





# NECROPOLIS

## CURSES AND CONSEQUENCES OF CERTAIN ACTIONS

Action	Consequence
<i>Character speaks Rahotep's name in the Tomb</i>	Disadvantage on all saving throws against any of the Nine Curses of Rahotep and against any other spells or traits of Rahotep or any of the aspects of Rahotep's soul.
<i>Character takes an action suggested by Rahotep in Area 3</i>	
<i>Character lights a candle and anoints a figurine in Area 10</i>	
<i>Character speaks its own true name while in the Tomb</i>	Rahotep and each of the aspects of his soul can command that character at any time as a bonus action, with the same effect as a dominate person spell, but no further saving throw is permitted.
<i>Character fails its save on Curse of Rahotep</i>	

## MAJOR NONPLAYER CHARACTERS

Name	Description	Location
Hept-f-hra	Evil Merchant	Village of Aartuat
Atmu-thoth-rahata	Trader	Village of Aartuat
Shenau	Evil Wizard	Village of Aartuat
Khonsu-khaibet	Local Hunter	Village of Aartuat
Merha-aptut	Priest of Hapy	Aartuat or Pool of Hapy
Hu-benti	Priest of Set	Road to the Gorge
Turpur	Bandit Captain	Road to the Gorge
False Anubis	Deluded Priest	Pylon of the Duat
Hat-shepu	Attendant Priestess	Temple of Osiris
Nekebet	Attendant Priestess	Temple of Osiris
Setem-nefer	High Priest of Set	Temple of Osiris
Tcheripep	Priest of Set	Temple of Osiris
Utat-nebbu	Vampire	Tomb of Rahotep
Rahotep	Undead High Priest	Tomb of Rahotep

## THE NINE EVIL OBJECTS AND THE ASPECTS OF RAHOTEP

Tomb Area 37					
Object	Initial Location	Related Aspect of Rahotep	Appearance of Aspect of Rahotep	Corresponding Pool (Empowers Rahotep)	Corresponding Pool (Destroys Rahotep)
Serpent Ankh	With Shenau in the Village of Aartuat	Sekem	Fiery human figure	8	6
Bloodied Moon	With Turpur, captain of the desert bandits, on the road to the Gorge of Osiris	Ba	Face of Rahotep	4	5
Cleaver of Set	With Setem-nefer in the Temple of Osiris	Khaibet	Human shadow	6	8
Book of Eternity	In the black pylon on the island shrine of the Osirium beneath the Temple of Osiris	Khu	Man-headed vulture	7	9
Scepter of Set	In Area 6 of Rahotep's Tomb	Ab	Rahotep's heart	9	7
Blackened Sun	Hidden in the altar in Area 12 of Rahotep's Tomb	Ka	A flurry of flying shapes	5	4
Netherladder	In the crypt in Area 17 of Rahotep's Tomb	Sahu	Extremely dark, vaguely human shape	3	1
Seal of Shadow	In the sarcophagus of Utat-nebbu in Area 22 of Rahotep's Tomb.	Ren	Black eyes like lightless holes	2	2
Cursed Star	On a table in Area 32 of Rahotep's Tomb	Khat	Rahotep's corpse	1	3

## CALENDAR OF KHEMIT

Consists of 12 months of 30 days each, and three seasons: akhet, or inundation; peret, or growing; and shemu, or harvest. Days are denoted by their number in the applicable month (e.g., 1 Tekh, 30 Mesut-re). Five epagomenal (intercalary) days are included at the end of each year, with an additional day added (approximately every four years) as determined by the archpriest and his advisors. The last day of the year is 30 Mesut-re, which is separated by the epagomenal days from the first day of the new year on 1 Tekh.

Month	Season	Comparable Dates
Tekh	First month of Inundation (akhet/winter)	July 19–Aug. 17
Menkhet	Second month of Inundation (akhet/winter)	Aug. 18–Sept. 16
Hethara	Third month of Inundation (akhet/winter)	Sept. 17–Oct. 16
Nehebkau	Fourth month of Inundation (akhet/winter)	Oct. 17–Nov. 15
Shefbedet	First month of Growing (peret/spring)	Nov. 16–Dec. 15
Rekehwer	Second month of Growing (peret/spring)	Dec. 16–Jan. 14
Rakehnedjes	Third month of Growing (peret/spring)	Jan. 15–Feb. 13
Parenute	Fourth month of Growing (peret/spring)	Feb. 14–March 15
Pa'enkhon	First month of Harvest (shemu/summer)	March 16–April 14
Khentkhety	Second month of Harvest (shemu/summer)	April 15–May 14
Ipet-hemet	Third month of Harvest (shemu/summer)	May 15–June 13
Mesut-re	Fourth month of Harvest (shemu/summer)	June 14–July 13
Epagomenal (Intercalary) days	Birth of Osiris, Birth of Horus, Birth of Set, Birth of Isis, Birth of Nephthys	July 14–July 18

## WEATHER NEAR THE GORGE OF OSIRIS

To determine the actual high temperature on any given day, modify the monthly base high temperature by an amount equal to 2 x (3d6 – 8). To determine the actual low temperature on any given day, modify the monthly base low temperature by an amount equal to 3d6 – 10. Note that the total rainfall in central Khemit in a year is approximately one inch, so that the amount of rain on any given day of precipitation will be quite small.

Month	Base High Temp (°F)	Base Low Temp (°F)	Daily % Chance of Precipitation
Tekh	90	69	0
Menkhet	90	69	0
Hethara	87	66	0
Nehebkau	82	62	2
Shefbedet	74	56	4
Rekehwer	66	48	9
Rakehnedjes	63	45	11
Parenute	66	45	7
Pa'enkhon	72	51	6
Khentkhety	79	55	3
Ipet-hemet	86	61	2
Mesut-re	91	67	0
Epagomenal Days	90	68	0

## MONEY AND COINAGE IN KHEMIT

Official Designation	Common Nickname	Equivalent Value
Ankhen	Crown	1 pp
Aten	Sun	5 gp
Hap	River	1 gp
—	Drachma	1 gp
Chons	Crescent	5 sp
Tek	Sheaf	2 sp
Dinar	Ring	1 sp
Abt	Loaf	5 cp
Maash	Bit	1 cp

## OUTDOOR RANDOM ENCOUNTERS

In Water	Beside Water	Heavy Foliage	Desert/Waste	Encounter
01–06	01–07 08–10 11–13	01–07 08–12 13–20	01–02 03–10 11–15	2d4 <b>poisonous snakes</b> 10d4 <b>baboons</b> 1d3 <b>king cobras</b> <sup>®</sup>
07–25 26	21–25 26	21–25 26	16–17	2d6 <b>jackals</b> 1d6 <b>crocodiles</b> 1d2 <b>giant crocodiles</b>
27–40 41–50	27–35 36–45	27–29 30–34	18–25	2d8 <b>hippopotami</b> <sup>®</sup> 3d10 Khemitian <b>guards</b> and a <b>scout</b>
51–60 61–90	46–50 51–74 75–80 81	35–39 40–50 51–55 56–61	26–35 36–50 51–55 56–60	4d6 <b>bandits</b> and a <b>bandit captain</b> 1d100 <b>commoners</b> 2d6 <b>hyenas</b> 1d2 <b>leopards</b> <b>B</b>
91–97 98–00	82–83 84 85–87 88–89 90–91 92	62–66 67–71 72–74 75–76 77–81 82–83	61–65 66 66 67–70 71–74	2d6 <b>lions</b> 1d8 <b>boars</b> 1d2 <b>constrictor snakes</b> 1 <b>giant constrictor snake</b> 1d6 <b>scorpions</b> 1d2 <b>giant scorpions</b>
	93–95 96–97 98	84–89 90–91 92	75 76–80 81–82	1d6 <b>dire wolves</b> 1d10 + 6 <b>wolves</b> 1 <b>borderer sphinx</b> <sup>®</sup>
	99	93 94–95 96	83–84 85 86	1 <b>unseelie sphinx</b> <sup>®</sup> 1d4 <b>lamias</b> 2d4 <b>saks</b> <sup>®</sup>
		97	87	2d4 <b>sefers</b> <sup>®</sup>
			88–89 90–91	8–16 <b>flying scorpions</b> <sup>†</sup> 1d4 <b>manticores</b>
		98 99	92 93	1d2 <b>spirit nagas</b> 1 <b>androsphinx</b>
	00		94–95 96–98 99–00	1 <b>giant lizard</b> 1d6 + 5 <b>giant centipedes</b> 2d4 + 1 <b>giant wasps</b>

<sup>®</sup> See Appendix B.

<sup>†</sup> As a scorpion, with 4 hit points, a flying speed of 30 ft., and a +4 sting.

## NIGHTTIME RANDOM ENCOUNTERS IN THE NECROPOLIS

d100	Result
01–05	1d2 <b>vrock</b>
06–10	1d3 + 1 <b>gholles</b> <sup>®</sup>
11–15	<b>Nefertem</b> (ghost priestess) <sup>^</sup>
16–23	2d4 <b>ghouls</b>
24–30	1d3 + 1 <b>ghulaz</b> <sup>®</sup>
31–35	1d2 <b>lamias</b>
36–45	2 <b>leopards</b> <sup>®</sup> (mated pair)
46–55	1d6 + 4 <b>lions</b> (pride)
56–70	(50%) 2d4 <b>bandits</b> or (50%) 1d6 <b>thugs</b> with an evil priest accompanying them (use statistics for <b>Rutch</b> <sup>^</sup> )
71–80	1d3 + 1 <b>specters</b>
81–85	<b>Unseelie sphinx</b> <sup>®</sup>
86–90	2d4 <b>therianthropes</b> <sup>†</sup>
91–00	2d4 <b>wolves</b>

<sup>^</sup> See Appendix A.

<sup>®</sup> See Appendix B.

<sup>†</sup> Therianthropes will be baboonwere, jackalwere, lionwere, owlwere, or wolfwere (determine randomly). For details, see Appendix B.



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## GODS OF KHEMIT

Name	Alignment	Title	Name	Alignment	Title
Aapep	CE	The Black Serpent; The Destroyer	Maftet	CG	Goddess of Protection and Healing
Aker	NG	God of the Earth and Death	Mekhity	CG	Goddess of War; The Eye of Ra
Amemt	CE	The Devourer; Eater of the Dead	Menu	CN	God of War
Amset	LG	Guardian of the Dead	Meretseger	LG	The Protector
Amun	NG	God of the Sky and Sun, Air, Knowledge, and Magic	Mert	NG	Goddess of Song and Joy
Anhur	CG	God of War and the Hunt; Defender of Khemit	Min	CG	Protector of the Moon, God of Male Fertility
Anket	CG	Goddess of Rivers and Water; Goddess of Pleasure	Mût	LG	Queen of the Gods; Mother Goddess, Provider of Life and National Prosperity
Anubis	LG	Guardian of the Dead	Nefertem	NG	God of the Sun; Lord of the Sunrise, God of Healing
Apis	NG	God of the Sun and Life, Earth and Strength	Neith	CG	Goddess of War and Wisdom; Guardian of the Dead
Apuat	CG	God of Messengers and Battle	Nekhbet	LG	Goddess of Protection and War, Childbirth and Fertility
Aten	N	The Sun; The Sun Disc	Nephthys	CG	Goddess of the Dead
Bast	CG	Goddess of Beauty and Cats, Good Luck, and Trickery	Nut	NG	Goddess of the Night Sky
Bes	N	God of Protection, Happiness, Music, and War	Osiris	LG	God of Fertility and the Dead
Buto	LG	Goddess of Protection, Law, and Travel	Pakhut	CG	Goddess of Strength
Chons	CG	God of the Silver Moon, Time, Knowledge, Travel, and Trickery	Ptah	LN	Creator of the Universe
Duamutef	LG	God of Death, Funeral Rites, and Protection	Ra	NG	God of the Sun and Pharaoh of the Gods
Geb	N	God of the Earth	Renenet	CG	Goddess of Protection and Fortune
Hamehit	NG	Goddess of the Water, Fish, and the Seas	Sebk	CE	God of Evil, Betrayal, and Water
Hapy	NG	God of Rivers, Oceans, and Streams; Lord of Fishes and Birds	Seker	NG	God of Death and Light
Hathor	NG	Goddess of Music and the Arts; Giver of Inspiration	Sekhmet	CN	Lady of Pestilence; Goddess of the Sun
Herakhty	NG	God of the Morning and Sunrise	Serqet	LG	Goddess of the Dead and Strength
Heru	LG	The Watcher; God of Law, Order, and Rulership	Seshat	NG	Goddess of Writing, History, Time, Knowledge, and Architecture
Horus	LN	The Avenger; God of War and Destruction	Set	LE	God of Evil and the Night
Isis	NG	Goddess of Fertility and Magic	Shu	LG	Lord of the Air
Khebsenef	LN	Son of Horus; God of Death	Tefnut	LG	Goddess of Storms and Rivers
Khnemu	NG	God of Creation and Invention	Thoth	N	God of Knowledge and Magic
Maat	LG	Goddess of Truth and Law	Tuart	LG	Goddess of Fertility and Protection