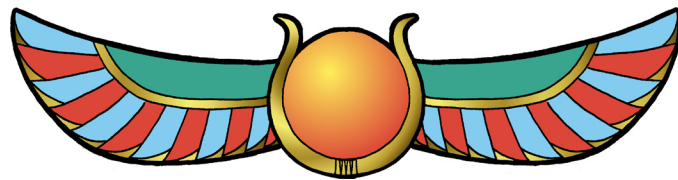


The background of the cover is a photograph of an ancient Egyptian tomb entrance. Two large, seated statues of pharaohs, likely Amenhotep III and Queen Tiye, are the central focus. They are carved from dark stone and wear traditional Egyptian regalia, including the nemes and khat. The statues are flanked by smaller standing figures. The wall behind them is covered in hieroglyphs. A small, dark doorway is visible between the statues. The title is carved into a stone tablet at the top.

100 ODDITIES FOR AN EGYPTIAN TOMB

**By William T. Thrasher, Clint Staples
and the Skirmisher Game Development Group**

100 ODDITIES FOR AN EGYPTIAN TOMB



BY WILLIAM T. THRASHER, CLINT STAPLES, & THE SKIRMISHER GAME DEVELOPMENT GROUP

100 ODDITIES FOR AN EGYPTIAN TOMB

BY WILLIAM T. THRASHER, CLINT STAPLES, & THE SKIRMISHER GAME DEVELOPMENT GROUP



Skirmisher Publishing LLC

499 Mystic Parkway
Spring Branch, TX 78070

Skirmisher Publishing: <http://skirmisher.com>

d-Infinity Online: <http://d-Infinity.net>

Email: oddities@skirmisher.com

Authors: Clint Staples, William T. Thrasher

Illustrator: William T. Thrasher

Editor and Designer: Michael O. Varhola

Cover: Brendan Cass

Contents of this publication Copyright 2018 by Skirmisher Publishing LLC, all rights reserved.
First Publication: February 2018.



Welcome to the twelfth entry in Skirmisher Publishing's bestselling series of "100 Oddities" for ... all kinds of different things. Through this line of universal mini-sourcebooks we have visited Creepy Old Houses, Wastelands, Wizard's Towers, Thieves' Guilds, Vikings, Sewers, and more. And, if you are reading this, then you are about to dive into "100 Oddities for an Egyptian Tomb"! Even before Howard Carter's excavation of the Pyramid of Tutankhamen, the tombs, funerary rites and afterlife of ancient Egypt held the imagination of many. Impossibly rich golden treasures, the process of mummification to gain an afterlife with all your possessions intact, in which you exist eternally as a perfected version of yourself. A literal paradise.

But there are also curses, and cursed mummies, and the hordes of servants doomed to eternal servitude, and to match each god of rejuvenation, light and life, there is a monster of damnation, consumption, and terror. An eternity like that starts to look a little more grim.

And that is where gaming comes in. After all, it is hardly the stuff of roleplaying games to fall immediately into an idyllic afterlife. There must be challenge, conflict, investigation, and acquisition.

In "100 Oddities for an Egyptian Tomb," Skirmisher Publishing provides the storyteller with descriptions of thematically appropriate encounters, items, and creatures with which to bedevil or intrigue players as they venture beneath the dunes and sandstone, into a tomb that promises death *and* revivification. In your desiccated and cloth-wrapped little hands, you hold a game aid that fills in for hours of research, sparks the imagination of storyteller and player alike, and enhances the experience of an iconic RPG environment!

What makes an oddity?

Oddities make you ask questions. Why is that thing there? What is it for? Who would do that? No player is going to remember a plain gold bracelet any longer than it takes to trade it for something she likes the sound of better. But a gold bracelet in the shape of an asp that twines up the arm of the wearer of its own accord is something that gets remembered. And if the head of the asp sinks its fangs into the arm of the wearer, bestowing the gift of eternal slumber, or perhaps immunity from all poisons, as its garnet eyes flash, *that* is a story to be told by the survivor (or a secret kept forever).

So what do you do with oddities?

Using any of the titles in Skirmisher's "Oddities" line is easy and very free form. Basically, just roll d100, once or as often as you like. In a sprawling necropolis, you might use dozens of oddities. Even a humble tomb of just a few rooms could easily be home to several if they are used well. Ideally, that means giving some thought as to how to present each oddity to the players. Where is it? How is it likely to be found? Does it share the same space with another oddity? If so, does that affect how to present them, how they might relate to one another, or how they might be viewed by the players?

So let's look at random roll from "100 Oddities for an Egyptian Tomb" and see what we can do with it. Rolling randomly, we get #18 on our d100 roll:

18. Slowly churning green-tinted water rests in a shallow pool in the middle of a chamber. Undead that bathe in the arcane waters regain their living appearance and take on the full blush of health, youth, and vigor for a day and a night. Any corpse bathed in these waters will be reanimated as a mindless zombie.

This is an entry around which an entire encounter — or even a campaign — could be built.

Looking at the five primary questions, "Why" is probably the most significant. Was the pool created to fool unwary tomb robbers into thinking they were dealing with the living? Was it a means for the engineer of the tomb to impress the Pharaoh who would be interred within? Or does the liquid do more than alter appearance, such as allowing a mindless undead being to think, or an intelligent one to dream, or for one to go about with a lifelike guise — perhaps even venturing beyond the tomb and amongst the living?

Now let's take a look at "Who." While it might be interesting to know who created the pool, that might not matter as much as who is using or currently controlling it. Perhaps the engineer who made the pool also had himself mummified and, via the pool, carries on an eternal charade in the nearby town, recruiting tomb robbers as a means to increase his ancient fame. Or, a cursed mummy might be slowly building an army of undead monsters, moving them into the town while they appear as normal people, then hiding them away before their true appearance reasserts itself.

"What" could also be an important question. For example, what happens when a living body is placed in the water? Players are often fairly "hands-on" when it comes to exploring the environment. Does anything out of the ordinary happen if one of them goes for a dunk in the pool, or sticks her finger in it?

Now let's roll another oddity and see how we might be able to combine the two to expand the possibilities.



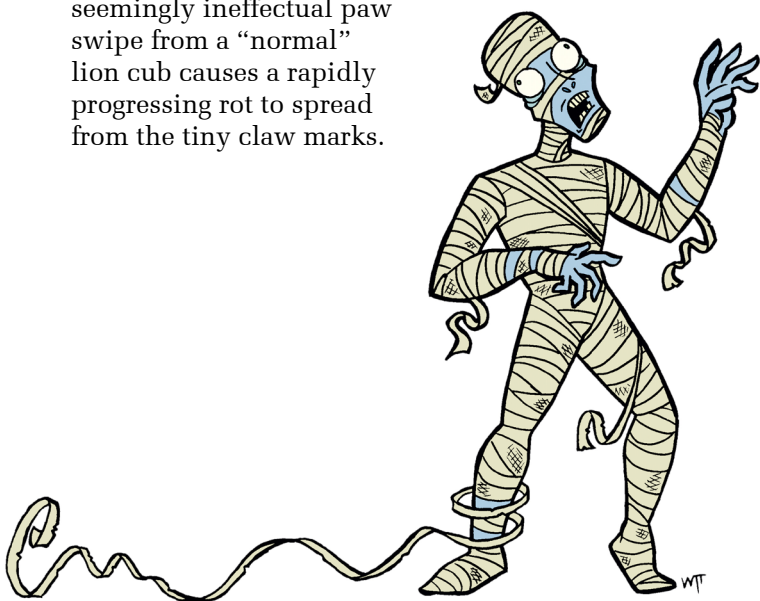
Exploding Dice

“100 Oddities for an Egyptian Tomb” employs a dice rolling sub-system often referred to as “Exploding Dice.” In this sub-system, a die that rolls the maximum value possible — e.g., an 8 on a d8 — is rolled again, and the new value is added to the previous total. This continues until a value other than the maximum is rolled. So, for example, you might roll a d8 and get an 8, then roll again and get another 8, and then, on a third roll, get a 3. You would then stop and total the results, in this case a 19 (8+8+3). When we are referring to an exploding die roll, you will see a lower case “x” after the die notation (e.g., “d10x”).

Rolling again, we get #56:

56. A pride of lions has found its way into the tomb from an unknown entrance. One and all, the lion, the lionesses, and the cubs, have died and risen again as undead corpses.

When we out this entry together with #18, it could well mean that these undead lions will appear completely lifelike. Has the pride bathed in the pool, regaining the semblance of life, but with the terrible power of mummies? Imagine the surprise when a seemingly ineffectual paw swipe from a “normal” lion cub causes a rapidly progressing rot to spread from the tiny claw marks.



Or perhaps some of the animals have not bathed in the pool, and appear as the undead monsters they are — what do the characters make of the live-seeming females trying to push their undead offspring into the liquid. Is this a pool of revivification? Might the heroes think that any casualties they suffer in the tomb can be rectified by submersion in the pool? Wouldn't the actual truth be an interesting surprise ...

So with these two rolls, and a few minutes of thought before hand, several possible scenarios are ready to unfold before your players. And if the ones you rolled don't speak to your imagination, or don't fit the mood or setting, roll again, or pick ones you do like. Or, present some oddities and riff on what the players do with it and, if they seem interested in one, let them run with it. Listen to their speculations and pick one you like — or one that they *really* don't.

Scarabs!

Throughout the Oddities list in this book you will find a number of entries that refer to scarabs and some that refer to Scarab Tokens. To the ancient Egyptians, the scarab represented life, restoration, renewal and good fortune. We have included a mini-game of sorts, in which collecting Scarab Tokens can provide benefits to your band of heroic tomb robbers. See the appendix on Scarab Tokens for these rules, which are followed by printable sheets of Scarab Tokens that you can use to create handouts for your players.

Mummies!

In an Egyptian tomb, as the old saying goes, “There's never a mummy around when you need one.” So, we couldn't leave you without a Random Mummy Table, for those times when you have a room, or an encounter, or an oddity that really needs a unique mummy or three. And, as long as we had the “Table-Making Machine” up and running, we also provide a sub-table to randomly determine the state of “activity” for any mummy you roll up. *Aaaaand*, we also give you a flavor sub-table, because not all mummies are sweet.

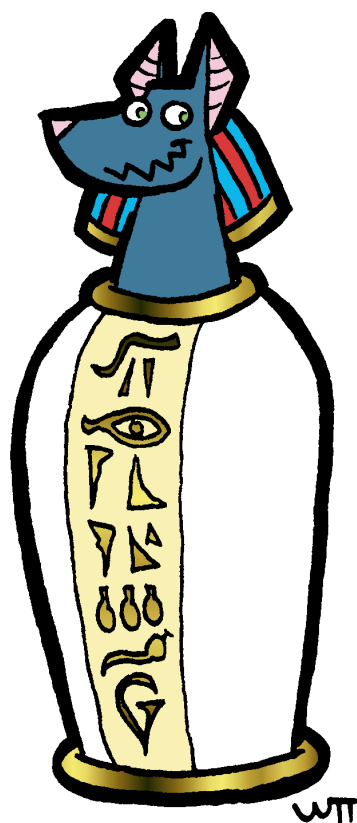
We very much hope you enjoy “100 Oddities for an Egyptian Tomb”! We have more in the pipeline, waiting to be unleashed on an unsuspecting world, as well as a bunch we haven't thought up with yet. So, grab your dice and stay tuned.

Clint Staples,
Will Thrasher,
Brendan Cass,
& Michael O. Varhola



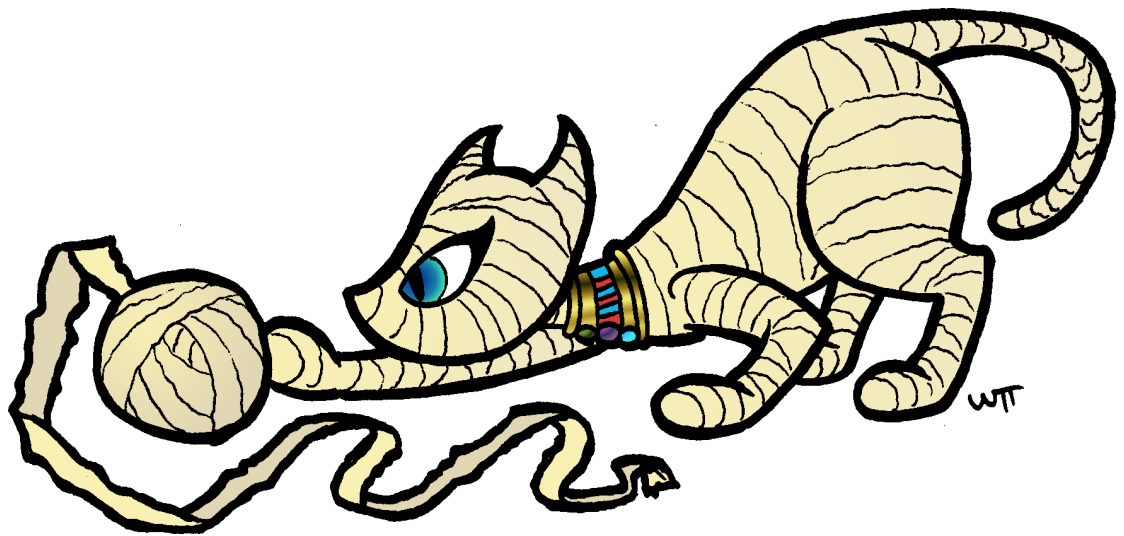
Oddity

- 01 Four canopic jars stand on a shelf. The organs contained within them are not only perfectly preserved, they are still alive and attempt to perform their natural functions (e.g., the lungs breath, the stomach churns, the heart beats, the liver pulsates) If the jars or their contents are interfered with, the organs will defend themselves in whatever way they are able (e.g., the stomach sprays digestive acid, the intestines uncoil and attempt to strangle, etc.).
- 02 A massive ball of dung is wedged into the entrance of an adjoining chamber or hallway, blocking it completely. Within the dung ball are fragments of Human bone, as well as bits of cloth and jewelry. From this point forward, whenever the party enters a new chamber there is a 10% chance of encountering a giant divine or infernal Dung Beetle.
- 03 Within a gilded sarcophagus decorated with quartz and jade rests a mummy with unnaturally thin limbs and an elongated head. This mummified alien is not dead and is, rather, in a deep, self-induced hibernation and is awaiting rescue by its own kind. If awakened early, it will be displeased.
- 04 An animated mummy, in life the architect who designed and supervised the construction of the tomb, paints complex diagrams and schematics on a bare wall. Continuing his work in death, the undead architect spends eternity designing grander and more perfect tombs. This mummy knows all the architectural secrets of the tomb, as well as the locations of all its traps and the means to bypass them. He was devoted enough to his creation in life to be interred within the tomb, so the party will have to use great cunning to learn his secrets.
- 05 Sand and dust swirl in the air as if blown by an unseen wind. These swirls and eddies suggest the form of a young woman, which drifts down a corridor, beckoning the party to follow. There are equal chances this is the work of a spirit, an illusion, or a trick of the light caused by subtle winds blowing in through gaps in the ancient stone. There is 50% chance that following the swirling sands will lead the party into a trap of some sort.

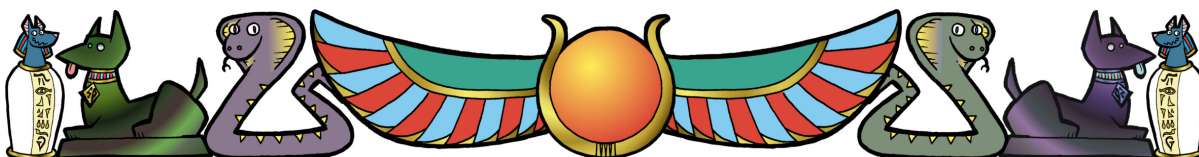


06	A mummified Nile crocodile, easily twice the size of an average beast of this sort, rests in a niche. A faint ticking sound can be heard from within the creature's belly. There is a 50% chance the crocodile will animate if disturbed.
07	A mummified priestess tends to animals in cages lining the walls of a chamber. Within these cages slither scorpions, venomous snakes, plague rats, and other foul creatures of the desert. This priestess's eternal task is to breed animals so that various traps and hazards within the tomb can be kept fresh (e.g., restocking snake pits, refilling poison dart traps with fresh scorpion venom). She has extensive knowledge of all traps within the tomb, but is fiercely protective of the area and has trained every living beast within it to obey her commands.
08	A mummified Sphinx squats on a dais, an oversized canopic jar gripped in its massive paws. There are equal chances that this is the mummified remains of a real Sphinx or the creation of a cunning taxidermist. Regardless, within the jar pulses the magically preserved brain of a Sphinx, its synapses full to bursting with cosmic wisdom. With proper commands and rituals the sphinx will animate and allow the brain to be communicated with.
09	A large golden ankh is embedded into a nearby wall above a cartouche that describes the ankh's power over the transition from life to death (and which might need to be deciphered). If a dead body is placed before the ankh and the words on the cartouche read aloud, the soul associated with the body will temporarily be called from the afterlife and be able to hear and speak to those nearby.
10	A pair of mummified lionesses flank a sarcophagus emblazoned with the gilded form of a beautiful woman with the head of a cat. There is a 30% chance the lionesses will animate if the body of the woman is touched.
11	Torch cressets line the walls of this room. During daylight hours, the torches burn brightly. At night, they glow black and shed shadow in place of light. From now on, any torches encountered in the pyramid are of this type.
12	A blue-black scarab beetle appears to be regarding the party from a nook or crack in the floor. If approached it seems to hesitate, almost as if fixing in its memory the features of the one nearest to it, then skitters out of sight. Give a Scarab Token to the player of the character so regarded.
13	On a raised bier, coiled in repose, is a cobra some 30 feet in length, its scales gleaming like oiled basalt in the light of the torches or lamps on the wall behind it. If approached, its head rises, its hood flares, and it regards its petitioners with an intelligent and deadly gaze.
14	A gold arm bracelet in the shape of an asp that twines up the arm of whoever wears it. If grasped nothing untoward occurs, but if placed upon an arm the garnet eyes flash as the gilded serpent animates and sinks its fangs into the flesh of the person donning it, inflicting asp poison damage. If the victim survives and the bracelet is subsequently worn, however, the wearer will be immune to poison until the bracelet is removed.
15	Some 2d6 richly-decorated jars are lined up against the wall. Most of the jars contain unguents, oils, and powders necessary for the embalming of a mummy, and one of them contains dozens of scarab beetles. If the beetle jar is opened, give a Scarab Token to the player of the character who opened it.
16	The mummified corpse of a Cynocephalian — a jackal-headed humanoid — stands in an alcove bearing in its hands a bronze two-handed khopesh. Although the mummy is covered in typical linen wrappings, a heavy black band covers its eyes.
17	A gilded riding crop with a pommel in the shape of an animal's head. Roll 1d6 to determine the type of beast: 1) Lion 2) Lioness, 3) Crocodile, 4) Snake, 5) Jackal, 6) Hawk.
18	Slowly churning green-tinted water rests in a shallow pool in the middle of a chamber. Undead that bathe in the arcane waters regain their living appearance and take on the full blush of health, youth, and vigor for a day and a night. Any corpse bathed in these waters will be reanimated as a mindless zombie.





- 19 A small gold and lapis lazuli idol of a man holding a crook in one hand and its other hand empty. Its headdress is a golden crescent holding a globe of white jade or alabaster.
- 20 A small earthenware jar emblazoned with images of scarabs. Within are 2d10 lapis lazuli talismans in the shape of beetles. If party members claim any talismans for themselves, give them a number of Scarab Tokens equal to the number claimed.
- 21 A mummified cat plays with a ball of gauze, batting it about and chasing it through the corridors of the tomb.
- 22 A spool of gauze, enough to mummify a single adult humanoid, rests atop an embalmer's worktable next to an empty sarcophagus in the corner of the room. If anyone attempts to steal any object other than the gauze, the cloth strips will animate, wrapping up the thief like a mummy and dragging it into the sarcophagus where it will be reanimated as an undead tomb guardian. If the gauze is stolen, it remains dormant until something else is stolen elsewhere in the tomb, at which time it will attempt to mummify the thief.
- 23 Hieroglyphics on the wall depict the journey of a pharaoh's soul through the afterlife. This wall conceals a hidden doorway and, if the proper incantations are spoken before it, it will slide open, revealing a passage. Roll 1d4 to determine where it leads: 1) an extensive underground tunnel networking linking all the tombs in the area; 2) the buried pyramid of the true pharaoh, the tomb the party currently explores being a complex decoy full of phony treasures to distract tomb robbers; 3) a secret escape tunnel used by slaves and servants who were meant to be interred alive; 4) a portal to the next world.
- 24 Hieroglyphics in this section of the tomb consist of dirty jokes and bawdy stories meant to entertain a pharaoh who was notorious in life for his low-brow sense of humor. If any of the hieroglyphs are read aloud, they animate and graphically act out the joke or story in question. A depiction of the pharaoh winks suggestively at the end of each joke.
- 25 A mummy adorned with jewelry and finery dances and frolics madly at the end of a long, high-vaulted passage, its capering movements inviting the party to join in. This mummy is not animated undead, however, it is a common, mummified dead body being manipulated like a marionette by an intelligent tomb spider hidden in the shadows high above that is using it as a lure to trick would-be tomb robbers into entering a trap.
- 26 A trail of 3d6 gilded Scarab Tokens lead across the party's path. Roll again for what they discover at the end of the trail. If any of the adventurers pick up scarabs, hand their players an equal number of Scarab Tokens.



- 27 A polished metal sphere about the size of a grapefruit decorated in hieroglyphics and arcane symbols turns slowly in the air in the exact center of the chamber. This sphere is highly magnetic, tugging at any iron objects the party carries, and is a keystone forged from a meteorite, its bands of invisible force holding the tomb together. If it is removed from this chamber the tomb will begin to collapse, caving in upon itself over the course of 2d6 minutes.
- 28 Gentle humming echoes through the tomb. In a chamber 3d10x feet away, bees have created a massive hive covering the walls of the chamber, transforming it into a golden cave dripping with honey. The bees entered through a gap in the tomb's exterior 100 years ago and were invigorated by the mystic energy of the tomb, driven to greater feats of hive building and honey production.
- 29 This chamber is shaped like a pyramid and is a focal point for preservative and restorative energies. Within its sloping walls blades sharpen, tarnished metal regains its luster, and stale food becomes fresh. Living creatures also gain a healthy glow and, with enough time, wounds may heal and potions become more potent, along with other effects deemed appropriate by the storyteller.
- 30 Hieroglyphics on the wall tell the story of the party, explaining how they entered the tomb and recounting their encounters and adventures within, including the discovery of this depiction. If the party dares to read beyond this point, the hieroglyphics describe their horrible fate (which, at the storyteller's option, will come to pass exactly as described).
- 31 A faint tapping echoes through the corridors of the tomb, grows progressively louder and closer, and, if the characters searches for its source, they will inevitably find it. This tapping is either the sound of a band of 2d4 grave robbers digging their way into the tomb from below, or a cadre of 1d6+2 restless dead, slaves of the Pharaoh in life, attempting to dig their way out. Either way, they are armed with picks.
- 32 Hieroglyphics on the wall abruptly end, as if abandoned mid-sentence. A spattering of old blood on the tomb floor suggests foul play.
- 33 Sacks of grain meant to sustain the Pharaoh on his journey into the next world line the walls. A spilled jar of weak beer has provided just enough moisture to cause seeds within one of the sacks to germinate and stunted twisting albino wheat stalks grow from the sack. There are signs that someone has been harvesting and preparing this grain.
- 34 A dry locust husk crunches under one of the party's heels. From this point onward, molted locust husks become increasingly common. These husks are either signs of a large, ravenous locust swarm living within the tomb, or grow progressively larger and have all been shed by the same locust, which has grown to tremendous size.
- 35 A stinking mound of chaotic flesh, all that remains of the cast-off organs and body parts left behind by careless embalmers and taxidermists, slithers and slinks through the tomb. Driven by instinct, it desires nothing more than to have its constituent parts returned to their original bodies. Failing that, it would like to be skillfully combined into a creature with an orderly anatomy.
- 36 On a sand-covered patch of floor, a series of hieroglyphs are displayed as raised images on the lower bedrock. If the heroes can decipher the pictograms, they hear a desperate plea for freedom from slavery. If the heroes "answer" the message, verbally or otherwise, the sand swirls into the hulking humanoid shape of the trapped sand elemental asking to be released from eternal servitude to the dead pharaoh.
- 37 Three wizened zombies, topped with equally dead-seeming stork heads, toil away in a scriptorium. They will ignore any activity other than the removal of a scroll from its rack. If someone moves to touch a scroll, they will each turn to peer at the offender and slowly shake their heads in unified negation. Anyone who looks at a scroll from this point forward will find a cartouche of their own name as the latest entry in a long list, all the other cartouches on which have been crossed out.





38

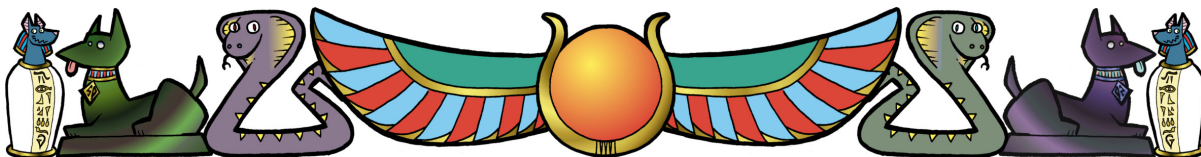
A mummy dressed in tattered rags slowly makes his way through the pyramid, using a sturdy broom to sweep as he goes. These reanimated remains are those of a favored servant and the mummy dedicates its unlife to keeping the interior of the tomb as clean as any palace and all its contents in order. This mummy is non-violent, although it may attempt to adjust the fit of the party's clothes if they are not presentable. It knows a way to a deep pit where refuse — and the bodies of would-be tomb robbers — is disposed of.

39

Glittering treasures of every size and description, from thumbnail sized jewel-encrusted Scarab Tokens to man-sized depictions of ancient gods, fill this chamber from floor to ceiling. Every treasure in this room, however, is false; the gold is fool's gold, the gems are cut glass, and some items are piles of refuse enchanted to look like objects of great value. Somewhere within the room is a secret door leading to the real treasure vault, identical to this one in every way but packed with authentic valuables. There is a 50% chance that any particular false treasure is also sabotaged, trapped, or cursed.

40

A despondent sphinx bemoans her fate while slumped across a large divan. A generation ago an unscrupulous sorcerer penetrated the tomb and magically stole her wisdom for himself. She knows many riddles and deep philosophical quandaries, but no longer knows the answers. Being pledged to forever guard the tomb, she cannot leave to regain her sagely aspect. If the party is so inclined, they can aide her by seeking out this sorcerer and dispensing justice, or teaching her the answers she has lost. Unfortunately, the loss of her wisdom makes her somewhat foolish and vulnerable to deception.



41

A bedraggled mummy approaches slowly, its hands raised in a gesture of peaceful intent. As the monster nears, it becomes obvious that it is infested with scarab beetles. When it gets within arm's length, it will reach into its wrapping and produce a living scarab beetle and offer it to the nearest character, repeating the offer to every member of the party and producing new scarabs as needed. Give a Scarab Token to the player of each character that accepts.

42

A flying carpet, a treasure from a distant land gifted to the Pharaoh by a Sultan, flits about the tomb. It longs for nothing more than to escape the tomb and fly the skies of its distant homeland.

43

A *draugr*—an undead being from far northern lands—wearing bearskins and an impressive horned helmet and armed with a great axe made from ancient steel slowly prowls the halls. In life, this Norse mercenary signed on to fight for the Pharaoh, not realizing that his contract would extend beyond death, and he longs to return to the frozen lands of his birth for a proper burial. Failing that, he craves destruction so that his soul may find rest. Unfortunately, the magic binding him to the tomb makes this impossible, reassembling his remains each night so that he can guard the ancient halls once more.

44

The animated skeleton of a rat flees from a mummified cat.

45

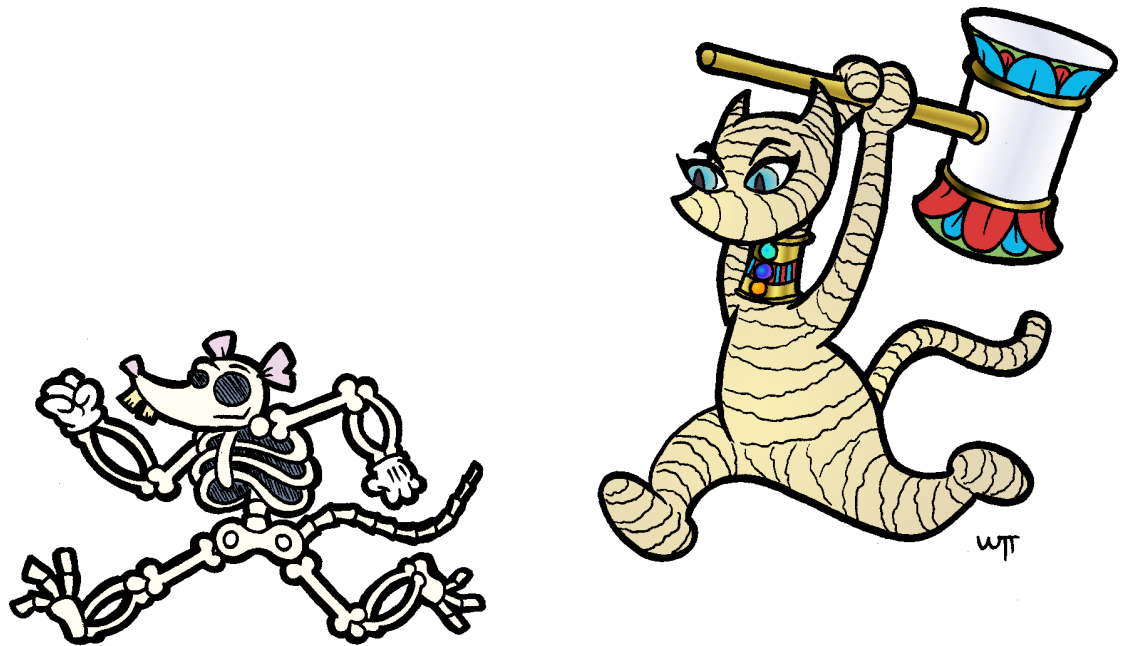
A princess resembling the goddess Nut in both her aspect as goddess of the skies and a sacred cow plays sweetly upon a golden harp. There are equal chances that this princess is an undead being who dwells within the Pyramid, or a mortal recently sealed into the pyramid. Regardless, she continues to play at all costs, her music ensuring the slumber of something far greater than the Pharaoh interred within the tomb.

46

Stars twinkle brightly in the shadow-darkened vaulted ceilings of the tomb. These are not true stars but, rather, an enchanted breed of firefly specially trained to mimic the glorious tapestry of the night sky, which they reproduce across the ceiling with exquisite precision.

47

A chest of scented camphor wood and sturdy metal bands sits within a chamber. It radiates a subtle magic aura to anyone able to detect such things and is filled with powdery white snow, perfectly preserved and shining like the first snow of winter. This chest and its contents were a gift from the queen of a distant northern land, the snow being both symbolic of her country and people, as well as seeming miraculous in this desert clime.





48 A strangely-dressed figure depicted in the hieroglyphics decorating this room begins to move. This figure is a depiction of a long-dead court jester that has had his *ba* — the aspect of the soul containing an individual's personality in Egyptian metaphysics — bound into it. The image will follow the party around the pyramid, commenting on their appearance and activities, and generally making sport of them at their expense. There is a 50% chance the image means well and is just looking for a little fun, but it is just as likely that it is trying to distract the party and keep them off guard so that the hazards of the tomb will take them by surprise.

49 This chamber contains a sarcophagus carved from a single piece of quartz that contains the mummified remains of the Pharaoh's court magician and arcane councilor. Unusual hieroglyphics adorning the walls are magical and have transformed the entire sarcophagus into a giant spellbook. There are equal chances that the magician is dead, an animated but currently dormant mummy, or a lich with four phylacteries in the form of canopic jars hidden elsewhere in the pyramid.

50 A scarab of average size rolls an object across the ground. This object is either a flawless pearl, a freshly-plucked human eye, or an identical scarab preserved in a sphere of amber. If an adventurer picks up the scarab, give him a Scarab Token. If an adventurer picks up the amber-encased scarab, take all Scarab Tokens from its player as they crumble to dust in a surge of entropic magic.

51 A mummified scribe scratches away with a quill on a papyrus scroll, chronicling occurrences in and around the tomb. Most of his scribblings are mundane, tracking the change of seasons, weather, and the settling of the tomb's foundation, but accounts of invasions by tomb robbers are also covered in great detail. A nearby shelf contains scrolls dating back several centuries.

52 The living shadow of a long-dead Pharaoh wanders the halls of the tomb picking the pockets of would-be tomb robbers and placing the trinkets at the feet of idols as offerings to the gods. A curse separated this shadow from the Pharaoh shortly before the monarch's death, and neither can find peace until they are reunited. Key to this is a statue of Anubis holding scales piled heavy with treasure that is hidden somewhere in the tomb.

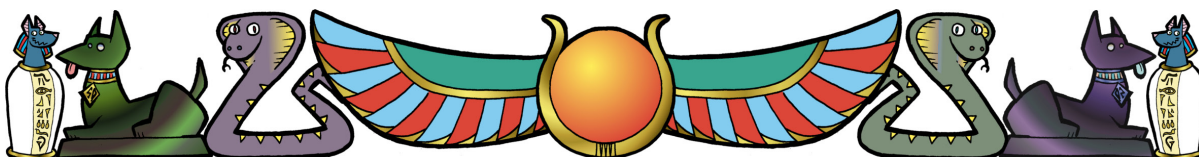


- 53 A simple teak box with a sliding lid. Within the box are a pair of fine linen socks. There is a 30% chance that 1d6 Scarab Tokens are stashed within one sock, and a 30% chance that the other sock is stiff and crusty.
- 54 A grotesque effigy of Ammit the Soul Eater, made from the mummified remains of a crocodile, a hippopotamus, and a lion, dominates the darkest corner of the chamber. Within its ivory jaws is a rose quartz gem carved into the size and shape of a Human heart. If the gem is taken the effigy will animate and will not rest until it devours the soul of the thief.
- 55 A door that has emblazoned upon it a cartouche depicting a locust, grain sheaves, and the sun. If the door is opened, tens of thousands of mummified locusts will burst free, fleeing the tomb and laying waste to the surrounding land.
- 56 A pride of lions has found its way into the tomb from an unknown entrance. One and all, the lion, the lionesses, and the cubs, have died and risen again as undead corpses.
- 57 A cartouche on a wall that shows three scarabs: one seems like a real beetle, the center one is made of gold, and the third is carved of wood. The first scarab to be touched by a particular person will relinquish its reward. Real Scarab: A swarm of hungry scarab beetles pour into the chamber from every crack and corner. Gold Scarab: One gold piece for every Scarab Token the hero has amassed will be dispensed. Wooden Scarab: All metal in the possession of the one who touched this beetle will turn to wood. This cartouche works only once per person. Give any who touch one of the beetles a Scarab Token after the effects resolve.
- 58 A pair of simple sandals made from wood and leather. Anyone wearing these sandals can walk through the lands of the dead unmolested by its inhabitants or guardians.
- 59 A sarcophagus with a lid that is featureless except for a scarab-shaped hole in the center sits in the tomb. From inside comes the susurrus rasp of whispering wing cases, and those who listen can *almost* make out words within the sound.
- 60 A large crocodile-headed man stands, arms akimbo, in an alcove along a nearby wall. A headdress in the shape of a stork hangs from the tip of its snout.
- 61 A warhammer made from a single large bone with the head of a serpent as its striking surface sits somewhere within the area being explored.
- 62 A baboon in a pharaoh's headdress, sits regally upon a gilded throne. There is an equal chance the ape is a transformed pharaoh, an aspect of the god Thoth, or a wandering animal from outside with an eye for shiny things.
- 63 A fine mantle of cheetah hide embellished with a seven-pointed star of lapis facets. If worn, the mantle will truthfully answer the next question the wearer asks.
- 64 A green stone carving of a scarab. The possessor of this scarab can confess a sin or shameful deed to the stone and have it scrubbed from the immortal record of his deeds. This scarab counts as 1d20 Scarab Tokens.
- 65 A hidden compartment that conceals several shelves, each filled with row upon row of clay bottles stoppered in lead and a scattering of clay shards. Each bottle contains a curse. From this point onward, whenever one of the tomb's seals are broken or a sarcophagus is disturbed one of the bottles will shatter, releasing a random curse that is immediately inflicted upon the intruder. Opening or smashing a bottle releases the curse, causing it to effect a random party member.
- 66 This area contains 1d6x jars of honey. There is, however, a 10% chance that the honey in any given jar is poisoned, and it smells and tastes the sweetest. If anyone not of the royal bloodline consumes the non-poisoned honey it turns to beeswax in their mouth.
- 67 A model of the tomb, exact in every detail except that the central burial chamber is empty. Somewhere, there is a model of the sarcophagus from the central burial chamber and, if the model sarcophagus is found and placed within the replica burial chamber, the tomb will rumble and a random wall will slide away, revealing a secret passageway into the real tomb. In this case, any treasures plundered from the tomb so far turn out to be false.





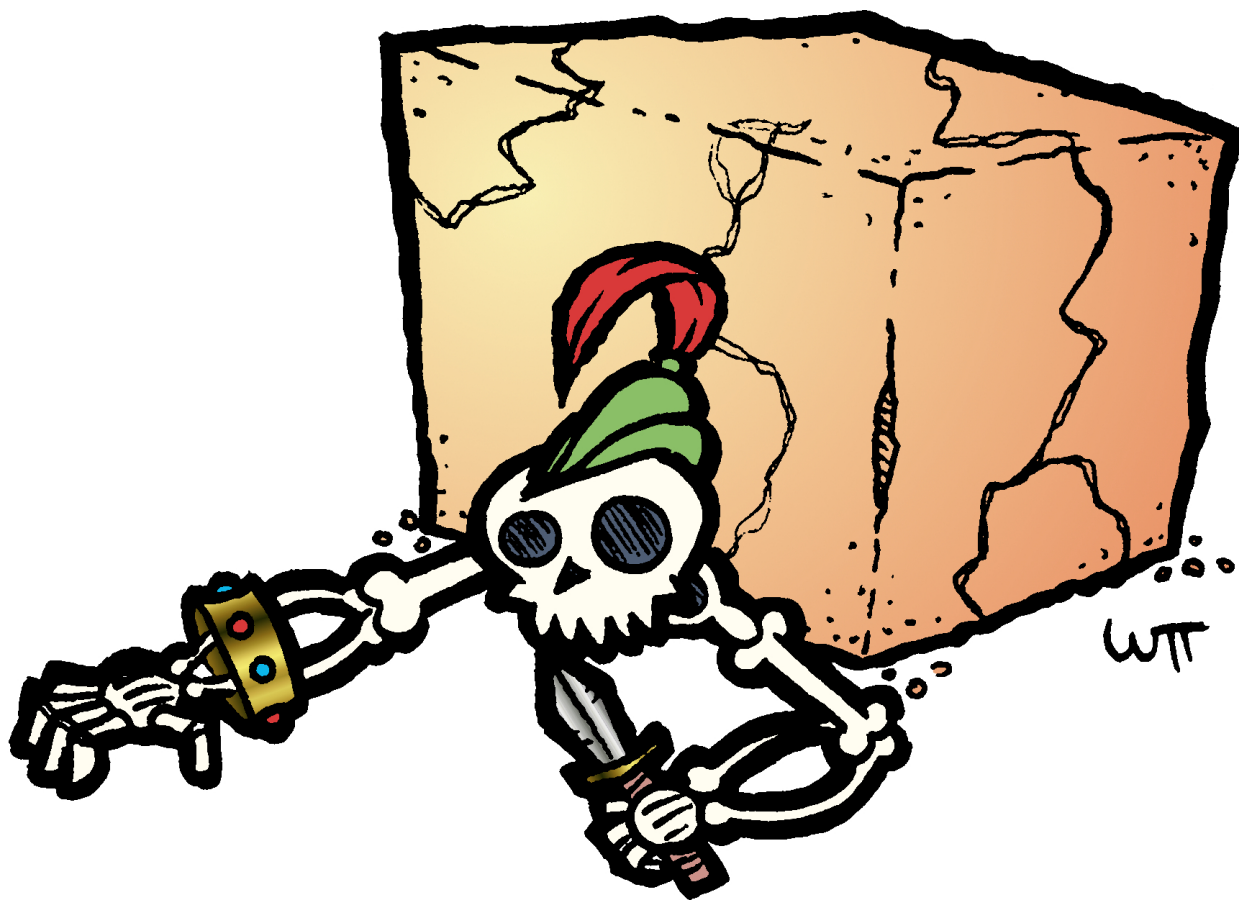
- 68 A golden clockwork scarab is in this area. When wound up, the scarab will animate and attempt to crawl up the body of the nearest living being. When it nears a vein, it will plunge a needle into it and drain a quantity of blood before skittering off to inject this fluid into the Pharaoh, restoring him to life for 1d4 days.
- 69 A chariot of gilded wood pulled by a pair of flame-eyed horses made of shadow stands within the tomb.
- 70 A clocklike astronomical instrument, consisting of a golden sun on one arm and an ivory moon on another. As each arm slowly turns, it descends into the belly of the clock until its next rising. This device is in perfect unison with the heavenly bodies it represents.
- 71 A mummy's mask of unadorned but very thick bronze, with a backplate and a lock to keep it secured. Eyes and mouth are depicted but there are no openings for them.
- 72 A gilded quiver of 1d6x arrows, each with a small cartouche of a prayer to Ra etched into its head. When shot, these arrows blaze with sunlight.
- 73 A cosmetic set for applying make-up to the freshly mummified. It is richly decorated, but the living may find the brushes and applicators to be quite scratchy.
- 74 A canopic jar six feet in height, with the lid sculpted and painted into the semblance of a man of stern aspect. This jar is filled with a mixture of sand and the ashes of the man depicted. There is a 50% chance that if the lid of the jar is removed the body of this man will reform from these components.
- 75 Two scarabs play keep-away, rolling a ball of dung between themselves, always keeping it just out of reach of the third scarab, which is the true owner of the ball.
- 76 A staff is chained to the wall. This reason for this will become readily apparent, as the staff randomly turns into a serpent and back again at odd intervals.
- 77 A cask of rock salt. Within this cask is the preserved head of the court oracle who predicted the Pharaoh's premature demise.
- 78 A phantom figure can be seen flitting through corridors and around corners. The figure is a young necromancer gathering relics and spell components from the tomb. The necromancer wears a pendant that grants the ability to pass through walls, which is how he got into the tomb without triggering its defenses or breaking its seals.



79	A mummified mosquito attempting to feed off of a mummy (possibly the saddest thing you will ever see).
80	A sealed case containing 1d6x <i>ushabti</i> funerary figurines, each holding small tools related to specific professions. When an <i>ushabti</i> is touched and the command word spoken, it transforms into a humanoid servant that will perform one task related to its vocation.
81	A procession of 2d4 priests wend their way through the tomb singing sacred chants and burning rare leaves to maintain the sanctity of the tomb. The priests entered, and plan to leave, through a secret passage known only to the highest orders of the clergy. There is a 50% chance 1d4 temple guards are in earshot waiting for the priests to complete their rounds.
82	A fountain burbles in the center of the room. Its water is the same as that which flows in the Nile, and miniature hippos, crocodiles, and ibis birds splash and bask within it. If one of these creatures is taken from the fountain it will quickly grow to full size.
83	A heavy oblong sarcophagus stands against the wall, its surface marked with abstract designs suggestive of the flowing Nile, a column of cartouches running down its right side, a small sconce at its bottom, and a slot just large enough to accept a Scarab Token at chest height next to the cartouches. If a Scarab Token is inserted into the slot and a cartouche pressed, a canopic jar will fall into the sconce with a thunk. Within the jar is a refreshing, bubbly liquid that tastes of smoked honey.
84	A pack of 1d4+1 jackals prowls the tomb, snacking on the bones of ancient mummies. With each bone consumed, their power grows. Their pack leader is quite intelligent and knows several spells, including a short range mass teleport spell the pack used to sneak into the tomb.
85	A giant scarab made of human bone patrols the tomb. In the heart of the animated collection of femurs, skulls, and rib cages is an enchanted Scarab Token that gives the whole arrangement a semblance of life.
86	An elaborate gold headdress rests on the bust of a late Pharaoh. Anyone who dons this regal headdress is possessed by the spirit of the dead monarch.
87	A cedar wood case containing makeup and perfume. When properly applied, these alchemically active cosmetics give a corpse or an undead monster the perfect semblance of life.
88	A macabre picnic spread that includes a checkered tablecloth, a bottle of wine, fine cheeses, and a plate of select bones plucked from mummies elsewhere in the tomb. A candelabra fitted with three black candles supplies illumination for this feast. The ghoul who set out the picnic will shortly return with a few more choice morsels and its undead mate will arrive soon after with a fresh course — one that is still alive and kicking.
89	A mummified hand with three unnaturally long fingers. Only the palm of this alien hand can open the concealed hatchway of the ancient spacecraft under the tomb.
90	A bundle of fresh flowers left as an offering to the dead. Within the bundle is a single bud from a carnivorous plant.
91	A polished amber globe rests on a plinth. When a prayer to the god Ra is spoken over the globe, it will shine brightly and illuminate the room like the sun. Those who can bear to look directly into this light will see something squirming as if trapped in the core of the globe.
92	A wooden club studded with crocodile teeth. Anyone who survives a wound from this weapon is subject to becoming a lycanthropic crocodile.
93	A plate of 3d6 honeyed dates. Pits have not been removed from these fruit. If one is eaten, a fresh honeyed date will reform around the pit upon the next sunrise.
94	Some 2d6 pots of paint and 1d6 camel hair brushes, the exquisite pigments just perfect for adorning a tomb, sarcophagus, or hieroglyph with rich color. Although the pots and brushes are undoubtedly ancient, the paint is as fresh as if it were mixed this morning and the bristles of the brushes are supple and fine.



95	One mummy performs posthumous surgery on another, unsealing canopic jars and attempting to graft the preserved organs back into the other mummy's body.
96	A drawstring bag containing 3d6 marbles. Each marble was ground down from a chunk of a smashed idol.
97	A canopic jar sealed with wax sits atop a pedestal. It vibrates to the touch and a faint rustling sound can be heard within it. This jar contains a bottled sandstorm and if it is opened or smashed the freed tempest will lay waste to the surrounding lands.
98	The body of a tomb robber crushed beneath a fallen stone block. There are equal chances that the thief fell victim to a block trap or to an accidental fault in the tomb's architecture.
99	Pillars within this area are made from solid crystal, almost but not quite like quartz, and seem to glow in the dim light. As time passes, the pillars begin to thrum with psychokinetic power. In 1d4 hours the pillars will achieve peak charge, lifting the entire tomb into the air and away from the earth to dock with the pyramidal mother ship waiting in high orbit.
00	A large hourglass decorated in arcane symbols and the likenesses of hideous gods sits atop a pedestal. Sand within this device is identical to that which surrounds the tomb, but it rests in the top of the hourglass in direct opposition to the laws of gravity. If turned over, the sand will flow upward and a subtle transformation will take place, as the tomb shifts backward in time, eventually coming to rest on the day before the grand funeral wherein it was sealed. There is a 50% chance that elsewhere in the tomb is a companion hourglass that can shift the structure into the future (and return it to the exact time when the other hourglass was disturbed).



Scarab Tokens

Throughout the Oddities list in this book there are references to Scarab Tokens that inquisitive characters might receive as a result of some of the entries. Although these tokens are not physical coinage, they can (with Game Master permission) operate as a form of currency. Below, you will find a list of possible prices for different effects.

To the ancient Egyptians, the scarab represented life, restoration, renewal, and good fortune, and these are the forces that players can tap into by spending Scarab Tokens. Greater effects can be achieved with more tokens.

Being the full-service lunatics that we are, we are happy to provide you with two sheets of Scarab Tokens, which you are free to print out for your own use and cut up as necessary in order to be able to hand them out to your players as they acquire them. This will give you something to dispense and collect as these items are found or spent.

Mechanics

Because this 100 Oddities list is system-neutral, we cannot give you precise in-game Scarab Token effects, but we can give provide the following guidelines for introducing them into your system of choice.

1) Spending any number of Scarab Tokens, be it one or 10, takes up the same amount of time in a turn. What that amount is should be determined by the Game Master and explained to the characters when — or even before — the first expenditure is attempted. Note that if you want them to be used, make it easy to use them.



2) Each Scarab Token can have a single effect — chosen from those listed below or as determined by the storyteller — after which it is expended, removed from the game, and returned to the Game Master.

3) Scarab Tokens are incremental rather than cumulative. So, spending more than one does the same thing that the first one did a multiple number of times.

4) Scarab Tokens may be spent in several ways at the same time, but only one way for each token. So, for example, a player could spend four tokens, using two to achieve one effect, and two more for another.

5) Scarab Tokens from different individuals may be combined to produce any appropriate effects.

Scarab Tokens & Their Effects

Following are suggested possible effects that can be achieved with Scarab Tokens and the number that must be redeemed to do so.

- ☪ Healsomeone for the lowest power of healing spell or power possible in your game (1).
- ☪ Recreate the lowest power of light-producing spell in your game (1).
- ☪ Add +2, or the lowest die available in your game, to a single roll you have just made (1).
- ☪ Immediately gain the equivalent of one hour of rest (1).
- ☪ Be ignored by a mummy for a single round (1).
- ☪ Substitute for a single increment of spell power in your game (e.g., one spell slot, a point of magical energy) (2).
- ☪ Replenish a limited-use ability that would be recovered with a brief rest (2).
- ☪ Reroll a single roll immediately and before you are told the result, accepting the second roll regardless of outcome (3).
- ☪ Automatically stabilize at the point of death, rather than begin dying or making any rolls required by your game to avoid death (3).

Note: Any unspent Scarab Tokens return mystically to their place of origin with the next sunrise, being replaced with gold scarabs worth 10 Gold Pieces each but which are completely normal items without any magical power. At the storyteller's discretion the value of such scarabs may be higher or lower as appropriate to the setting.



Random Mummy Table

Sometimes you really need your mummy and the general oddities may not always provide one at the right time. For those occasions, feel free to roll on the table below for as many mummies as you require. If you are willing to mummy-mash things up a bit, you can even roll more than once and combine the effects. Feel free to assume that any of the mummies rolled here are carrying or are adorned with 1d4 Scarab Tokens.

Roll d20

- 1** A desiccated stick figure of a mummy, its blackened cadaverous flesh trailing the few bindings that remain clinging to it.
- 2** A headless mummy that, if animate, will be groping blindly along in search of something.
- 3** A tall and powerful warrior mummy, complete with armor of gilded bronze, a shield, and a gleaming bronze kopesh.
- 4** A priestly mummy, perusing a scroll held before it in both hands.
- 5** A servile mummy, bearing a tray or pillow, on which rests some item of use to its master. You may reroll on the oddities list in this book — or perhaps the one in “100 Oddities for a Treasure Hoard” — for the nature of the thing on the tray, or just assume that it is 1d4x Scarab Tokens.
- 6** A mummified lioness, with the gilded headdress of a sphinx, that stands on guard.
- 7** An incomplete mummy, its talons outstretched as if dragging its ruined body along in search of its missing lower half.
- 8** A mummified cat, curled up in a shadowy corner as if asleep.
- 9** A humanoid mummy with a non-Human head. Roll 1d6 to determine the sort of head: 1) Hawk, 2) Cat, 3) Lion, 4) Serpent, 5) Ibis, 6) Jackal.
- 10** An elaborately wrapped, bejeweled, and decorated mummified (roll 1d6): 1) Centaur, 2) Sphinx, 3) Harpy, 4) Scorpionman, 5) Giant Stork, 6) Baby Roc.
- 11** Two mummies (either roll again on this table for particulars or use standard ones), each missing portions of their bodies, such that they must each support the other in their movements.
- 12** A child wrapped in toilet paper that is fiending for some candy.
- 13** An eyeless mummy holding a number of eye-sized items in its hands, which might include its actual eyes, Scarab Tokens, glass beads, jewels (even a glowing green-black stone), buttons, and any other small item you may wish to include.
- 14** A wrappingless mummy, standing in the shadows with its hands over its privates.

- 15** A mummified horse, with gilded saddle and tack.
- 16** A richly adorned mummy, lying stiffly with arms crossed over its chest, as if tipped out of a sarcophagus only a moment before.
- 17** A mummy (roll again on this table for specific type or just use a standard one) that has had its head removed and placed on its chest and its feet severed.
- 18** A massive mummy half again the height of a man, obviously attired for battle but with accoutrements unlike any known wargear.
- 19** A large-headed, slender mummy with huge black eyes and long three-fingered hands.
- 20** A large mummified jackal whose touch is death.

Activity

For each mummy, roll 1d6 to determine its current state, which may change depending on the actions of those that encounter it.

- | | |
|-----|------------------------------|
| 1-2 | Inanimate and inactive |
| 3 | Inactive but animate |
| 4-5 | Animate and active |
| 6 | Inanimate yet somehow active |

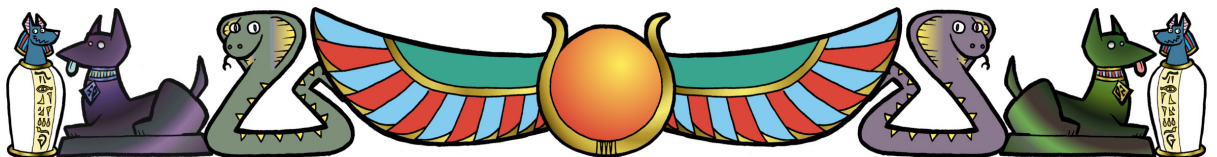
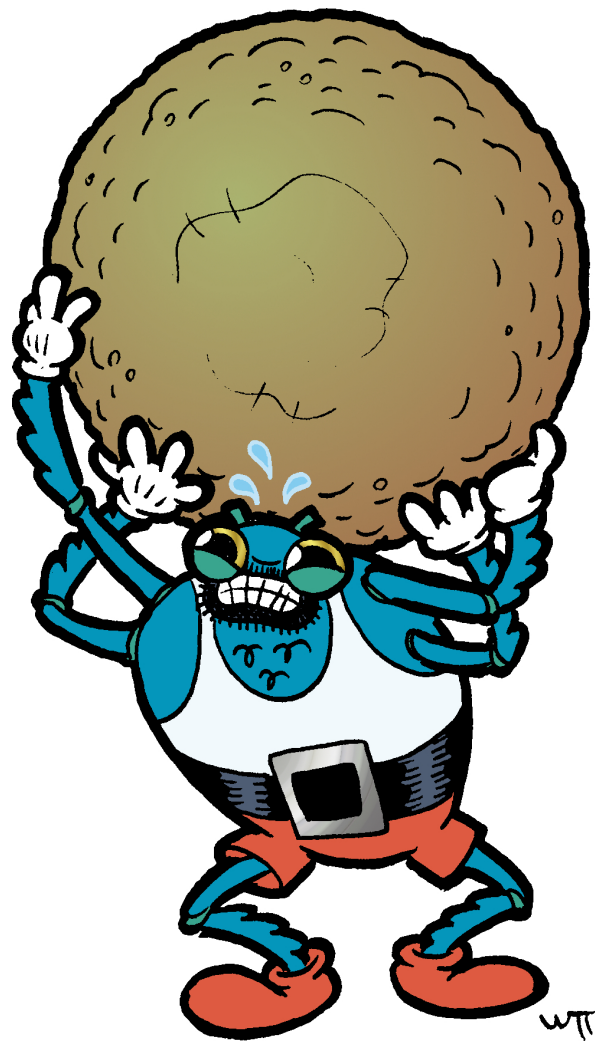
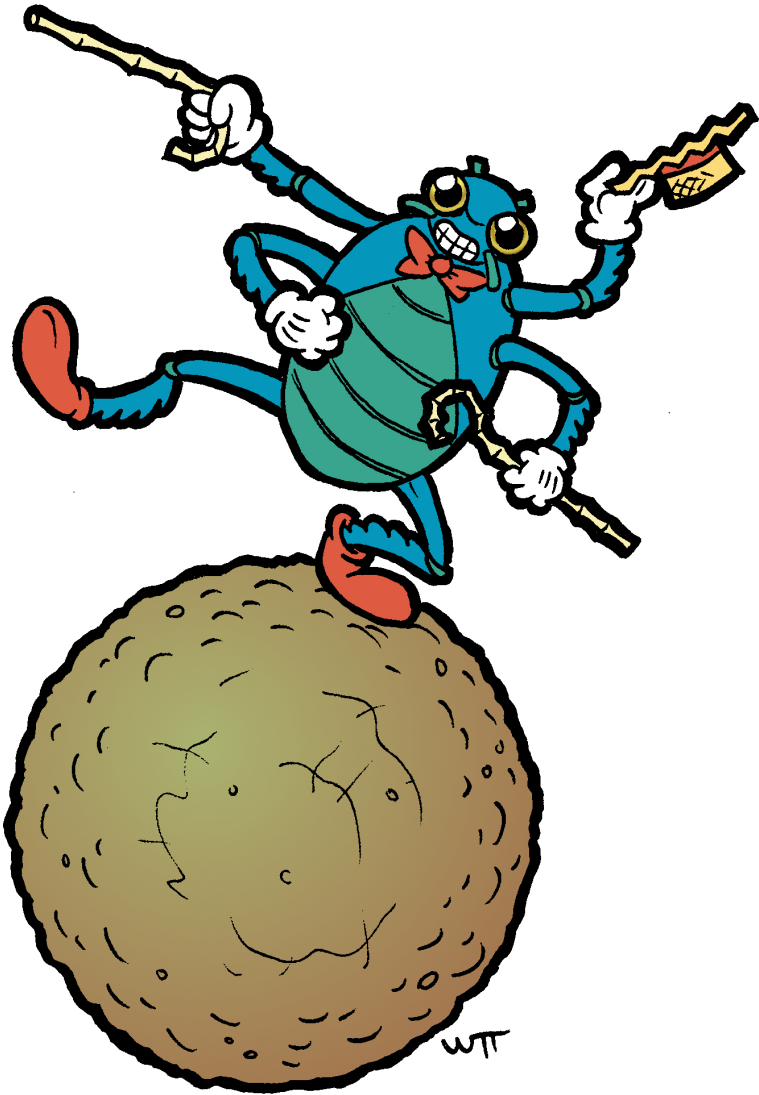
Mummy Flavor Table

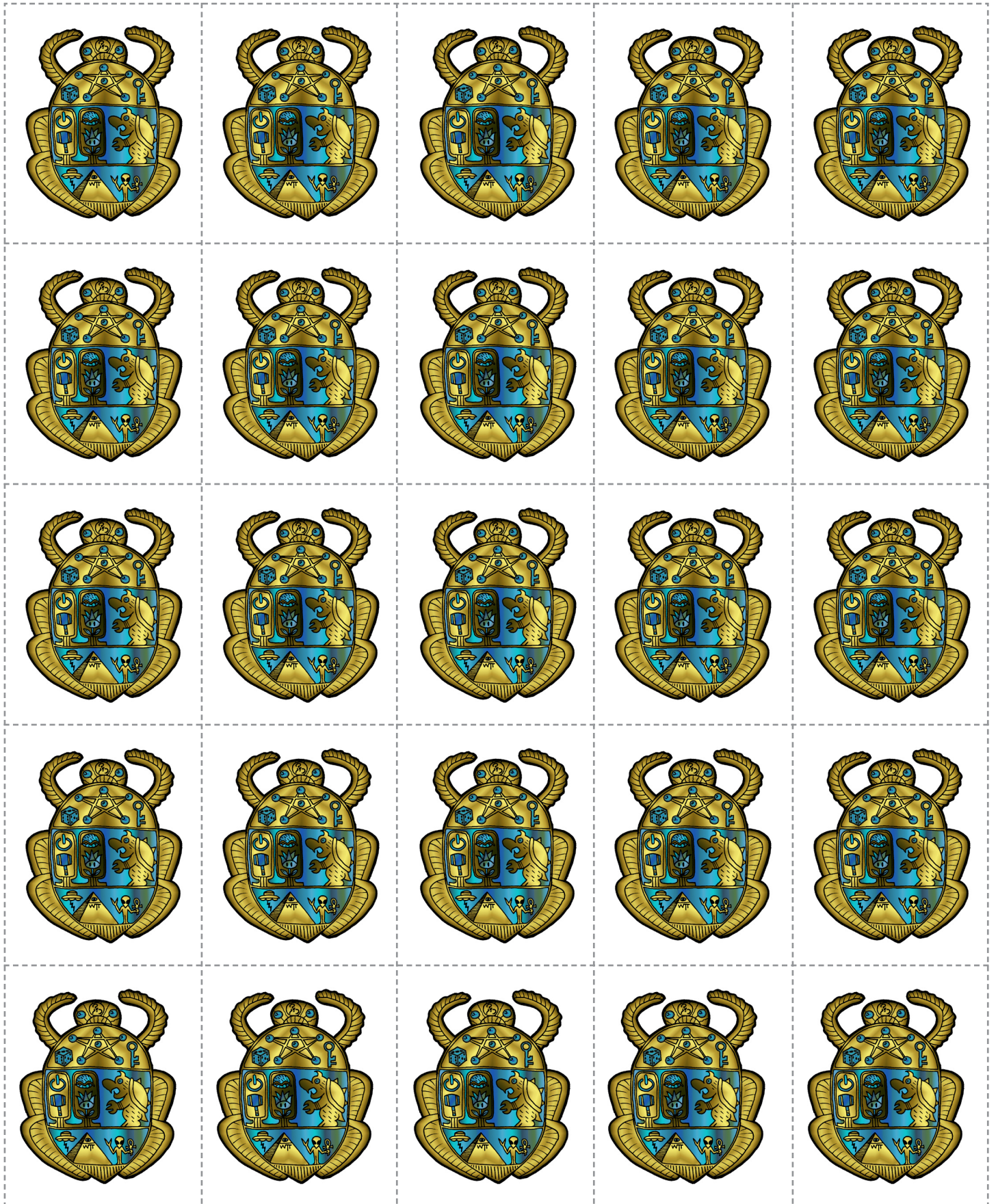
Because sometimes, apparently, you need to know how a mummy tastes, you can roll up to 1d4 times as appropriate on the following table.

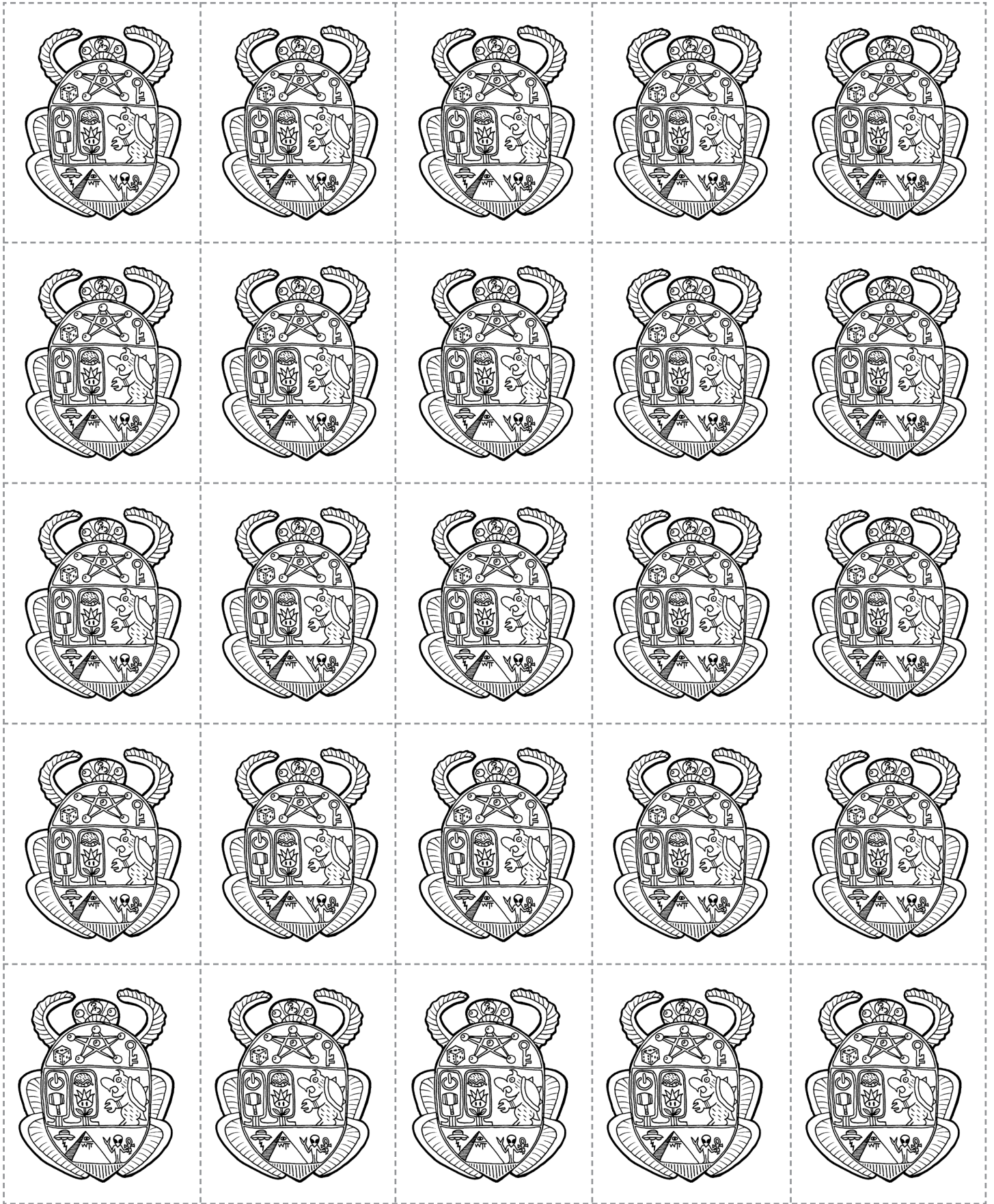
Roll d12

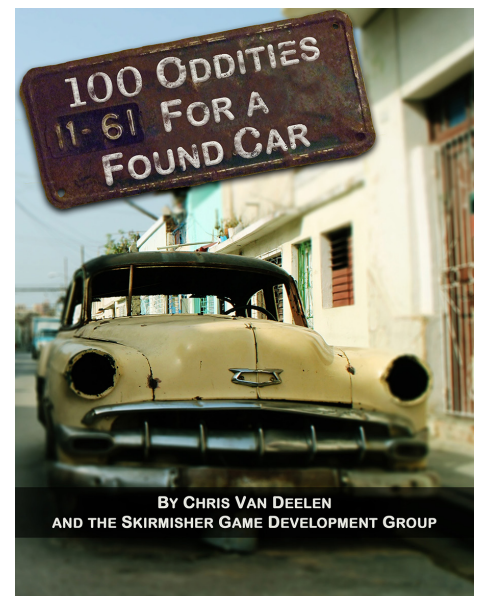
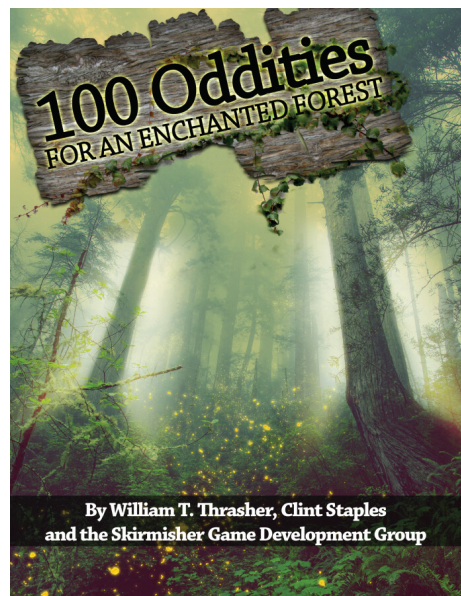
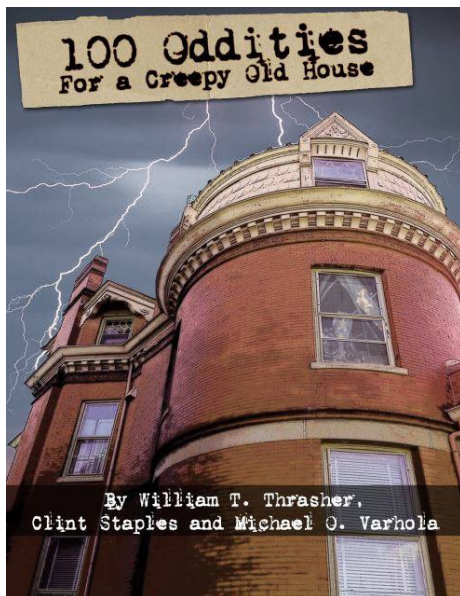
- | | |
|----|---|
| 1 | Full-bodied, with good tannins and notes of cherry, as well as a good oaky aftertaste |
| 2 | Bubblegum |
| 3 | <i>Braaaaaiins</i> |
| 4 | It's turtles all the way down |
| 5 | Yummy |
| 6 | Yucky |
| 7 | Minty |
| 8 | Too much lemon |
| 9 | Honey <i>is</i> a preservative |
| 10 | Cheesy (and not the good cheese) |
| 11 | Medicine-y |
| 12 | The Perfect Drug |











Check Out All the Volumes in the Bestselling "Oddities" Series!

