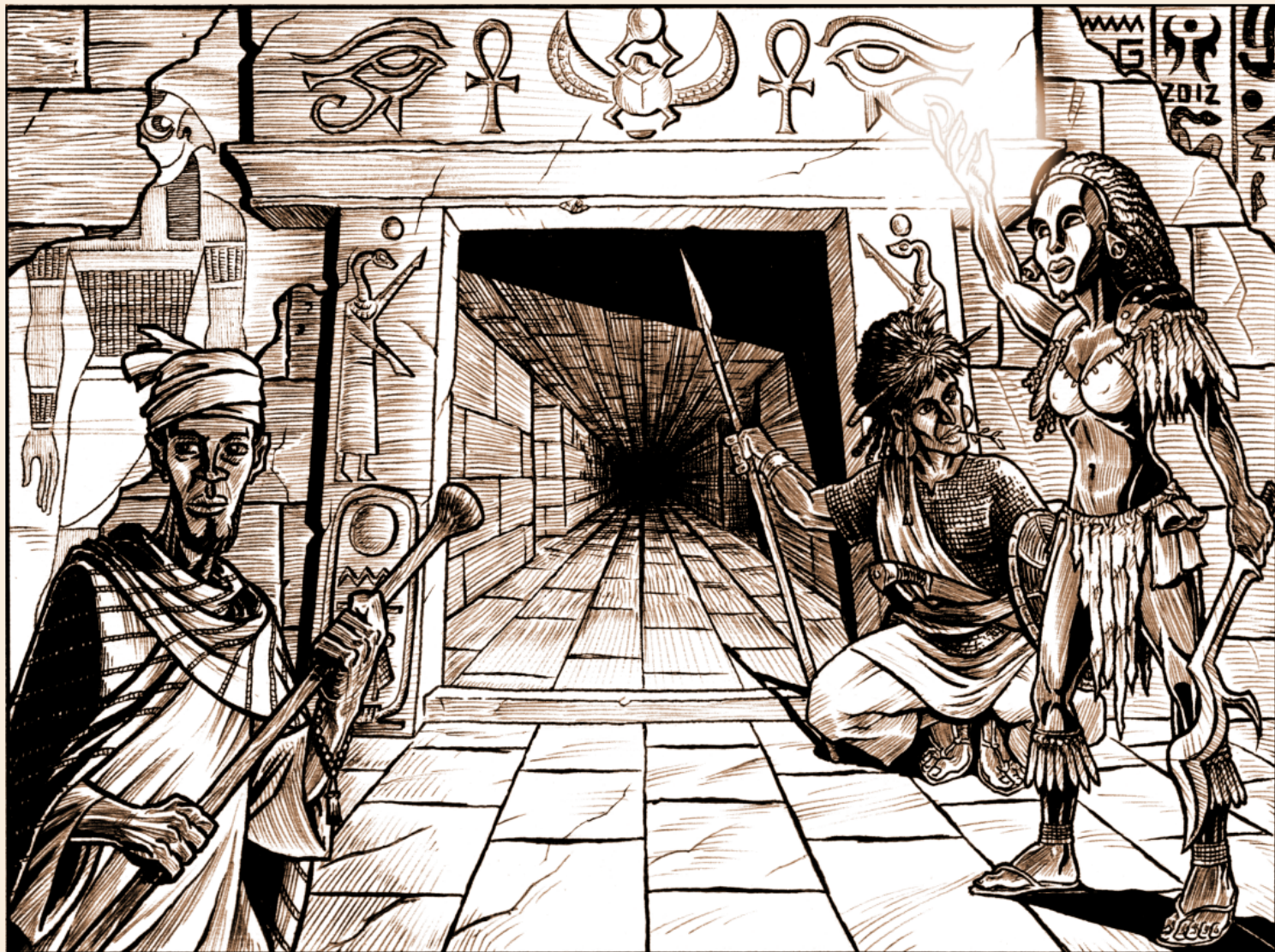


OLD SCHOOL RULES



Dungeon Module EG1
The Hidden Tomb of Nephabt
by Jeremy Reaban

The Hidden Tomb of Nephabti

Background

Ages ago, Nephabti was a paladin of Isis and a fierce opponent of Apophis, the serpent god of Chaos. The forces of Apophis managed to defeat her, but instead of killing her, which would simply have resulted in her either being reincarnated or becoming an archon, they imprisoned her in a special sarcophagus that kept her in stasis and placed this in a hidden temple of Apophis.

And so she has remained, for thousands of years, though the forces of Apophis were ultimately defeated by others and driven underground

Nephabti was not alone in her tomb, it was slowly filled with those that had failed Apophis. These failures were each re-animated as undead, mummified and animated (like golems, not undead), or cursed with immortality and imprisoned.

As usual, the PCs could simply stumble across the tomb (as it was meant to be in a far off and unexpected place), they could find a map, or they could possibly be hired by a sage or explorer who has an interest in the ancient pseudo-Egyptian culture of your game world. The latter would also help them read the ancient writing and inscriptions, since it's likely your players won't have a sphinx as a hanger on to their party. (Though they might if they played my module *HS2 – The Forsaken Burial Vaults*)

Dungeon Details

The dungeon is built into the side of a cliff. The entrance was opened only recently, whether by the PCs who are led to the place or by an act of nature. It is completely in the dark unless otherwise noted.

Many rooms are separated by bars, not doors. These may be bent by a feat of strength or cut through with a file (10 minutes per bar). There is a 1 in 6 cumulative chance that (in either case) when the bar is bent or cut, the bar turns into a snake. It does not attack, it's just meant to freak out the players.

Furthermore, until the monster in room #3 is dealt with, all bars in the dungeon are electrified, causing 1-6 damage for anyone not properly shielded from electricity.

The walls of each corridor and room are covered in carvings and hieroglyphics. They are decidedly creepy and repetitive, essentially insane rants about how great Apophis is, how awful everything else is, and how the world is going to be destroyed real soon now.

1) False Burial Room

The secret door leading to this is extremely obvious (which is why it's labeled on the player's map) and was meant to be found. In the center of the room is a stone sarcophagus with elaborate carvings.

Inside of course is a mummy. It was a deceased follower of Apophis who has been mummified and meant to masquerade as Nephabti. It is not a regular mummy, but a mummy lord, essentially a mummy that has retained its class abilities, in this case that of a 10th level fighter, in this case, double weapon specialization with the khopesh

The mummy wields a +2 khopesh sword, wears +2 bronze plate armor, and wears a girdle of hill giant strength, giving it a total of +8 to hit and +12 to damage. It strikes twice per round. Due to being encased in armor, not linen, it is not vulnerable to fire, nor does it cause mummy rot.

False Nephabti, Mummy Lord MV 12"(30); AC -2(22); HD 10; hp 91; Atk 2-8+12 (+2 khopesh sword) x2; SA Fear SD Silver or magic weapons to hit AL NE

This is a bit unusual starting off with a tough encounter, but the cultists wanted to make it convincing.

Indeed, there is a chance that the party will still think the mummy is Nephabti (as it's also a beautiful Egyptian looking woman) and use the resurrection scroll on her. If so she plays along with the party ("Call me Nepha").

False Nephabti (Nephala) 10th Level Human Fighter

Str 15 Int 13 Wis 10 Dex 13 Con 18 Cha 17 hp 91

Nephala is not a stupid woman and begins to have doubts about her devotion to Apophis almost immediately – laying in a coffin for ages was not fun. Not to mention the whole being re-animated as a mummy thing, instead of simply raised.

While it's unlikely she will turn good, as she is primarily a self-centered person, she will realize she had a second chance at life and will probably try to ingratiate herself with the PCs, at least until something better comes along.



2) Burial Goods Room

The outside door is sealed with plaster and must be broken through

Inside is crammed with ancient Egyptian style furniture, tables, backless chairs, rugs, covered with what appears to be gold and jewels. While inside the vault these appear to be realistic, but anything taken outside is revealed to be junk, the gold simply copper and the jewels are glass. There is one exception: a plain wooden bench with a ram's head carved into one side, about 4 feet long and weighing 50 lbs. It is a **bench of ramming**.

All furniture radiates as magical and some of it is not just glamered but animated.

Once every 1d10 rounds (minutes) the party is in the room, 1d4 of the pieces of furniture animate and attacks. 1-2 = chair, 3 = table, 4 = couch, 5 = candle holder, 6 = chest

Animated Candle-Holder MV 18"(50); AC 6(14); HD 1; hp 5; Atk 1-4 (slam); AL N

Animated Chair MV 15"(40); AC 6(14); HD 2; hp 9; Atk 1-6 (slam); AL N

Animated Chest MV 12"(30); AC 6(14); HD 2; hp 9; Atk 1-6 (slam); AL N

Animated Couch/Table MV 12"(30); AC 6(14); HD 4; hp 18; Atk 1-8 (slam); AL N

These are not meant to seriously challenge the PCs, just harass them.

a) Inside this niche is a mummy. Not the classical mummy that was mummified and wrapped in linen, but the natural sort that was simply dehydrated and shriveled.

He was Ptharhotep, follower/henchmen of Nephabt who tried to sneak into the vault to rescue her body but was trapped instead.

His body is clad in **bronze plate mail +3** and there is a normal footman's bronze mace nearby. On his body is a leather bag containing a dozen scrolls. Three of these scrolls are **neutralize poison**. One is **resurrection**. The fifth is a list of things that must be done to an effigy of Apophis in order to destroy it:

Spitting Upon Apophis
Defiling Apophis with the Left Foot
Taking a Spear to Smite Apophis
Fettering Apophis
Taking a Knife to Smite Apophis
Putting Fire Upon Apophis

The sixth scroll is a love poem to Nephabti. Ptharhotep was in love with her.

The party may wish to try the resurrection scroll on Ptharhotep, however it doesn't work, his soul has passed on

3) Well of Eels (or All's well that eels well)

As the party approaches the metallic bars, they notice a large number of dead insects, small vermin (bats, rats, etc). They hear a slight hum coming from the bars.

The metal bars are electrified, causing 1-6 damage to anyone touching them who is not grounded. Furthermore, the character must make a saving throw (vs petrification or reflex) to let go of the bar. Failure indicates he takes another 1d6 of damage. And so on until he either stops touching the bar or dies.

(Note: the **bench of ramming** from 2) may be used to knock down the bars without damage)

In the center of the room is a large well. At first glance, it looks like its full of swimming snakes. But instead they are eels. Electric eels.

As the party watches, the eels in the water begin to writhe and turn, the water frothing. Slowly the eels begin to climb out of the well and tie themselves together into a roughly humanoid shape nearly 7' tall. It attacks, meleeing with anyone in range, or if not, shooting an eel at a random target (this does damage as a normal attack, 1-6 bite plus 2-12 electrical damage)

Galvo MV 12"(30); AC -1(21); HD 10; hp 65; Atk 1-6(bite)+2-12(shock)x3; SA Shoot Eel 30'; AL NE

Examining the corpse of the monstrosity reveals 27 rings wrapped about the bodies of the eel. Most are copper are tarnished beyond repair, but one is gold with a ruby worth 500 gp, another is gold with an emerald worth 1,000 gp, and one is a **ring of truth**.

4) Lair of the Coraeabus

Cursed by Apophis, this strange creature has the head of a cobra, the body of a horse, legs of a giant eagle, and reptilian wings

Coraeabus SZ L; MV 9"(20) /Fly 30 (80); AC 3(17); HD 7+7; hp 51; Atk 2-12 (bite)/1-8 (claw)/1-8 (claw); SA Poison Bite, save or paralyzed AL NE

There is no treasure.

5) Well of Sand

As the party approaches, they see the well has been filled with sand. Unsurprisingly, as they watch, the sand begins to undulate and swirl, then rise up, forming the shape of a beautiful woman.

Surprisingly, it doesn't attack, but appears to plead with the characters. This is actually the life force of Nephthi trying to convince the PCs to release her. Just what she is trying to say cannot be understood, since of course she's made of sand and cannot speak. It is possible that a lip reader will understand, but the sand returns to normal after a round (minute)

6) Gallery of the Distant Past

On the eastern wall is a mural depicting a lush jungle with strange, gleaming pyramids protruding into the sky.

In the foreground can be seen a group of serpent people with small carnivorous dinosaurs chasing after a strange purplish cylindrical figure with starfish like feet and head and tattered, ripped wings.

If the party stays in the room for more than a round (1 minute), the purplish figure emerges from the mural (not unlike the titles in a 3D movie), followed a minute later by the half-dozen dinosaur hounds who begin to attack it, ignoring the PCs unless the PCs intervene.

Q'pp'ya the Elder Thing SZ L; MV 12"(30); AC 6(14); HD 8; hp 41 (currently 21); Atk 1-6(tentacle)x3; AL LN

6 Velociraptors MV 18" (50'); AC 6(14); HD 3; hp 23,20,17,15,12,11; Atk 1-6(claw)/1-6(claw)/1-4(bite); SA Charge for double claw damage; AL N

Should the Elder Thing survive, it attempts to communicate with the PCs using piping musical tones. It is confused, but very intelligent and will adapt to its new situation quickly.

7) Gallery of Triumph

Depicted on the western wall is a mural of a horde of serpent people surrounding an attractive Egyptian looking woman dressed in golden (actually bronze) armor. She is swinging a hook shaped sword, hacking through a line of serpentmen, but is being born down by the weight of the mob.

To the left side of the mural, observing the battle is a snake headed winged sphinx, surrounded by a retinue of snake headed leopards (serpopards) and lions (mafedet)

8) Gallery of the Recent past



The eastern wall depicts a desert underneath a bright mid-day sun. A ragged group of Egyptian & Nubian looking humans are chained together, accompanied by a number of heavily armed serpentmen

If the party stays in the room for more than a round (minute), the party of serpentmen and prisoners disappears from the mural and appears in the room.

At first, the serpentmen will attempt to cower the party, inducing them to surrender, with menacing hisses and cracks of their whips. If the party does not, they attack, at first with the butts of their halberds (treat as clubs) trying to subdue, then blades when the party fights back.

The prisoners are chained and cowed, though if any serpentmen gets within reach of a chain, a prisoner may choose to attack (at least if the party is winning or it looks close) with a chain link, doing 1-3 damage and a -4 to hit.

Serpentman Captain, 8th level Fighter

MV 12"(30); AC 3(17); HD 8; hp 91; Atk 1-10+8 (+2 Halberd); AL CE

4 Serpentmen Sergeants 4th Level Fighters

MV 12"(30); AC 5(15); HD 4; hp 44, 34, 35, 28; Atk 1-10+2 (Halberd); AL CE

8 Serpentmen Soldiers, 1st Level Fighters

MV 12"(30); AC 5(15); HD 1; hp 14, 11, 11, 10, 7, 6,5,5; Atk 1-10 (Halberd); AL CE

All of the serpentmen also have whips, The whip owned by the captain is a **+2 slaver's whip**

The prisoners:

Tareb, 5th Level Magic-User (Vizier)

Str 11 Int 16 Wis 11 Dex 13 Con 15 Cha 16 hp 17 AC 10 (10); AL LN

Tareb is an average sized but wiry man of mixed Egyptian-Nubian heritage and served as a low level functionary for a nomarch (like a duke or baron, but Ancient Egyptian)

He was sent on an errand ages ago to fetch a troupe of dancers/harem girls for his royal master, but on the way back the caravan was raided by dervishes, cultists in the service of Apophis, who in turn traded them to serpentmen for things best not mentioned, but the serpentmen offended Apophis and were placed in the mural (whew, too much backstory, eh?)

A practical and doggedly honest man, Tareb will quickly realize that he (and the others) are in a bad situation. He will request the party for whatever help they may offer, though should he ever get settled or acclimated to modern society, he will take off on his own, taking Kher with him.

Kher 4th Level Human Monk (Harem Guard)

Str 18 Int 12 Wis 14 Dex 17 Con 16 Cha 11 hp 22 AC 4 (16) AL LN

Raised from youth to be a eunuch and guard of women/harems, Kher is a tall, muscular, supple Egyptian looking man. He rarely thinks for himself, but always follows orders given by a superior (in this case, Tareb).

Genta 4th Level Human Fighter (Harem Guard)

Str 18/00 Int 11 Wis 10 Dex 17 Con 18 Cha 12 hp 42 AC 7 (13); AL N

A very tall, very muscular, but somewhat corpulent Nubian, Genta unfortunately was not raised to be a eunuch, but had it thrust upon him later in life

More than a little bitter, Genta would love nothing more than to stab Tareb in the back (or lower). If the PCs could find a way (perhaps a *regenerate* spell) to restore his manhood, they would have his undying friendship.

Renatis 0 Level Human (Harem Dancer)

Str 11 Int 13 Wis 10 Dex 17 Con 16 Cha 18 hp 4 AC 7 (13) AL NG

Renatis is a tall, beautiful Nubian dancer/harem girl. Although she willingly went into her line of work and enjoys (or rather, did) the relative life of luxury, she would be interested in learning an adventuring career

Setah, 0 Level Human (Harem Dancer)

Str 10 Int 10 Wis 7 Dex 16 Con 15 Cha 17 hp 3 AC 8 (12) AL N

A beautiful and graceful dancing girl like Renatis, but a bit slimmer and Egyptian in appearance. Setah is quite happy with her work and is somewhat overwhelmed by what has happened to her. She will do whatever the most domineering person tells her to, which if it's not a PC, will be...

Tarathys 6th Level Human Hour (Temple Harlot)

Str 12 Int 11 Wis 13 Dex 18 Con 16 Cha 18 hp 34 AC 6(14) AL NE

(Either see *PC22 The OSR Hour* or treat her as a 6th level Cleric that can cast a few MU spells)

Spells: Charm Person, Comprehend Languages, Cure Light Wounds x2, Create Water, Friends, Hold Person, Feign Death, Web, Create Food & Water, Suggestion, Tongues

Tarathys is very statuesque, with straight black hair and ivory skin that reveals her Stygian origin. She also claims to be a dancer / harem girl (though the other two women don't know her), but in reality was a temple harlot of Set, captured when the forces of Apophis raided her temple.

She will play the innocent as much as possible, taking Setah under her sway (to use as an asset), but also try to insinuate herself into the party with flattery and possibly seduction. She does this to improve her chances of survival, not maliciousness.

9) Gallery of the Present

The mural on the wall shows a semi-aerial view of the valley, with a cutaway showing the construction of this tomb

Groups of human, crocodile headed (sobekhi), and jackal headed (anpur) slaves being overseen by serpentmen can be seen cutting out rooms in the stone, while in some rooms serpentmen can be seen making sacrifices and painting murals.

As the party views the mural, portions of it begin to animate – blood from the sacrifices appears to trickle, dust from the workmen swirls, etc. This is all on a loop and nothing further happens (unless you want, but too many things popping out of murals is overkill)

10) Gallery of the Future

Curiously, the wall depicts each and every member of the party, including any NPCs they may have rescued or have with them.

Even more curious are the strange shadows behind them, poised to strike from behind.

Just as the party recognize that there is something behind them, dark figures emerge and attack (one per party member)

Cultist MV 12" (30); AC 5(15); HD 8; hp 28; Atk 2-8 (khopesh); SA Backstab for x2 damage; AL CE



11) Shrine to Isis, Sobek, and Anubis

The slaves who built this complex secretly managed to create a small chamber and turn it into a makeshift shrine to their gods – for humans, Isis, for the sobekhi the crocodile god Sobek, and for the anpur, the jackal headed god Anubis

There are crude representations of each of the gods, one on each wall. Otherwise there is just dust and debris, remains of former offerings.

It is a safe place for the PC's to rest. Should a PC make some sort of offering to any of the gods, that PC receives the effects of a *bles* spell while inside the tomb.

12) Second False Burial Goods Room

Similar in most respects to room 2, the outside door is sealed with plaster and must be broken through

Inside is crammed with ancient Egyptian style furniture, tables, backless chairs, rugs, etc, but unlike room 2, the furniture is ordinary, something an average person might have used.

Almost none of it radiates magic, and it is just as it seems and is more or less valueless (except to a museum owner and even then it would probably end up being stored in a sub-basement).

There are two exceptions: One is an ornate mirror of polished silver, roughly 3' wide by 5' tall and weighing 20 lbs. It is a **mirror of seeing**. The last is a wooden tub roughly 5' in diameter (slightly oval shaped) and weighing 40 lbs. It is a **tub of washing**.

Unlike room #2, each of the 4 alcoves seems to be occupied, in this case by apparently taxidermied cat creatures (that is, they look more real than mummified). Two alcoves feature what looks like a leopard with a snake's head (serpopard), while two feature what looks to be a lion with a cobra's head (mafedet).

These are actually in a form of stasis and will radiate magic, but they will not animate until the party leaves the room, at which point they will attack from behind. They will also come to life if attacked.

Serpopard MV 15"(40); AC 4(16); HD 6+6; hp 33, 24; Atk 1-6(claw)/1-6(claw)/1-8(bite); SA Rake for 1-6/1-6 if both claws hit; Poison 1-6 damage on failed save; AL CE

Mafedet MV 15"(40); AC 2(18); HD 8+8; hp 52,44 Atk 1-8(claw)/1-8(claw)/2-12(bite); SA Rake for 1-8/1-8 if both claws hit; Poison, save or die in 2-8 days; AL CE

13) Second False Tomb of Nephthti

This room is surprisingly dusty, with a peculiar tangy odor, one that smells of sulphur and guano. In the center is a wooden sarcophagus with somewhat crude carvings. The wood cover is easily removed and inside lays a moldering corpse, half mummified and half skeletal, evidently not prepared properly.

If touched, the mummy emits a cloud of powdery dust in a 5' radius. If there is an open flame, this dust ignites, causing an explosion that does 2d6 damage to anyone in that radius, followed by a secondary explosion (of the whole mummy) of 10d6 to anyone in the room (saving throw vs exploding mummies for half damage. Or vs dragon breath or reflex).

Otherwise, characters must make a saving throw vs death magic (or fort) to avoid a sneeze

14) Fountains of Life & Death

The two adjacent wells are full of black, brackish water. Approximately every five seconds, a burst of water emerges from the northern pool, arcs through the air, and lands into the southern pool.

While in the air, the water turns a brilliant glowing yellow-white, the color of the sun.

If the water is drunk straight from either well, the character must make a saving throw vs poison or be very sick (-2 to all rolls for 3-18 hours)

On the other hand, if the water is somehow drunk while in the air, the character's hit points are permanently increased by 1d4+1, or if less than average, raised to average. This may be done once per character.

15) Well of the Frog

This room is clearly illuminated by a shaft of yellow-green phosphorescent rising out of a circular well

Non-evil parties will be greeted by an enthusiastic telepathic "Hello!...Hello, Hello, Hello!" in an archaic and woodsy form of elvish (but understandable to anyone speaking elvish or by rangers)

Assuming they respond in a friendly manner, the source of the telepathic voice will reveal itself as a small glowing frog who goes by Hek. He will explain that he's been in the tomb for ages now and urges the party to kill all the evil inhabitants and to free Nephthi (which will release him from duty in this tomb)

Entirely evil parties will notice multi-colored lights emanating from the well, a hypnotic pattern. Anyone not spellbound by it will be targeted by a color spray spell (as per a 10th level Illusionist). Should all party members be disabled, they will find their jugular veins being slowly but surely gnawed upon by a tiny frog

Should the fake Nephthi be in the group, Hek will denounce her, who in turn will accuse him. "Are you going to believe a frog? A glowing frog?"

In any event, Hek may wish to travel with good PCs, preferring to ride on someone's helmet.

Hek the Glow Frog MV 6"(10); AC 4(16); HD 1/2; hp 3; Atk None SA Heat 1d4 damage/round in 30' radius; Color Spray 5 times/day, Hypnotic Pattern 3 times/day as 10th level caster SD Invisibility AL NG

16) Shine to the Faceless God

At the entrance to the room, facing the doorway, are two statues of large apes, a strange cross between a gorilla and baboon. More strangely there are eyeless, not simply having no eyes, but having no eye sockets, smooth from forehead to cheek.

To the west is a sinister looking altar. Standing over the altar is an even stranger statue of a bizarre sphinx, the body of a jackal, the wings of a vulture, and a human head wearing a triple crown of a serpent, vulture, and jackal. The head is completely smooth and faceless.

On the floor is a skeleton, face down, right arm out. Seemingly grasped in his arm is a metal box on its side, roughly 9 inches square, carved with strange inscriptions. It's open. It is a **Pandora's Box**, used to contain evil artifacts.

The room radiates a very strong sense of evil.

Each ape statue has inscribed a *symbol of hopelessness* (as per the 8th level magic-user spell) upon it, which affects anyone entering the room.

In essence, each character must make a saving throw vs magic (or will) to enter the room. Those that fail simply stand listlessly for 3d4 turns (30-120 minutes). If attacked during this period, there is a 25% chance of them simply doing nothing and 25% of them surrendering or fleeing.

Anyone entering this room will have periodic nightmares that drive them to visit *EG3 – Black Pyramid of the Faceless Pharaoh*



17) Shine to Bubastis

Carvings of two cat headed women adorn the entry way to this door.. They show no sign of moment, but hiss slightly at those approaching. Anyone entering this room must make a saving throw vs petrification (or reflex) or be swiped at or bitten by one of the statues. Treat either as an attack by a 10 HD monster doing either 1-6 damage or 1-10 on a successful hit.

Inside the room is a stained altar that looks more like a dinner table than anything else, with dirty platters and cups upon it. Surrounding the altar are numerous human bones, all gnawed, some cracked and eaten.

In each corner of the room is a sarcophagus. On the northern wall is a gong. On the southern wall lies a wooden chest.

The chest isn't trapped per se, but anyone that opens it causes a large brass ball (the size of a bowling ball) to shoot out, bounce off the altar, and strike the gong on the northern wall.

If the gong is rung, no matter if by the chest ball or if the PCs hit it, they hear the door statues announce "Dinner is Served" (in Ancient Egyptian) and the four sarcophagi slowly swing open.

Serpentman Mummy MV 6"(15); AC 0(20): HD 6+3; hp 34; Atk 1-12(slam)/1-8(bite); SA Fear, Mummy Disease; SD Magic weapons to hit, half damage from weapons, Vulnerable to Fire; AL LE

Snake Armed Mummy MV 6"(15); AC 0(20): HD 6+3; hp 35; Atk 1-8(bite)/1-8(bite); SA Fear, Mummy Disease; SD Magic weapons to hit, half damage from weapons, Vulnerable to Fire; AL LE

Sobekhi Mummy MV 6"(15); AC -2(22): HD 6+3; hp 32; Atk 1-12(slam)/2-12(bite); SA Fear, Mummy Disease; SD Magic weapons to hit, half damage from weapons, Vulnerable to Fire; AL LE

Medusa Mummy MV 6"(15); AC 2(18): HD 6+3; hp 32; Atk 1-12(slam); SA Fear, Mummy Disease, Petrifying Gaze; SD Magic weapons to hit, half damage from weapons, Vulnerable to Fire; AL LE

Each mummy wears a golden amulet of Bubastis with rubies for eyes (each amulet worth 2,000 gp)

Anyone entering this room will have periodic (once a month) nightmares about hybrid cannibalistic beastmen and have knowledge that leads them to *EG2 The Fearful Fane of Bubastis* (and they might find those amulets useful there...)

18) Room of Eternity

This room is black as night, literally, with unmoving stars overhead. The room itself is timeless, or rather, outside time. Anyone who enters, throughout eternity, can (but not necessarily will) meet someone else from another time who entered the room. They can also meet future or past versions of themselves. But once they leave the room, they go back to the time they entered it.

As a consequence, the PCs will meet their future selves (presumably leaving the rooms beyond). However, they won't remember. So the first time don't mention it, except they leave the room, simply tell the party "You seem to have forgotten something. Something possibly important." "What?" "You don't remember." Etc.

The second time around, describe them as seeing figures just like themselves rather than simply duplicates, let them figure that themselves. Should any combat happen, any future self will take damage dealt to a past self.

19) Prison of the Ophiosphinx

Inside this room is a large monster with the body of a giant lion, the head of a giant snake, and wings of a feathered serpent. It was cursed with immortality by Apophis and is both very insane and hungry. It attacks immediately.

Ophiosphinx SZ L; MV 18"(50)/Fly 30"(80); AC -4(24); HD 11; hp 81; Atk: 2-12(claw)/2-12(claw)/3-18(bite); SA Poison bite, save or die; SD None; AL NE

Scattered on the floor are 50 gems: 12 agates worth 10 gp each (120 gp); 12 moonstones worth 50 gp each (600 gp); 6 bloodstones worth 50 gp each (300 gp); 10 amethysts worth 100 gp each (1,000 gp); 6 violet garnets worth 500 gp each (3,000 gp); 2 black opals worth 1,000 gp each (2,000 gp), a fire opal worth 1,000 gp, and a large diamond worth 5,000 gp. Total Value:13,020 gp

Also 18 pieces of jewelry: 4 lockets, two silver with gems worth 500 gp each and two gold with gems worth 2,500 gp each (6,000 gp); 8 rings: 6 gold worth 50 gp each, 1 platinum with diamond worth 2,000 gp, and one gold with ruby worth 5,000 gp (7,300 gp); 4 bracelets: 2 platinum worth 1,000 gp each, 2 gold worth 500 gp each (3,000 total), and 2 necklaces: 1 platinum with diamonds worth 10,000 gp, one silver with moonstones worth 1,000 gp (11,000 gp). Total Value: 27,300 gp

Also laying on the floor is a **ring of weakness, rod of cancellation, scarab of protection, bronze plate mail +1, +1 scimitar, and +2 dagger**

20) The Black Mirror

As the party approaches (from either direction) they see themselves (although they might not recognize this at first) in the mirror, appearing to be walking straight toward themselves.

As they get closer though, they observe (in the reflection) that their heads are no longer their own, but instead that of an animal (much like an Egyptian god).

Fighters will have the head of a lion, barbarians the head of a hippo, paladins the head of a falcon, rangers the head of a crocodile. Magic-users will have the head of an ibis. Thieves have the head of a baboon. Clerics will have a head of a cow or bull.

21) Sinister Shrine

In the center of the room is a sinister looking stone, used as a shrine and place of sacrifice. It is worn smooth and encrusted with bloodstains.

22) Statue of Apophis

This room has a door sealed with plaster, similar to that of room #4.

Instead the room is bare, save for what looks like a large serpent coiled in a spiral, roughly 4' across and 7' tall. Upon closer inspection, the figure is not alive, but made of wax. It is an effigy of Apophis, but hidden inside is the body of Nephthi as well as a great deal of treasure.

However, the effigy must be destroyed in the right manner for the party to get all this. Otherwise it comes to life and attacks.

First, they must spit upon the effigy.
Secondly, someone must kick the effigy with their left foot
Thirdly, the effigy must be stabbed with a spear
Fourthly, the effigy must be bound in chains
Fifthly, the effigy must be stabbed with a knife or dagger (sword won't do it)
Lastly, the effigy must be set on fire, at which point the wax burns off, leaving only the sarcophagus

If not, the wax effigy comes to life and attacks the party

Effigy of Apophis SZ L; MV 9"(20); AC: -2(22); HD 20; hp 85; Atk 3-30 (Bite)/2-24(tail slap); SD 75% magic resistance; AL CE

In either case, once the sarcophagus is opened, a woman dressed in gleaming bronze plate and tightly gripping a sword and kite shaped shield staggers out.

After a moment, there is a blinding flash of light as she is healed by her goddess, Isis.

Nephthi 10th level Human Paladin of Isis
Str 18/00 Int 15 Wis 17 Dex 18 Con 18 Cha 18 hp 117; AC:-10(30) (+5 Bronze Plate, +4 Shield, -4 Dex); Atk 2-8+12 (+6 Khopesh, Holy Avenger)

Assuming the PCs do not attack the newly released Nephthi, each of them is briefly encased in light and gains a blessing of Isis

D12	Blessing of Isis
1	+2 to Strength
2	+2 to Intelligence
3	+2 to Wisdom
4	+2 to Dexterity
5	+2 to Constitution
6	+2 to Charisma
7	+1 to Prime Requisite(s)
8	Gain Level
9	Gain 1 hp per level
10	Gain the ability to cast one 1 st level magic-user spell per day (picked at random)
11	Gain the ability to cast one 1 st cleric spell per day (picked at random)
12	Favorite of Isis, she will occasionally provide help when desperately needed.

23) The Relic of Apophis

In the center of the room, floating in a column of a sinister purple-black light, is a small snake's scale. It is one of the scales of Apophis, shed in his battle with Set.

It does not radiate evil, but strong chaos. If held, it does nothing but feel vaguely unsettling. However, if pressed to a wound (either suffered in combat or deliberately cut), the scale permanently attaches itself to the body.

Each scale has a different power, but in this case, it gives the wearer the ability to *comprehend languages*

Nephthi will strongly warn the party from touching it or taking it, but will not use force against if they do. Isis will however revoke her blessing to any party member that touches it.

Appendix A – Involving the PCs

The PCs (wherever they are) are approached by a pair of women, a tall scholarly looking blonde human in her early 30s, and similarly aged (so somewhat younger looking) halfling with red hair.

The human woman introduces herself as Doctor Emmaline Foxglove and her companion as Professor Tandy Applebush. Emmaline is a sage with a strong interest in ancient ruins and Tandy is an explorer (custom class, like part sage, part thief, both detailed in my *PC23 – Sage & Explorer*).

They are from a small village named Cowford from my module RL1, leaving there about 10 years ago to find their fortune. (It's possible they may know PCs from that village, perhaps babysitting them as youngsters)

Dr. Foxglove is serious, good hearted and natured, but somewhat klutzy. Professor Tandy is a fun loving sort and more than a little sarcastic to the point where she has almost a nasty sort of humor, delighting in other's mishaps.

Dr. Emmaline Foxglove 7th Level Human Sage
Str 9 Int 18 Wis 15 Dex 9 Con 16 Cha 13 hp 35 AL
NG; AC 4(16) (Bracers of Defense AC 4)
Atk 1-4+3 (+3 dagger, attacks as 7th level MU)

Read Languages: 95%

Spells (Cast as 7th level Cleric): Cure Light Wounds, Find Traps, Remove Curse, Cure Serious Wounds

Professor Tandy Applebush, 7th Level Halfling Explorer
Str 7 Int 15 Wis 11 Dex 19 Con 16 Cha 11 hp 50; AL
N; AC 2(18) (+2 Leather + dex)
Atk 1-6+2(+2 Short Sword, attacks as 7th level Thief)

Find/Remove Traps 65% Open Locks 60% Read Languages 80%

Spells (Cast as 3rd Level MU): Comprehend Languages, ESP

If accompanying the PCs, they insist on one share of the loot in total (for both, as neither is terribly useful in combat) plus items of a historic value, especially non-magical books and scrolls

Appendix B — Egyptian Mythology, Mythos Style

This is not an accurate representation of Egyptian myth, but an attempt to synthesize the various Egyptian myths of the various Lovecraft circle writers – specifically HPL, Howard, and Bloch.

Egyptian mythology is remarkably contradictory by itself, as it's the result of regional gods gaining and losing status as their homes lost or gained political power over thousands of years.

Nyarlathotep

Somehow connected to humanity, he is the most mysterious of the Great Old Ones. He is their messenger and prophet. He is sometimes known as the "Faceless God" because his true face is unknown – instead he has many hundreds (thousands) of forms, including the ability to mimic any human. Although evil, he is often content to mock and humiliate, rather than kill, though corruption is his preferred tactic.

Some darker heresies suggest that the 9 gods of the Great Ennead (Ra, Shu, Tefnut, Geb, Nut, Isis, Osiris, Nepethys, Set) are but aspects of Nyarlathotep but this is hard to reconcile.

Some also equate him with the forgotten pharaoh Nephren-Ka.

Bubastis

While often considered to be simply another name for the cat goddess Bast, she is in fact her daughter, born by an unknown father (possibly Nyarlathotep or Nephren-Ka).

Where Bast is a somewhat wild but ultimately benign goddess and protectress, Bubastis is a wild, frenzied, cannibalistic goddess, in some ways similar to the worst aspects of Bacchus or Dionysus, with her worshipers being as maenads, tearing apart and eating people at their most frenzied orgies.

Her priests are even worse, their cannibalism is cold and calculated, as well as their experiments in crossbreeding humans with other beings.

Set

Originally (and for a lot of Egypt's history), Set was a good god, as evidenced by a number of pharaohs bearing his name. As a good god, he was notable for striking the blow that ultimately defeated Apophis.

However, jealousy of his brother (as well as Egyptian politics) caused his downfall, though some speculate that his smiting of Apophis infected Set with some of his corruption (and powers over snakes)

Although now an evil god, he still desires to be worshiped by humans and so is an enemy of the Great Old Ones. In that aspect he is similar to Nodens, the Celtic huntsman god, who is a foe of the Great Old Ones but prefers to be worshiped by human sacrifice.

Sobek

Sobek is a crocodile headed god and considered to be a protector of the dead. Much like Set, he is not overly friendly to man, but does desire to be worshiped (in the form of sacred crocodiles) and is also a foe to the Great Old Ones.

Serpent People

Or snake-men, they were an early inhabitant of the Earth. While most worshiped Yig, many worshiped Apophis and later Set

They cannot say "ka nama kaa lajerama"

It is rumored that some tribes of men, driven into hidden spaces beneath the land, discovered the serpent people and intermingled with them, begetting some individuals that can pass almost as human.

Apophis (Apep)

Is actually another name for Azathoth, lord of chaos. Many depictions of Apep show him as an infinite snake, not as the circular oroboros, but uncountable figure 8s, looped and entwined.

Appendix C — New Monsters

Anpur

FREQUENCY: Very rare
NO. APPEARING: 1, 2-5, or 5-20 (tribe)
ARMOR CLASS: 5 (Descending) or 15 (Ascending)
MOVE: 12" (Classic) or 30' (Neo)
HIT DICE: 2+2
% IN LAIR: 30%
TREASURE TYPE: None
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By Weapon/1-6(bite)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Lawful Good or Lawful Neutral
SIZE: M (6' tall)
L/XPV: 1/20+2/hp (45) xp

Anpur are jackal headed humanoids, and greatly resemble gnolls. They act completely different, however, being extremely religious and consider themselves to be the protector of the dead. Tribes often act as guardians to a necropolis or tomb complex.

They may be clerics (including druids) and fighters (including ranger and paladin)

Ability Modifiers: -1 Int, +1 Wis

Coraeabus

FREQUENCY: Very rare
NO. APPEARING: 1, 2, or 4-12 (flock)
ARMOR CLASS: 3 (Descending) or 17 (Ascending)
MOVE: 9" (Classic) or 20' (Neo)/Fly 12" (Classic) or 30' (Neo)
HIT DICE: 7+7
% IN LAIR: 35%
TREASURE TYPE: E
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-8(claw)/1-8(claw)/2-12(bite)
SPECIAL ATTACKS: Paralyzation (bite), Rake 1-8/1-8
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
SIZE: L (7' longl)
L/XPV: 6/825+10/hp (1200) xp

This strange creature has the head of a cobra, the body of a horse, legs of a giant eagle, and reptilian wings

(Adaption of a monster by Scott Arquette)

Dinosaur, Velociraptor

FREQUENCY: Very rare
NO. APPEARING: 1, 2, or 4-12 (flock)
ARMOR CLASS: 4 (Descending) or 16 (Ascending)
MOVE: 18" (Classic) or 50' (Neo)
HIT DICE: 3
% IN LAIR: 10%
TREASURE TYPE: None
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6(claw)/1-6(claw)/1-4(bite)
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M (4' long)
L/XPV: 2/50+3/hp (90) xp

Smallish pack hunters that can be trained.

Galvo

FREQUENCY: Very Rare
NO. APPEARING: 1,2, or 3-8 (tangle)
ARMOR CLASS: -1 (Descending) or 21 (Ascending)
MOVE: 12" (Classic) or 30' (Neo)/Swim 12" (Classic) or 30'(Neo)
HIT DICE: 10
% IN LAIR: 60%
TREASURE TYPE: 2-12 Rings (Jewelry), 25% 1-3 Magical
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6(bite)+2-12(electricity) x3
SPECIAL ATTACKS: Shoot Eel
SPECIAL DEFENSES: None
MAGIC RESISTANCE: See Below
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
SIZE: M 6' tall)
L/XPV: 8/1950+14/hp (2600) xp

A galvo is a malevolent monster composed of dozens of electric eels tightly knotted into a slithering, humanoid shape, crackling with energy. Although it usually lives in waters, it can survive on land, often climbing aboard a ship at sea and wreaking havoc.

Each attack is a 1-6 bite attack (one from its "head" and two from its "arms") that also does an additional 2-12 electrical damage.

It can also opt to make a ranged attack, shooting an eel at a target up to 30' away, doing its regular 1-6 plus 2-12 electrical damage

As it is comprised of many different animals, spells that target an individual (such as disintegrate) only affect a tiny portion of it. A typical galvo is 7' tall and weights 300 lbs..

Mafedet

FREQUENCY: Very rare
NO. APPEARING: 1, 2, or 4-12 (pride)
ARMOR CLASS: 2 (Descending) or 18 (Ascending)
MOVE: 15" (Classic) or 40' (Neo)
HIT DICE: 8+8
% IN LAIR: 30%
TREASURE TYPE: None
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-8(claw)/1-8(claw)/2-12(bite)
SPECIAL ATTACKS: Poison (bite), Rake 1-8/1-8
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
SIZE: L (7' longl)
L/XPV: 6/900+12/hp (1425) xp

Created in mockery of the lion, the mafedet mixes the body of a lion with the head of of a large hooded cobra. While still clearly leonine, the body is covered with scales

Much like the lion (and other cats) if both forepaw claw attacks hit a target, the rear paws rake the target for an additional 1-8/1-8 damage.

The bite of the mafedet is poisonous, killing the target in 7-12 (1d6+6) rounds on a failed saving throw (vs poison or fortitude). However, like a snake bite, the poison may be sucked from the wound. This takes 2 rounds and does the target 1d4 damage.

Mummy, Lord

FREQUENCY: Rare
NO. APPEARING: 1 or 2-12(prison)
ARMOR CLASS: 2 (Descending) or 18 (Ascending)
MOVE: 9" (Classic) or 20' (Neo)
HIT DICE: 9+ HD
% IN LAIR: 100%
TREASURE TYPE: E (5% 1d10x1000 cp, 25% 1d12x1000 sp, 25% 1d6x1000 ep, 25% 1d8x1000 gp, 15% 1d12 gems, 10% 1d8 jewelry, 25% 1d4 magic items (plus 1 scroll))
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12(slam)/2-12(slam)
SPECIAL ATTACKS: Smother
SPECIAL DEFENSES: +1 or better magic weapon to hit, half damage to slashing weapons, no damage from piercing
MAGIC RESISTANCE: 35%
INTELLIGENCE: Average
ALIGNMENT: Neutral Evil
SIZE: M (5' to 6' tall)
L/XPV: 6/1000+12/hp (1,500) xp

Some mummies retain their class abilities that they had in death. This includes spellcasting, thief abilities, and fighting abilities

Serpopard

FREQUENCY: Very rare
NO. APPEARING: 1, 2, or 4-12 (pride)
ARMOR CLASS: 4 (Descending) or 16 (Ascending)
MOVE: 15" (Classic) or 40' (Neo)
HIT DICE: 6+6
% IN LAIR: 30%
TREASURE TYPE: None
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4(claw)/1-4(claw)/1-8(bite)
SPECIAL ATTACKS: Poison (bite), Rake 1-6/1-6
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
SIZE: M (4' long)
L/XPV: 4/350+8/hp (625) xp

Serpopard are a curious mix of cat and snake, created by the evil snake god in mockery of cats. They can range from small to large, but the typical is leopard sized (thus the name). They appear cat like, but have a serpent's head (or varying length) and scales.

Like a leopard, if both claw attacks hit, the target is grabbed and raked by its back claws, doing an additional 1-6/1-6 damage. The bite of the serpopard is poisonous and does damage of a die type equal to that of its hit dice, i.e. the standard leopard sized one does 1d6 extra damage on a failed save (vs poison or fort).

Sobekhi

FREQUENCY: Very rare
NO. APPEARING: 1, 2-5, or 5-20 (tribe)
ARMOR CLASS: 5 (Descending) or 15 (Ascending)
MOVE: 12" (Classic) or 30' (Neo)
HIT DICE: 2+2
% IN LAIR: 30%
TREASURE TYPE: None
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By Weapon/1-6(bite)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: M (6' tall)
L/XPV: 1/20+2/hp (45) xp

Sobekhi are a race of crocodile humanoids, allegedly created by Sobek. They resemble typical lizard men, but are a separate species, smarter and capable of having character classes (fighter, cleric, and a variant of druid, most notably)

Ability Modifiers: +1 Str, -2 Dex, +1 Con

Appendix D — Magic Items

Bench of Ramming

This is a plain wooden bench about 4' long and 50 lbs. It may be used to open doors by ramming it against the door. Locked doors open 90% of the time; *wizard locked* doors 50% of the time, and one way doors (from the other way) 25% of the time (actually destroys the door). While the bench may be used as much as desired, any roll of 100% means the bench has been destroyed.

XPV 1,500, GPV 7,500

Bronze Chainmail

Although not as hard as steel, chain mail may be made from bronze (it's actually about as hard as iron), providing an armor class one worse than regular, steel chainmail but not vulnerable to rusting attacks.

	xpv	gpv
Bronze Chain Mail +1	400	2,000
Bronze Chain Mail +2	800	4,000
Bronze Chain Mail +3	1,200	7,500
Bronze Chain Mail +4	2,000	15,000
Bronze Chain Mail +5	4,000	30,000

Bronze Plate Mail

Bronze plate mail has an armor class one step worse than regular platemail, but is immune to rusting attacks.

	xpv	gpv
Bronze Plate Mail +1	500	3,000
Bronze Plate Mail +2	1,000	7,500
Bronze Plate Mail +3	1,500	12,500
Bronze Plate Mail +4	2,500	30,000
Bronze Plate Mail +5	5,000	50,000

Mirror of Seeing

The size of the mirror may vary from specific item, but its magical property is always the same – upon speaking a command word, the mirror's reflection shows reality as per a *true seeing* spell. They may be used three times per day

XPV 2,000 GPV 10,000

Pandora's Box

Made of a strange metal and carved with stranger inscriptions, Pandora's Boxes are meant to contain evil artifacts, allowing no negative effects to be felt by anyone outside the box, including someone carrying it.

Although not very large, objects far larger than the box may fit into it, but only evil artifacts of some kind (not just cursed)

XPV None GPV 5,000

Sarcophagus of Entombment

This appears to be a well made stone sarcophagus with a place to insert a scroll and a detachable decorative scarab. Anyone placed in the sarcophagus and having the lid closed must make a saving throw (versus spell or will) each round or put into stasis. Furthermore this saving throw is reduced by 4 if detailed information is written on a scroll and placed in the appropriate spot on the sarcophagus. The saving throw is negated entirely if the subjects true name is placed there.

Whoever holds the detachable scarab has power over the sarcophagus, to open the lid and release the occupant, or to sink the sarcophagus deep into the ground magically, as per the imprisonment spell.

It is roughly 8' tall and 5' wide and weights 1,200 lbs. It has a value of 10,000 xp and 50,000 gp,

Scales of Apophis

These appear to be a snake scale, but irregularly shaped and with a strange, unearthly color that seems to be different from each angle.

They were torn from Apophis when he was defeated by Set, and collected by his followers as relics.

They may be utilized by pressing the scale to a section of the body that is lacking skin, ie, a wound or place where the skin has been removed.

80% of scales have only a minor benign power; 20% also have a minor malevolent power

Should someone have ten scales, they also gain a major benign power. As a side effect, their alignment shifts to chaotic (no saving throw).

Upon affixing twenty scales to their body, they also gain a prime power, but find that their entire body has grown scales, reducing their charisma to 3 among normal humans (but raising it to 18 among serpent people, lizardmen, and the like).

Slaver's Whip

This appears to be a well made, but short, whip. It is meant for use on the people, and does only subdual damage (1-3 plus bonus plus strength, unarmored targets only).

Humans (and humanoids & demi-humans) who take more damage than hit points they have are subject to a *dominate* spell (a 2e spell, but essentially a more powerful (5th level) *charm person*). Victims who fail their saving throw are dominated by the wielder of the whip, while those who fail fall unconscious for 2-8 hours

Tub of Washing

Once per day, upon saying the command word, the tub fills with warm soapy water for an hour. Anyone (or anything) bathing it in will be cleaned, including any magical substances, stains, or dyes.

XPV 800 GPV 4,000

Design Notes

I have always been fascinated by the Ancient Egyptians and the works of H.P. Lovecraft and his circle, two of which, Robert Howard and Robert Bloch, expanded on HPL's idea of Nephren-Ka and the faceless god, Nyarlothotep.

Howard's main villain among Egyptian deities was Set; for Bloch it was Bubastis, Anubis, and Sobek. However, reading actual Egyptian mythology, the true enemy of all gods was Apophis (actually Apep), the giant serpent of chaos. In particular, Set fought with him.

Hek the Frog is a nod to an old character of mine. I had a character of a fighter and used a miniature with a stylized helmet. My GM asked "What's that on his helmet"? "Looks like a frog," I answered, jokingly (probably meant to be a horse) and it kinda stuck.

Like a lot of others, my campaign world is basically a mash-up of historical Earth cultures and has a pseudo Egypt called Nefera

Credits:

The map is by me, but originally inspired by a map by Patrick E. Pullen

Art: Cover art is by Luigi Castellani, as is the picture of the faceless god (former colorized and latter tweaked a bit digitally), both put into the public domain by Kevin Crawford of Sine Nomine, Snakeman and cultist are by Jeremy Hart

OGL:

Declaration of Product Identity: All real names, company names, web site names, product names, and art

Declaration of Open Content: The rest (to the extent I have the ability to make it open content)

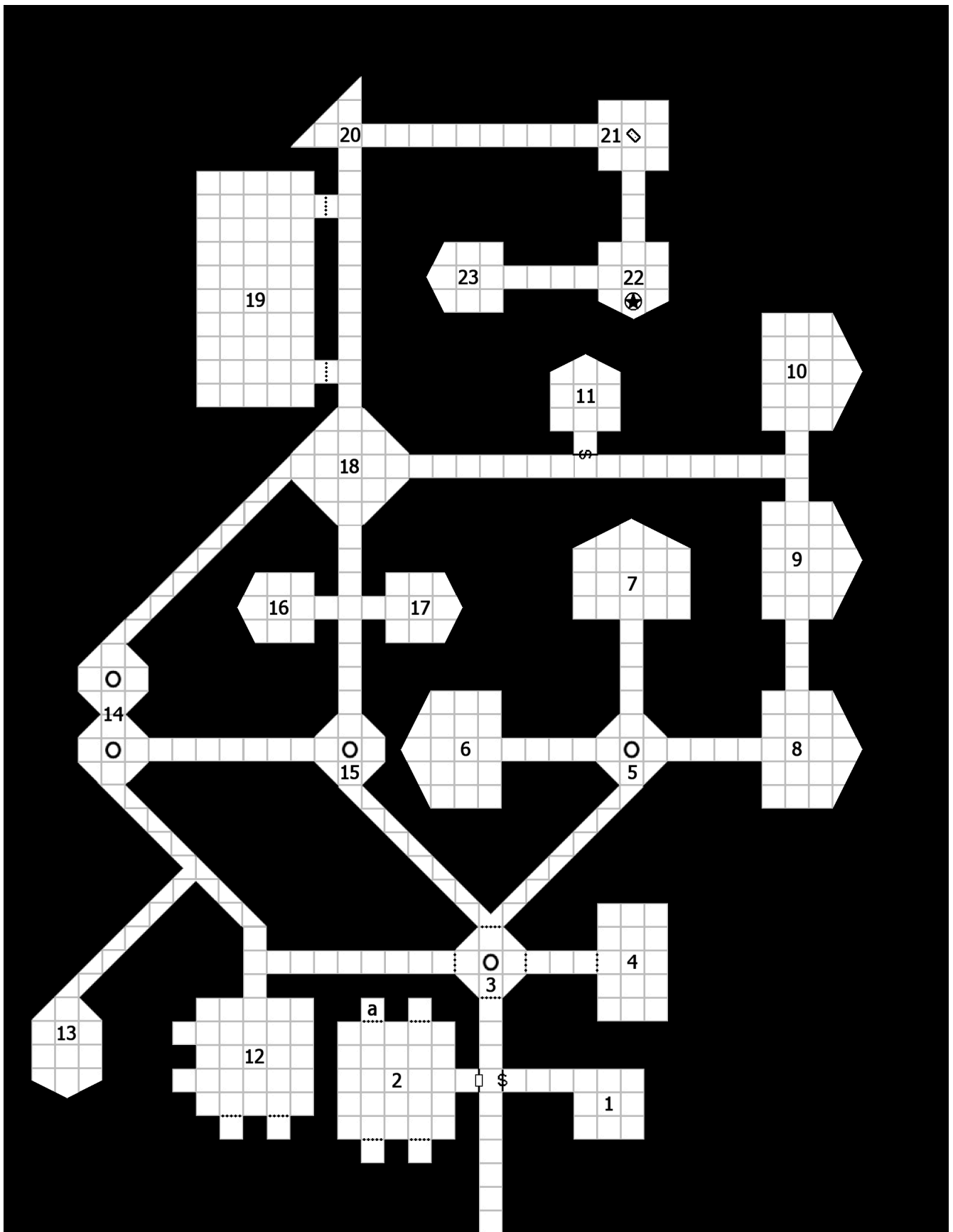
OPEN GAME LICENSE Version 1.0a

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.

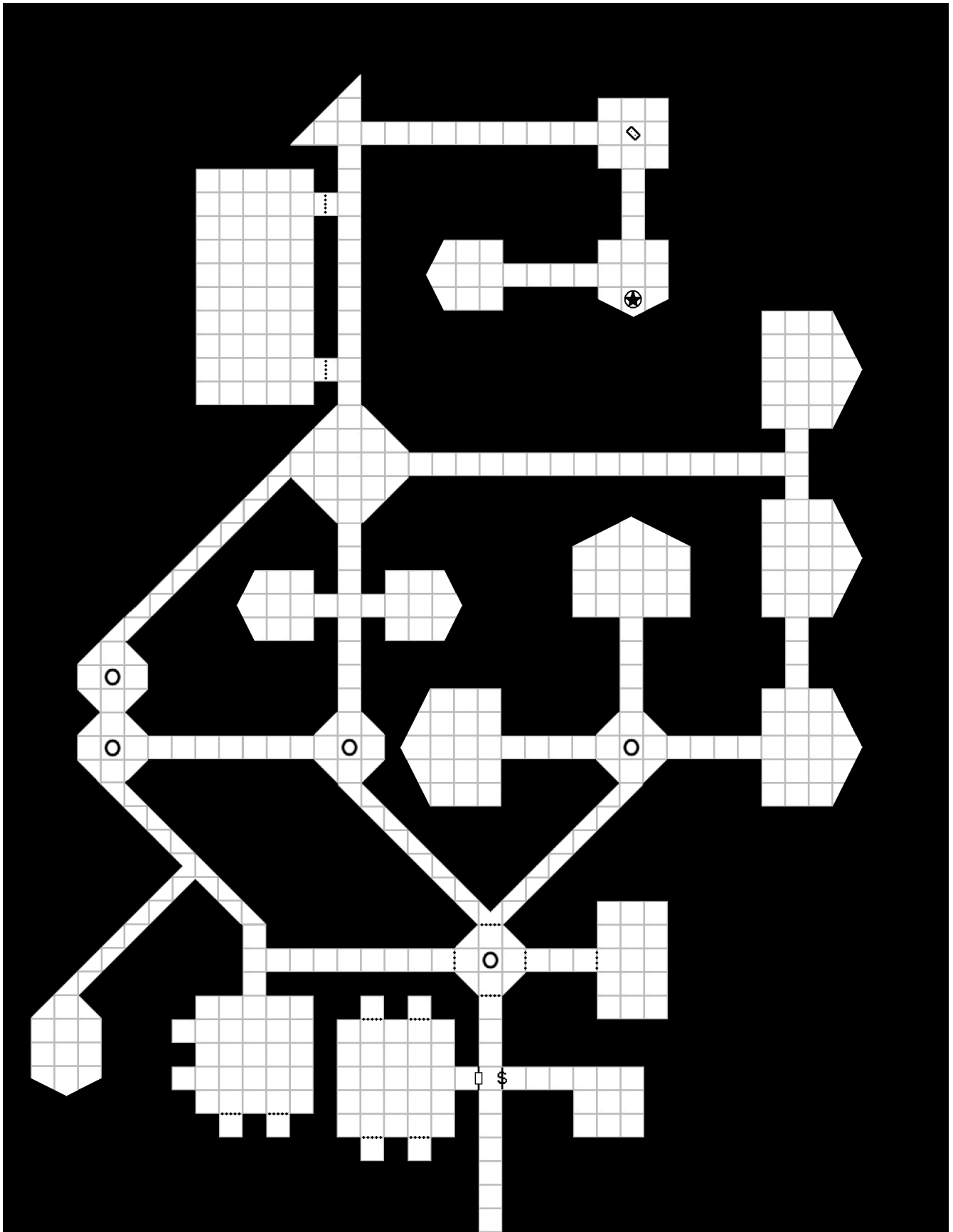
1. Definitions:
 1. "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
 2. "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
 3. "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
 4. "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.
 5. "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;
 6. "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
 7. "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
 8. "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 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Egyptian Adventures: Hamunaptra Copyright 2004, Green Ronin Publishing; Author: C.A. Suleiman.
EG1 The Hidden Tomb of Nephthiti Copyright 2019 by Jeremy Reaban

End of License



GM's Map



Player's Map