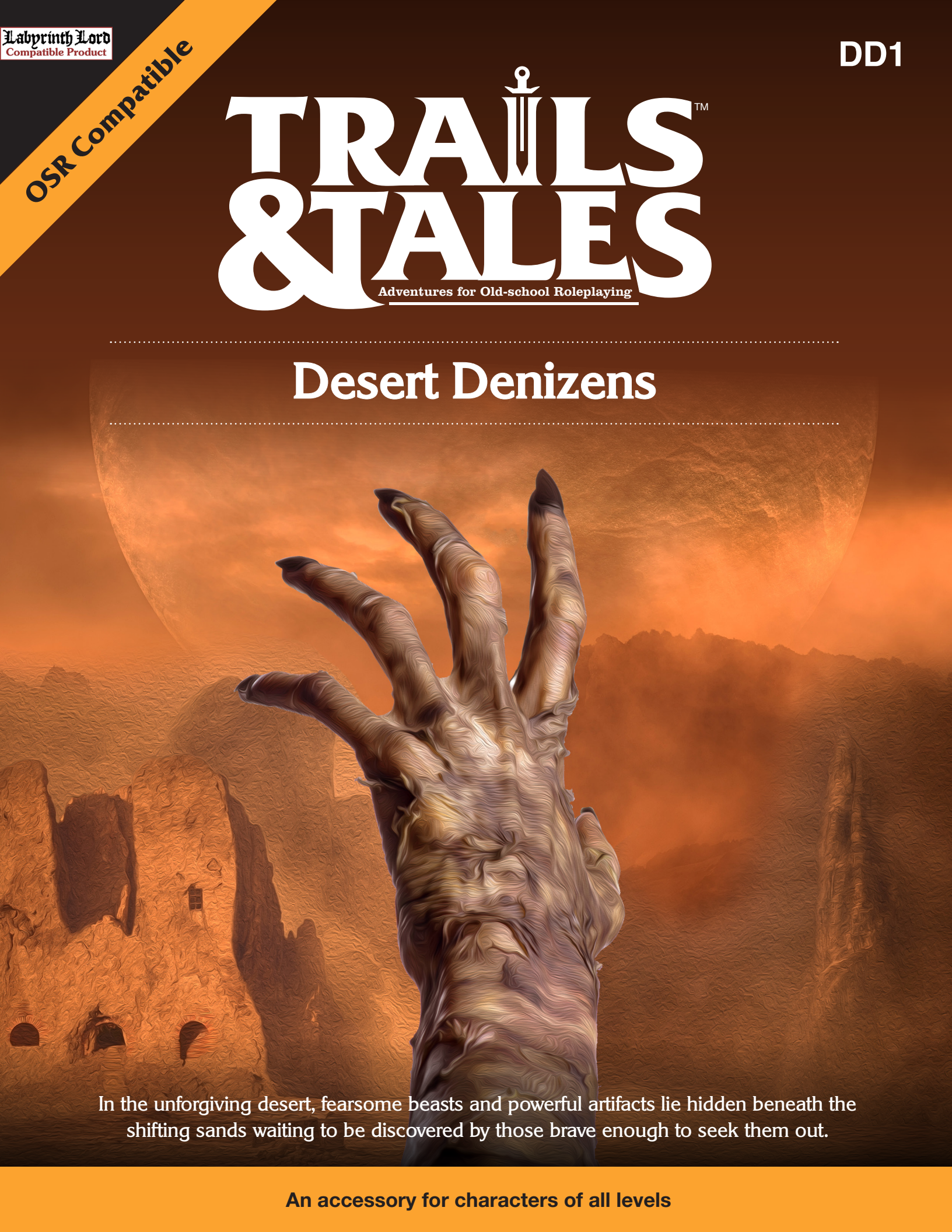


TRAILS & TALES™

Adventures for Old-school Roleplaying

Desert Denizens



In the unforgiving desert, fearsome beasts and powerful artifacts lie hidden beneath the shifting sands waiting to be discovered by those brave enough to seek them out.

An accessory for characters of all levels



Welcome Adventurers

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In the harsh and unforgiving deserts, the shimmering sands conceal secrets beyond imagination. The ancient ruins of long-forgotten civilizations offer the promise of untold wealth and powerful artifacts, but they are also guarded by creatures of unimaginable ferocity. From the legendary sphinxes that roam the shifting dunes to the deadly mummies that haunt the tombs of the long-dead, danger lurks around every corner. But for those bold enough to brave the dangers of this harsh world, great rewards await. Magic items of unparalleled power lie hidden beneath the sands, waiting for those who are worthy to claim them. From enchanted weapons that cleave through solid rock to amulets that can turn back the deadliest of curses, the treasures of desert are legendary. But the road to these riches is perilous, and only the strongest and most cunning adventurers can hope to survive the trials that await them.

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Monsters



# Akerite

|                   | <b>Guardian</b> | <b>Disciple, High, Arch</b> |
|-------------------|-----------------|-----------------------------|
| NO. ENC.:         | 2d4             | 1d4                         |
| ALIGNMENT:        | Lawful Neutral  | Lawful Neutral              |
| MOVEMENT:         | 120' (40')      | 120' (40')                  |
| ARMOR CLASS:      | 3               | 3                           |
| HIT DICE:         | 3               | 5/7/9                       |
| ATTACKS:          | 3/2 (weapon)    | 1 (claw)                    |
| DAMAGE:           | 1d12            | 1d8                         |
| SAVE:             | F5              | C5/C7/C9                    |
| SPECIAL ATTACKS:  | See below       | See below                   |
| SPECIAL DEFENSES: | See below       | See below                   |
| MORALE:           | 12              | 12                          |
| HOARD CLASS:      | None            | XX                          |
| XP:               | 1500            | 2000/3000/4500              |



## General

Akerites are a special form of mummies created specifically to guard temples, shrines or other holy places. There are 4 types of Akerites: Guardian, Disciple, High Arch Akerites.

## Combat/Abilities

### *Guardian Akerites*

Guardian Akerites are temple guards bound to undead servitude. In combat they are accomplished fighters and can attack 3 times every 2 melee rounds. They typically fight with cruel looking spears that inflict 1-12 pts of damage. Those hit must save vs Poison or Death or succumb to a body numbing effect that incurs a -2 penalty to attack and damage rolls. The numbness lasts 4 rounds. Like all Akerites, +1 or better weapons are required to hit and they take only half damage from blunt weapons. Guardian Akerites are immune to sleep and charm spells and take only half damage from cold or lightning based attacks.

### *Disciple, High and Arch Akerites*

These more powerful forms of Akerites are former temple priests who have sacrificed their souls to be bound in eternal servitude to their gods of priest kings. Like guardians Akerites, +1 or better weapons are required to hit and they take only half damage from blunt weapons. They are also immune to sleep and charm spells and take only half damage from cold or lightning based attacks.

Disciple Akerites do not usually engage in combat, but when they do, they inflict 1-8 pts of damage. They can cast spells as if they were 5th level priests. In addition, Disciple Akerites can use mind control on one person per round. Targeted characters must save vs Spells or be controlled by the Disciple Akerite. A *Remove Curse* spell ends the mind control as does destroying the Akerite.

High and Arch Akerites have the same powers as Disciple Akerites but cast spells at 7th and 9th level respectively. Saving throws vs their mind control abilities suffer penalties of -2 vs a High Akerite and -3 vs an Arch Akerite.

Akerites are very difficult to turn while in their sanctums. They are turned as 6HD undead and Guardian Akerites are turned at a -1, Disciple Akerites at -2, High Akerites at -3 and Arch Akerites at -4. If encountered outside the area they were created to protect, they can be turned normally according to their hit dice.



## Ecology

---

Through dark rituals and potent curses, these devoted priests and servants underwent a transformation that granted them immortality, albeit in the form of the undead. Akerites are bound to their duty even in death, forever guarding the sacred resting places of the kings and other revered figures of ancient civilizations.

The transformation of a priest into an Akerite is a complex and arduous process, involving intricate ceremonies and the invocation of powerful spells. The priest's body is preserved with sacred oils and rare herbs, which prevents decay and imbues it with an otherworldly strength. The heart is removed and replaced with a precious gemstone, believed to contain the essence of their devotion and loyalty.

Once transformed into Akerites, these ancient mummies exhibit distinct behaviors and habits. They spend their eternal existence patrolling the dark corridors and chambers of the tombs they guard. Akerites possess an unwavering dedication to their sacred duty and will stop at nothing to defend the resting place of their masters.

Akerites are known to emit a low, eerie moaning sound as they wander through the tomb's passages, their echoing footsteps resonating with the weight of centuries. They move with a slow, deliberate gait, their bandaged bodies wrapped tightly in ancient linens. Although their flesh has withered and their eyes have long since decayed, they possess a supernatural awareness, able to sense the presence of intruders even in the darkest corners of their domain.

Their motivations lie solely in protecting the sanctity of the tombs and preventing the desecration of their masters' resting places. It is said that those who approach the tombs with pure intentions and respect for the dead may find the Akerites more inclined to guide and offer assistance rather than pose a threat. However, any who show disrespect or seek to pillage the sacred treasures within the tombs will face the wrath of these ancient guardians, and their punishment will be swift and merciless.





# Ammut

---

|                   |                                     |
|-------------------|-------------------------------------|
| NO. ENC.:         | 1d4                                 |
| ALIGNMENT:        | Neutral evil                        |
| MOVEMENT:         | 150' (50')                          |
| ARMOR CLASS:      | 2                                   |
| HIT DICE:         | 8                                   |
| ATTACKS:          | 3 (claw, claw, bite)<br>or 1 (tail) |
| DAMAGE:           | 1d6/1d6/1d10 or 1d12                |
| SAVE:             | F8                                  |
| SPECIAL ATTACKS:  | See below                           |
| SPECIAL DEFENSES: | See below                           |
| MORALE:           | 8                                   |
| HOARD CLASS:      | X                                   |
| XP:               | 2700                                |

---

## General

---

The Ammut is a fearsome and deadly creature that lurks in the swamps and rivers of the world. It is a monstrous hybrid, with a lion shaped body and scaled skin of a crocodile. Its jaws are filled with dagger-like teeth, and its claws are long and razor-sharp.

## Combat/Abilities

---

The sight of an Ammut is so terrifying that opponents below 4HD must save vs. Petrify or Paralyze or flee in fear for 1d4 rounds. In combat, Ammut attacks using their forepaws and tremendous bite. Creatures bitten by an Ammut must save vs. Poison or suffer an additional 1d8 of damage per round for 1d6 rounds. Additionally, it can forego its normal attacks and strike with its long whip-like tail instead, causing 1-12 points of damage and stunning its prey for 1d6 rounds if a saving throw vs. Petrify or Paralyze fails.

## Ecology

---

Ammuts are typically found in the rivers and deltas located near hot deserts and savannahs. This creature is incredibly agile and able to move quickly through the water or on land. It is said that the Ammut senses its prey from great distances and can track them through even the thickest of jungles or the murkiest of swamps. Some even claim that the creature is able to move silently through water making it an even more deadly predator.

Despite its fearsome reputation, there are some who seek out the Ammut, believing that it holds great power and magic. It is said that the creature's blood is a potent magical ingredient, and that those who are able to obtain it will gain great power and wealth.





# Anubite

---

|                   |            |
|-------------------|------------|
| NO. ENC.:         | 1d4        |
| ALIGNMENT:        | Neutral    |
| MOVEMENT:         | 120' (40') |
| ARMOR CLASS:      | 2          |
| HIT DICE:         | 7          |
| ATTACKS:          | 2 (spear)  |
| DAMAGE:           | 1d10 + 3   |
| SAVE:             | F7         |
| SPECIAL ATTACKS:  | See below  |
| SPECIAL DEFENSES: | See below  |
| MORALE:           | 11         |
| HOARD CLASS:      | None       |
| XP:               | 2000       |

---

## General

The Anubite is a powerful and noble creature, revered by the ancients as a protector of the dead. It stands tall on two legs, its body covered in shining gold and silver armor. Its head is that of a jackal, with red eyes that seem to glow with an otherworldly light.

The Anubite is a fiercely loyal defender of its sacred charge, and will stop at nothing to keep the tombs and burial sites that it guards safe from harm. It is said that the souls of those who attempt to desecrate these holy places will be forever doomed, their fates sealed by the wrath of the Anubite.

## Combat/Abilities

This creature is an expert in combat, wielding a long spear and shield with great skill. They can attack twice per round and inflict 1d10 dmg + 3 for strength. Anubites are tireless guardians. They are never surprised and gain a -2 to initiative rolls.

Anubites are immune to mind affecting spells and take ½ damage from fire and cold based spells. Once per turn, they can emit a blood curdling howl that causes fear in a 20' radius. Those failing a saving throw vs. Petrify or Paralyze must flee for 1d6 rounds.



## Ecology

Some legends say that Anubites were created by the gods themselves, imbued with their own divine power in order to protect the treasures of the dead. Others believe that the creatures are the embodiment of the spirit of Anubis, the jackal-headed god of funerary rites.

Whatever its origins, Anubites are formidable opponents for any adventurer who dares to challenge their authority. The Anubite's unwavering dedication to its duty makes it a true force to be reckoned with, and its power and skill are matched only by its fierce loyalty to the ancient traditions of its people.



# Bennu

---

|                   |                               |
|-------------------|-------------------------------|
| NO. ENC.:         | 1                             |
| ALIGNMENT:        | Lawful Good                   |
| MOVEMENT:         | 90' (30')<br>Fly: 360' (120') |
| ARMOR CLASS:      | -1                            |
| HIT DICE:         | 12                            |
| ATTACKS:          | 1                             |
| DAMAGE:           | 3d6                           |
| SAVE:             | F12                           |
| SPECIAL ATTACKS:  | See below                     |
| SPECIAL DEFENSES: | See below                     |
| MORALE:           | 8                             |
| HOARD CLASS:      | XXII                          |
| XP:               | 9000                          |

---

## General

---

The Bennu is a mystical creature that appears as a flaming heron, wreathed in bright orange and yellow flames. It is revered and worshiped by many as a symbol of rebirth and renewal. Sightings of the Bennu are considered an omen. Legends claim that the Bennu only appears during times of great change or upheaval, heralding the dawn of a new era or the end of an old one.

## Combat/Abilities

---

A Bennu only engages in combat if provoked or forced to defend itself and when angered it is a formidable opponent. In melee it strikes with its beak for 3-18 points of damage. It can also use its powerful wings to buffet its enemies. Those within 20' of such an attack must save vs. Petrify or Paralyze or be thrown to the ground and unable to act for 2 rounds. 3 times per day, a Bennu can cast a *Wall of Fire*. Once per day, it can create a fan of flames from its wings that is 20' wide and 60' long causing 6d10 of damage (save vs. Spells for 1/2). The Bennu is immune to fire based attacks and all charm spells. In addition, any spell or spell-like effect cast against a Bennu has a 50% chance of failing.

## Ecology

---

The Bennu is a creature of deep compassion. It is believed that it is able to heal the sick and injured, and that its flames have the power to purify and cleanse the soul. The Bennu is a solitary creature, rarely seen in the presence of others of its kind. Those who are fortunate enough to encounter a Bennu are said to be blessed with good luck and great fortune, while those who seek to harm it are cursed for the rest of their days.





# Duat Zombie

---

|                   |                |
|-------------------|----------------|
| NO. ENC.:         | 2d4            |
| ALIGNMENT:        | Neutral evil   |
| MOVEMENT:         | 90' (30')      |
| ARMOR CLASS:      | 5              |
| HIT DICE:         | 4              |
| ATTACKS:          | 2 (claw, claw) |
| DAMAGE:           | 1d10/1d10      |
| SAVE:             | F4             |
| SPECIAL ATTACKS:  | See below      |
| SPECIAL DEFENSES: | See below      |
| MORALE:           | 12             |
| HOARD CLASS:      | None           |
| XP:               | 750            |

---

## General

---

The Duat Zombie is a horrific undead creature whose soul is said to roam the dark underworld of the afterlife. It appears as a decaying humanoid figure, with sunken eyes and ragged clothing that are stained with blood and dirt. Its flesh is cold and rotting, and it emits a foul odor that can cause nausea and disorientation in those who get too close.

## Combat/Abilities

---

These abominations possess an unnatural strength, capable of unleashing devastating attacks with their decaying hands, inflicting 1d10 damage upon their victims. Moreover, some Duat Zombies exhibit a surprising level of intellect, sometimes wielding weapons and causing damage augmented by a formidable +3 bonus.

Any unfortunate soul within a 10-foot radius of a Duat Zombie must make a save against Poison. Failure to resist the ghastly odor results in violent bouts of nausea lasting for 1d4 rounds, rendering the afflicted incapable of anything other than desperate flight.

Duat Zombies possess an immunity to sleep, charm, hold, death magic, poisons, and spells of a cold nature. A vial of holy water inflicts a 2-8 points of damage but clerics attempting to turn a Duat Zombie suffer a -1 penalty.

## Ecology

---

The creation of a Duat Zombie involves dark and ancient necromantic rituals. These rituals are performed by skilled practitioners of forbidden arts, often priests or cultists dedicated to the worship of ancient gods associated with death and the afterlife. The process begins with the selection of a suitable corpse, often a sacrifice to the very gods the necromancer serves.

The necromancer or cultist then conducts a series of complex rituals and incantations, invoking dark forces and calling upon the spirits of the deceased. These rituals channel the energies of the Duat, the dark underworld of the ancients, and infuse the lifeless body with a twisted semblance of life. The result is the reanimation of the corpse as a Duat Zombie, a horrifying creature that possesses some remnants of its former self but is driven solely by the dark purposes of its creator.

The behavior of a Duat Zombie is largely dictated by its master's control and instructions. Bound to their will, it serves as a guardian, protector, or enforcer, depending on the necromancer's intentions. These undead creatures are often found in ancient tombs and burial chambers, where they tirelessly safeguard the treasures and secrets of the kings, attacking intruders with their powerful strikes. They exhibit no emotion or personal desires, driven solely by the dark purpose for which they were created.





# Ka Eater

---

|                   |                |
|-------------------|----------------|
| NO. ENC.:         | 1d4            |
| ALIGNMENT:        | Neutral evil   |
| MOVEMENT:         | 150' (50')     |
| ARMOR CLASS:      | 2              |
| HIT DICE:         | 7              |
| ATTACKS:          | 2 (claw, claw) |
| DAMAGE:           | 1d4/1d4        |
| SAVE:             | F7             |
| SPECIAL ATTACKS:  | See below      |
| SPECIAL DEFENSES: | See below      |
| MORALE:           | 11             |
| HOARD CLASS:      | None           |
| XP:               | 3000           |

---

## General

The Ka Eater is a terrifying undead creature that is said to roam the desolate wastes of the world, hunting for souls to devour. It appears as a thin, skeletal figure, with hollow eye sockets that seem to glow with an eerie light.

This creature is known for its insatiable hunger for souls, which it feeds on by using its long, bony fingers to tear the essence of its victims from their bodies. Its touch is cold and clammy, and those who are unfortunate enough to feel it describe it as a sensation of utter dread and despair.

## Combat/Abilities

The Ka Eater attacks with its skeletal claws, each of which inflict 1-4 pts of damage. Those struck by a Ka Eater must save vs. Death or have their life essence drawn out of their bodies. The life essence can only be returned to the body by destroying the Ka Eater before it consumes it (1 hour). Characters who succumb to Ka Eaters become catatonic until their souls are restored or turn into wights if their life essence is devoured. Ka Eaters are turned as specters.

## Ecology

Encounters with the Ka-Eater are rare, but those who have faced it in combat describe it as a relentless and deadly foe. Its speed and agility make it difficult to evade, and its not insignificant magic resistance make it a formidable opponent.

Despite its fearsome appearance, the Ka-Eater is not particularly intelligent and is driven solely by its bottomless appetite. It is often found lurking in abandoned places or areas where great suffering has occurred, waiting for unsuspecting victims to stumble upon it.

The origins of the Ka-Eater are shrouded in mystery, with some claiming that it is the result of an ancient curse or the creation of a mad sorcerer. Others believe that it is the restless spirit of a person who died with great regret or despair and was unable to move on to the afterlife.





# Obion

---

|                   |                                      |
|-------------------|--------------------------------------|
| NO. ENC.:         | 1-2                                  |
| ALIGNMENT:        | Neutral evil                         |
| MOVEMENT:         | 90' (30')<br>Underground: 150' (50') |
| ARMOR CLASS:      | 0                                    |
| HIT DICE:         | 9                                    |
| ATTACKS:          | 3 (claw, claw, bite)                 |
| DAMAGE:           | 1d10/1d10/3d6                        |
| SAVE:             | F9                                   |
| SPECIAL ATTACKS:  | See below                            |
| SPECIAL DEFENSES: | See below                            |
| MORALE:           | 8                                    |
| HOARD CLASS:      | XVIII                                |
| XP:               | 5500                                 |

---

## General

The Obion is a monstrous beast that lurks beneath the shifting sands of the desert. This creature resembles a massive, blind snake-like worm, with a length that can exceed forty feet, and a girth that dwarfs most horses. Its entire body is covered in thick, chitin armor that provides it with almost impenetrable protection. The Obion has no eyes, but instead relies on its heightened sense of smell and ability to sense vibrations to locate prey. Its two vestigial limbs, covered in razor-sharp chitin, are deadly weapons in close combat.

## Combat/Abilities

This creature is incredibly fast and agile, able to move quickly through the sand and strike its prey with lightning speed. Its most deadly weapon is its long, sharp fangs, which it uses to inject a powerful venom into its victims. This bite attack cause 3-18 point of damage + 1-10 per round if a saving throw vs. Poison is failed. This venom is potent enough to kill even the largest creatures, and will continue to inflict damage for 1d8 rounds unless a *Neutralize Poison* spell or other similar curative is used.

The Obion is also able to use its chitin covered forelimbs which each cause 1d10 of damage or forego its regular attacks and use its muscular body to constrict and crush

its prey. Those caught in the Obion's coils suffer an automatic 1d12 +4 points of damage per round and can escape only if they make a successful strength check or if the Obion is slain or subdued.

## Ecology

The Obion makes its home deep beneath the desert sands, where it creates a network of tunnels and caverns that extend for miles. The creature prefers to inhabit areas with loose, sandy soil, where it can burrow with ease. It is not uncommon for an Obion to create a complex system of tunnels, complete with multiple chambers and entrances. These tunnels can be incredibly dangerous for unsuspecting travelers, as the Obion is known to attack any creature that ventures too close to its lair.

Experienced desert travellers say that the best way to avoid an encounter with an Obion is to stay far away from its habitat, for once it has detected the vibrations of its prey, there is little chance of escape.





# Sahasim

---

|                   |              |
|-------------------|--------------|
| NO. ENC.:         | 1d4          |
| ALIGNMENT:        | Any neutral  |
| MOVEMENT:         | 120' (40')   |
| ARMOR CLASS:      | 4            |
| HIT DICE:         | See below    |
| ATTACKS:          | 1            |
| DAMAGE:           | 1d6 (weapon) |
| SAVE:             | F (by HD)    |
| SPECIAL ATTACKS:  | See below    |
| SPECIAL DEFENSES: | See below    |
| MORALE:           | 8            |
| HOARD CLASS:      | VII          |
| XP:               | 1000-3000    |

---

## General

---

The Sahasim are a secretive and enigmatic race of humanoid beings that dwell deep in the arid and desolate deserts of the world. They are tall and slender, with skin the color of sand and eyes that seem to reflect the blazing sun. The males are generally hairless while females have hair that is long and wild, blown by the hot desert winds.

These beings are incredibly agile and quick, able to move across the shifting sands with ease. They are skilled hunters, using their speed and cunning to catch their prey. Their diet is largely made up of small animals and desert plants, although some legends speak of them as being able to survive for extended periods of time without food or water.

## Combat/Abilities

---

The Sahasim possess an uncanny ability to conceal themselves, rendering them nearly imperceptible to the naked eye. Their inherent 90% invisibility in desert terrain grants them a significant advantage, especially when they actively seek to evade detection. When intentionally hiding from their adversaries, they become completely invisible, allowing them to execute ambushes with ease.

Sahasim warriors are formidable adversaries, wielding bone knives that inflict 1d6 points of damage. These skilled warriors can ascend f up to 7th level.

Guiding and governing their communities, Sahasim shamans emerge as the esteemed leaders among their

kind. Frequently female, these revered figures can attain remarkable mastery as druids, reaching up to 8th level. It is within their purview to guide their people and shape the course of Sahasim society.

Notably, all Sahasim possess the innate ability to cast a *Slow* spell once per day as per the 3rd level magic-user spell.

## Ecology

---

The Sahasim are xenophobes, rarely venturing out of their hidden enclaves deep in the desert. Despite their reputation as being reclusive and standoffish, the Sahasim are also said to be wise and deeply spiritual. They are rumored to possess ancient knowledge and secrets that have been passed down from generation to generation.

Encounters with the Sahasim are rare, and those who have seen them describe them as being both awe-inspiring and terrifying. They are a mysterious and fascinating race, steeped in magic and ancient lore, and the secrets they hold are coveted by adventurers and scholars alike.





# Sand Ghoul

---

|                   |                      |
|-------------------|----------------------|
| NO. ENC.:         | 2d8                  |
| ALIGNMENT:        | Chaotic evil         |
| MOVEMENT:         | 120' (40')           |
| ARMOR CLASS:      | 5                    |
| HIT DICE:         | 3                    |
| ATTACKS:          | 3 (claw, claw, bite) |
| DAMAGE:           | 1d4/1d4/1d8          |
| SAVE:             | F3                   |
| SPECIAL ATTACKS:  | See below            |
| SPECIAL DEFENSES: | See below            |
| MORALE:           | 12                   |
| HOARD CLASS:      | IV                   |
| XP:               | 225                  |

---



## General

---

The Sand Ghoul is a terrifying creature that lurks in the dunes of the desert, waiting to ambush unwary travelers. With a hunched and emaciated frame, it lies in wait beneath the sand, camouflaged and ready to ambush unsuspecting prey. Its mottled gray skin blends seamlessly with the desert terrain, making it nearly impossible to spot until it erupts from the ground with explosive speed.

## Combat/Abilities

---

With their ability to blend seamlessly with the sandy surroundings, sand ghouls are considered invisible and always gain initiative in combat in any combat encounter. Armed with two menacing claws and a venomous bite, their attacks can deal significant damage, ranging from 1d4 and 1d8 respectively.

However, the true terror of a Sand Ghoul lies in the aftermath of their bite. Any unfortunate victim who fails a saving throw vs Poison must face a dreadful fate. The bite of a Sand Ghoul can cause rapid dehydration of the flesh. This affliction results in the victim suffering 1d10 points of damage per hour. To make matters worse, unless the victim receives treatment in the form of a *Remove Curse* spell, their transformation into a Sand Ghoul is inevitable within 24 hours.

It is worth noting that Sand Ghouls are incredibly resilient to turning attempts. Clerics attempting to do so suffer a -2 penalty. Their ability to withstand efforts to repel them adds an additional layer of challenge for those who dare to confront these hideous creatures.

## Ecology

---

The origins of the Sand Ghoul are shrouded in mystery, with many cultures claiming that it is a cursed being or the result of a failed experiment by ancient sorcerers. Some even believe that it is the restless spirit of a person who died in the desert and was unable to move on to the afterlife.

These wretched undead abominations crave the warmth of life, seeking to satiate their unquenchable hunger by preying upon any living beings unfortunate enough to cross their path.

Legends warn of the Sand Ghouls amassing in large numbers, forming nightmarish packs that sweep across the desert sands, leaving destruction and death in their wake. These ghastly hordes are said to be drawn to places of great suffering and ancient burial grounds, perpetuating their own existence and expanding their cursed influence.



# Ter-apis

---

|                   |                       |
|-------------------|-----------------------|
| NO. ENC.:         | 1-2                   |
| ALIGNMENT:        | Neutral good          |
| MOVEMENT:         | 120' (40')            |
| ARMOR CLASS:      | 0                     |
| HIT DICE:         | 11                    |
| ATTACKS:          | 3 (fist, fist, horns) |
| DAMAGE:           | 1d10/1d10/2d8         |
| SAVE:             | F11                   |
| SPECIAL ATTACKS:  | See below             |
| SPECIAL DEFENSES: | See below             |
| MORALE:           | 9                     |
| HOARD CLASS:      | XIV                   |
| XP:               | 6500                  |

---

## General

The Ter-apis is a powerful and wise creature that hails from the ancient desert kingdoms. Its appearance is similar to that of a minotaur, with the head of a bull and the body of a man. Its skin is covered in short bronze fur, and its eyes glow with an otherworldly intelligence.

This creature is incredibly strong, able to lift great weights and wield weapons with ease. Its horns are sharp and deadly, and it is said that a single blow from them is enough to fell even the strongest of opponents.

## Combat/Abilities

These formidable creatures deliver bone-crushing blows with their powerful fists, inflicting 1d10 points of damage upon impact. Their horns can also impale their adversaries, dealing an additional 2-16 points of damage with each strike.

The Ter-apis has the ability to unleash a devastating shockwave. When its hoof meets the ground, a powerful tremor ripples through the surroundings, affecting all creatures of human size within a 20-foot radius. Those unfortunate enough to be caught within this area must make a save against Petrify or Paralyze or become stunned for 1d4 rounds, leaving them vulnerable to further onslaught.

The Ter-apis possesses an immunity against mind-affecting spells, rendering them invulnerable to manipulations of the psyche. Additionally, these

creatures exhibit a unique resistance to lightning-based attacks taking only half the damage that would typically be inflicted upon them.

## Ecology

The Ter-apis is renowned for its wisdom and intelligence, possessing great knowledge of ancient magic and lore. According to some it is able to see into the hearts and minds of those who seek its counsel.

Encounters with the Ter-apis are rare and dangerous. However, those who are able to gain its favor often find themselves blessed with great insight. The creature has been known to intervene in disputes between mortals, dispensing justice and wisdom in equal measure.

Despite its fearsome reputation, the Ter-apis is a creature of great honor and integrity, and is revered by many as a symbol of strength and justice. Its existence is a reminder of the ancient power and majesty of the old kingdoms, and of the enduring legacy of their mystical creatures and gods.







**Magic**





# Amulet of Khu

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## History

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The origins of the *Amulet of Khu* intertwined with the desires and ambitions of Prince Khu, the rightful heir to the royal White Throne of Udjat. Love, both passionate and forbidden, propelled the prince into action, seeking a means to transcend the confines of his royal residence and clandestinely rendezvous with his beloved, Tali, the daughter of a merchant.

To fulfill this ardent longing, Prince Khu turned to his esteemed mage advisor, Saho, known as Saho the Silent for his inclination to speak sparingly. Entrusted with the task of creating a magical object that would grant the prince the ability to leave the palace unseen, Saho ventured forth, laboring diligently in his craft. The enigmatic mage returned bearing a resplendent golden amulet, adorned with wings of gold and precious gemstones.

Presenting the amulet to the eager prince, Saho cautioned him of the magic infused within. "With this, my lord prince," Saho uttered in his soft-spoken manner, "you shall gain the ability to move unseen and take to the skies. Your comings and goings will remain veiled to all, but be forewarned: the enchantments woven into this device exact a price. Should you embrace its power, an oath of truth shall bind your tongue, and no falsehood shall ever escape your lips again."

Prince Khu accepted the gleaming amulet, its promise of clandestine encounters with Tali captivating his heart. Night after night, he donned the magical talisman, embarking on journeys to be by the side of his beloved. However, the shadow of suspicion cast itself upon the prince, as his nocturnal absences did not elude the

keen eye of his father, the king. Questioned by his father regarding his nightly activities, Prince Khu, bound by the oath of truth, could only utter the unvarnished reality. Enraged by this revelation, the king apprehended the merchant and his daughter and condemned them to a life of exile. As for the prince, he was subjected to a daily ritual, compelled to reveal the truth before the assembled court, regardless of the personal toll it exacted.

Alas, the tarnished reputation of Prince Khu cast a shadow upon his aspirations. The throne, instead, passed to his younger brother, Ouaphris, whose reign would later be immortalized as one of the great kings of Deshret.

The fate of *Amulet of Khu*, now remains an enigma, its current whereabouts lost to the passage of time. Yet, the echoes of its tale serve as a reminder of the indelible power of love, ambition, and the enduring consequences of truth and sacrifice.

## Powers

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The *Amulet of Khu* grants its wearer many desirable abilities. Foremost among them is the power to render the wearer invisible, akin to the 2nd level magic-user spell *Invisibility*. Additionally, the amulet bestows upon its wearer the gift of flight, comparable to the 3rd level spell cast by a 10th level magic user.

However, the *Amulet of Khu* is not without its consequences. The acquisition of this powerful item comes at a great price: once in possession of the amulet, the wearer is forever bound to the truth. A solemn oath prevents the wearer from ever uttering a falsehood again. This effect lingers even if the amulet is no longer in their possession. Only the mighty magic of a *Wish* spell can release the wearer from this eternal commitment to truth.



# Effigy of Taweret

## History

The origins of the revered Effigy of Taweret can be traced back to the pious priest Ngozi, residing in the humble village of Sharsu, nestled in the southern reaches of Deshret. Plagued by the relentless menace of bandits, Ngozi, guided by divine inspiration, embarked upon a sacred endeavor. In diligent devotion, he meticulously crafted the effigy, a testament to his faith and an offering to the deity in whose honor it was conceived.

With the creation of this sacred item, the tides turned in favor of the embattled villagers. The mere presence of the Effigy of Taweret fortified their defenses, enabling them to repel the bandits and restore peace to their beleaguered home. Recognizing its profound significance, the effigy found its place of reverence within Taweret's shrine, where it stood as a testament to the triumph over adversity for many years.

However, the passage of time saw the disappearance of this treasured statuette, leaving the village in a state of despair. Determined to recover their beloved relic, the villagers embarked on desperate quests, but their efforts proved

in vain. Decades rolled by, shrouding the effigy's fate in uncertainty until an unexpected sighting cast new light upon its whereabouts.

In the possession of the notorious merchant Hanbal of Nemse, the effigy emerged from the shadows once more. It resided under Hanbal's care for a span of at least twelve years, its presence intertwined with the twists and turns of the merchant's life. Fate, however, had a different plan, as the enigmatic wizard Asseth crossed paths with Hanbal, resulting in an untimely demise for the merchant. While there exists no documented evidence linking the wizard to the possession of the effigy, the circumstances surrounding its current location remain veiled in mystery.

The Effigy of Taweret itself is a testament to skilled craftsmanship. Fashioned from an exquisite blend of gold and turquoise, it assumes the form of a serene hippopotamus, adorned with a regal golden crown. Its surface bears intricate carvings, a testament to the meticulous artistry poured into its creation. Despite its significance, the effigy maintains a humble size, fitting comfortably within the palm of one's hand.

## Powers

When activated the *Effigy of Taweret* conjures a spectral hippopotamus, which charges forth with unwavering ferocity towards its intended target. The ethereal beast surges forward in a straight line, covering a distance of up to 40 feet in an instant.

When faced with the charging phantom hippo, those in its path must make a save against Spells. Failure to resist the otherworldly onslaught results in grievous harm, as victims suffer a substantial 3-30 points of damage. However, those who manage to muster their resilience diminish the inflicted harm, reducing it by half.

The artifact can only be activated once per day, binding the wielder to exercise caution and select their moments of summoning with care.





# Hawk Helm

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## History

The true origins of the *Hawk Helms* remain cloaked in uncertainty. Scholars have engaged in spirited debates, with some asserting the unmistakable influence of the sorceress Hamitra, while others attribute their creation to the esteemed mage Takoleses. Nevertheless, their first mention emerges within the annals of Hetmas of Akte, specifically in his historical account of the decisive Battle of Erumar during the latter era of the 2nd dynasty.

According to Hetmas' chronicles, the *Hawk Helms* played a pivotal role in securing victory for the forces of Udjat, thereby toppling the usurper Ans-Re and restoring the rightful lineage to the exalted White Throne. Since that historic triumph, surviving *Hawk Helms* have become cherished relics, passed down through generations of esteemed military families. They stand as precious heirlooms, bearing witness to past glories.

Yet, the passage of time has not been kind, and only a scant few *Hawk Helms* endure to this day. Some remain lost, buried beneath the shifting sands of ancient battlefields, patiently awaiting rediscovery by intrepid souls. The tales woven within the fabric of these elusive artifacts continue to inspire awe and curiosity, awaiting those who dare to unveil their forgotten secrets.

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## Powers

*Hawk Helms* are distinctive great helms characterized by their prominent crest and front opening, reminiscent of a barbute helmet. Designed with the wearer's protection in mind, the helmet's sides offer excellent neck defense, gracefully flaring out to safeguard the upper shoulders. Crafted from polished bronze and embellished with teal lacquer, authentic Hawk Helms feature the iconic royal scarab emblem of the illustrious 2nd dynasty.

In terms of functionality, these helms provide a notable +2 bonus to the wearer's armor class, enhancing their defensive capabilities. Furthermore, donning a Hawk Helm bestows the wearer with exceptional eyesight, extending their vision range up to three times beyond



that of a human. This heightened visual acuity confers a significant advantage, granting a +2 bonus to attack rolls when employing ranged weapons. Additionally, it simplifies the complexities of distance, effectively reducing medium range to short range, and long range to an equivalent of medium range.

*Hawk Helms* stand as a testament to their craftsmanship and functional elegance, offering both physical protection and enhanced visual capabilities. Wearing this helm ensures that one is well-prepared for battle, maintaining a superior defensive stance while possessing a sharp eye for ranged combat.



# Mystic Jar of Dedi-Hem

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## History

This mystic jar was created by the enigmatic necromancer Dedi-Hem, who was consumed by an unyielding fascination with the transition of the soul into the realms beyond. His obsession drove him to embark upon a profound endeavor: the conception of a device capable of preserving and restoring a duplicate of an individual's life essence, bestowing the gift of renewed existence upon the deceased.

Applying his skills in the dark arts, Dedi-Hem wrought his artifact, a jar of black and gold hues, reminiscent of the traditional canopic jars of his people. This vessel, bearing an aura of mystic power, could become the repository for the ethereal essence of life.

The extent to which Dedi-Hem employed his creation remains unknown, as the annals of history offer no conclusive evidence. Yet, records attest that the jar remained in the necromancer's possession until his final breath, guarding its secrets until the veil of mortality claimed him.

Decades later, the renowned adventurer Rodlen of Claywater became the bearer of this fabled device. Rodlen safeguarded the jar until his fateful disappearance in the nation of Velkia. The chronicles fall silent as to the subsequent whereabouts of the device, leaving its current resting place veiled in mystery.

Whispers and tales suggest the potential resurgence of the jar in the kingdom of Deshret. However, the veracity of such rumors remains unverified.

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## Powers

An individual who possesses a Mystic Jar has a copy of his/her life force transferred into the device. While in the jar, the life force is completely protected and invulnerable to magical or physical attack. If the jar is destroyed, the life force is released and dissipates with no harm done to the original owner. However, if the owner dies, the copy of the life force will re-enter the body and the individual will be restored with the same memories and experiences as

at the moment the life force was first transferred into the Mystic Jar. It takes one week for the jar to become in tune with an individual and it can only contain one life force at a time. It can be passed on to another and the new life force will replace the one already in place. Once the life force is duplicated, the jar does not need be in close proximity to work correctly.



DECKMAYAWP





# Pyramid of Focus

## History

The tale of the priest Atmose is widely known. After years of devout service to his god, Atmose found himself grappling with a profound crisis of faith. Determined to seek divine guidance, he ventured into the unforgiving desert, prepared to accept whatever fate the gods had ordained for him. Weeks passed, yet the answers he sought remained elusive. Exhausted and resigned to his fate, Atmose lay himself down upon the sandy dunes to await death's embrace.

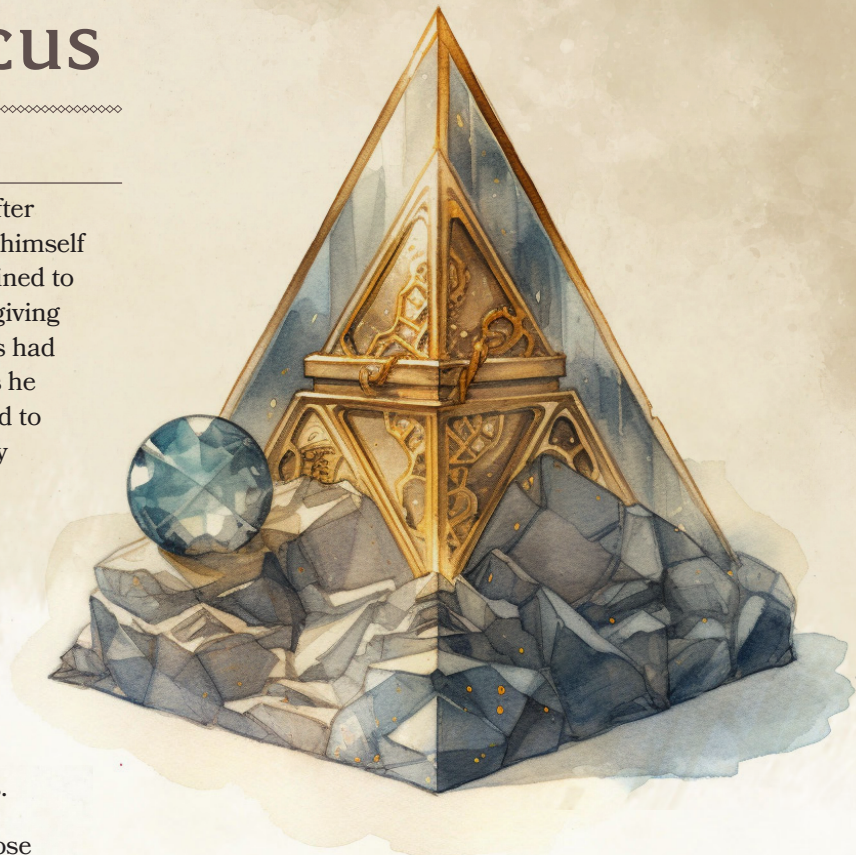
But destiny had a different plan. In a moment of divine intervention, Atmose was granted a vision—a resplendent pyramid crafted from crystal and gold. Within its radiant presence, he found solace and assurance that his god had not forsaken him. A newfound purpose ignited within his soul, one dedicated to bringing enlightenment and knowledge to others.

From that transcendent encounter onward, Atmose applied his reinvigorated faith to crafting the *Pyramids of Focus*. These sacred artifacts, were imbued with his unwavering dedication.

Very few were made and those fortunate enough to possess them guard them vigilantly, recognizing their profound significance. One such pyramid is known to be in the possession of Paru, the grand vizier to the White Throne in Udjat. While the majority are believed to remain within the borders of Dshret, whispers persist of their potential migration to far-reaching lands, perhaps even venturing as far as the Kingdom of Wynham.

## Powers

A *Pyramid of Focus* is an exquisite work of art, combining a small crystal pyramid emerging gracefully from a rough mineral base. Within the crystal, intricate gold filigree adorns its center, while a faceted blue crystal sphere rests near one of the corners. These enchanting pyramids hold remarkable powers, enhancing the user's connection to the mystical realm.



Through the practice of deep meditation, the pyramid can be activated once per day, enabling the casting of either an *Augury* or a *Divination* spell. These spells provide invaluable insights and guidance, allowing the user to seek clarity in matters of the future. Furthermore, the pyramid grants the ability to cast a *Commune* spell once per week, opening a direct line of communication with higher forces and gaining profound wisdom.

In addition to their divinatory abilities, the *Pyramids of Focus* bestow a tangible sense of well-being upon their owners. Those in possession of these devices experience a noticeable improvement in both physical and mental health. Notably, any healing spells directed towards the owners of these pyramids gain a +1 bonus on their dice rolls, amplifying their effectiveness and aiding in recovery.



# Scarab of Silence

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## History

The genesis of the *Scarabs of Silence* can be traced back to the high priests of the royal lineage in Udjat, the capital city of the kingdom of Deshret. These intricate scarabs, imbued with sacred significance, were crafted with meticulous devotion to serve a profound purpose: to preserve the sanctity of vital rituals and burial ceremonies conducted by the clergy, shielding their incantations from the unwelcome intrusion of disruptive sounds.

The use of the *Scarabs* endured from the early era of the 2nd dynasty, until the cataclysmic upheaval that marked the reign of Ans-Re, the treacherous usurper who toppled the rightful lineage and seized the exalted White Throne with the aid of his demonic cohorts. However, the overthrow and subsequent defeat of Ans-Re's descendants during the pivotal battle of Sharmun, led to the reinstatement of long-abandoned customs, including the use of *Scarabs of Silence*.

While once relatively commonplace, the production of these extraordinary scarabs eventually declined, rendering them rare relics of antiquity. Their scarcity now makes these items highly sought-after treasures, captivating the attention of collectors and connoisseurs alike.

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## Powers

When activated, these gold and obsidian scarabs exhibit generate a field of absolute silence. This field extends in a 15-foot radius, centered on the user. The boundaries of the zone act as an impermeable barrier, preventing any sound from entering or leaving, while allowing living beings to pass through it without obstruction. Remarkably, the user of the *Scarab* remains exempt from these restrictions. They can speak, move, and produce sounds as they normally would, unaffected by the zone's silence.

The effect of the *Scarab's* power lasts for a duration determined by the expenditure of its charges. With each charge spent, the silence endures for 1d4 turns. However, it is worth noting that *Dispel Magic* spell can terminate the effect prematurely. Additionally, beings possessing magic resistance may be immune to the influence of the *Scarabs'* power.



The *Scarabs*, typically contain 10 charges. Once depleted, they can be recharged to restore their potency. This versatile and valuable artifact offers its user the advantage of silence, allowing for strategic maneuvering, covert actions, and stealthy operations within the zone of silence.



# Scrolls of Heka

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## History

Ages past, when the divine walked among mortals and arcane forces surged with untamed vigor, a cadre of formidable sorcerers dedicated themselves to capturing the essence of this potent magic. Tirelessly, they labored for decades, accumulating knowledge and transcribing their wisdom onto sacred scrolls. These cherished texts were then carefully encased within an intricately adorned scroll case and safeguarded within the ancient city of Heka, a bastion of protection.

Drawing upon the enigmatic power contained within those scrolls, the sorcerers achieved astonishing feats, conjuring magics that have long faded from mortal memory. Time, however, takes its toll, and the once-thriving civilization that nurtured this arcane prowess eventually crumbled, leaving behind only remnants of a bygone golden age. Yet, amidst the ruins and the whispers of lost glory, the *Scrolls of Heka* persevered, resilient witnesses to the ebb and flow of history.

Fortuitously, the founders of the nation of Deshret discovered these hallowed scrolls, breathing new life into their ancient secrets. Though the passage of time had inevitably eroded their potency, these scrolls still emanate a faint echo of their former magnificence, bestowing upon those who use them a tenuous connection to the extraordinary power they once contained.

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## Powers

The *Scrolls of Heka* grant their possessor a unique boon, enhancing their spellcasting prowess once per day. When the scrolls are invoked, any spells cast gain heightened effectiveness equivalent to being cast at a level 1d4 higher than the spellcaster's current experience. Notably, this augmentation does not extend the casting time, and only one spellcaster can harness the power of the scrolls each day.





# Sky Barge of Ra

## History

The name of the enchantress Hapentmat has become synonymous with legendary magical constructs. Her creations, from the intricately designed *Death Mask of Tiurmautef* to the awe-inspiring *Chariot of Taur*, possess a unique blend of exquisite beauty and formidable magic. However, it is the fabled *Sky Barge of Ra* that shines brightest among her remarkable works.

Commissioned by the affluent governor Rehkmeb of the illustrious province of Dahkla, the *Sky Barge* stood as the epitome of Hapentmat's artistry. Crafted with meticulous detail and infused with potent magic, it became the coveted masterpiece of her repertoire. The sheer brilliance of the *Sky Barge* garnered widespread admiration from her contemporaries, solidifying Hapentmat's reputation as a true maestro of her craft.

Alas, the governor's joy in possessing this marvel was cruelly short-lived, for it was stolen shortly after entering his possession. Suspicion naturally fell upon Hapentmat's envious rivals, with all eyes turning towards the resentful mage Zoar. His open jealousy and disdain for her creations made him an immediate suspect. Yet, despite intense investigations, the true identity of the thief remained elusive, and the *Sky Barge* vanished into the shadows, leaving behind only unanswered questions and lingering whispers of conspiracy.

Over time, reports of sightings regarding the *Sky Barge* emerged, capturing the imaginations of adventurers and scholars alike. While some claimed to have witnessed its glory, these accounts

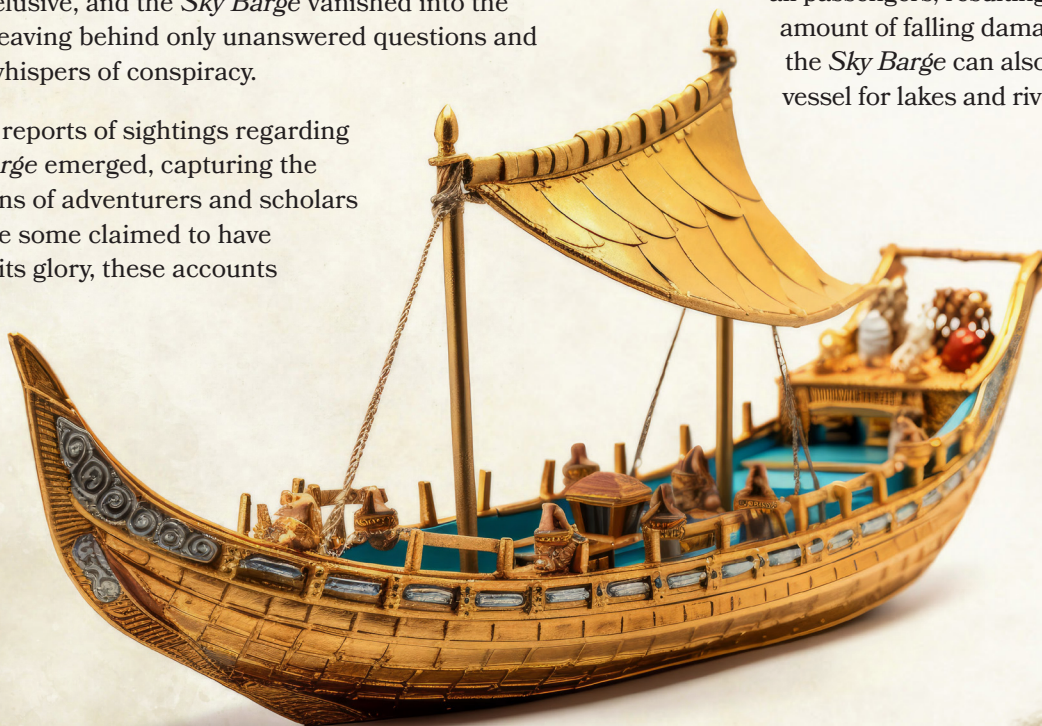
largely relied on secondary sources and could not be definitively substantiated. Nevertheless, these whispered tales fueled the hope that one day, the *Sky Barge* would emerge from its shrouded existence and return to the world in all its resplendence.

## Powers

The *Sky Barge of Ra* is an intricately detailed golden model resembling a luxurious river boat. When a command word is spoken, it transforms into a 30' long flying ship capable of accommodating up to 10 human-sized creatures. It has a flying movement rate of 36' and is steered using the oar system at its stern.

Originally designed for leisure travel, the *Sky Barge* can only fly during the day. It offers a stable platform for aerial combat but has a large turn radius, requiring 4 full combat rounds to make a 180 degree turn. The Barge can reach a maximum cruising altitude of 1000'.

In terms of defense, it has an armor class of 5 and can withstand up to 50 hit points of damage. If it sustains 25 points of damage, it gradually loses altitude at a rate of 100 feet per round. Should it endure more than 35 points of damage in a single round, it enters an uncontrolled descent, causing any individuals on board to suffer 6-36 points of damage upon landing. If the Barge suffers more than 50 points of damage at any time, the vessel is destroyed, leading to a catastrophic fall for all passengers, resulting in the appropriate amount of falling damage. Additionally, the *Sky Barge* can also be utilized as a vessel for lakes and rivers.





# Staff of Sebak

## History

This staff bears the mark of the infamous sorcerer Sebak, renowned as the leader of the notorious adventuring party known as the Red Daggers. Throughout the early years of the 3rd dynasty, Sebak and his companions roamed far and wide, offering their services to the highest bidder and embarking on audacious quests in pursuit of wealth and glory. His chronicler Hammu immortalized Sebak's achievements, highlighting his triumphs over the gorgon Thaxes, the recovery of the revered Star Ruby in Pertheses, and the plundering of the ancient tomb Taf-Nekht nestled deep within the Moonset Mountains.

Ironically, after a life steeped in danger, Sebak chose retirement, finding solace in a tower near the Tekem canyon. With his passing, the tower became an irresistible destination for aspiring adventurers, drawn by the treasures and marvels amassed by Sebak throughout his storied career. Those fortunate enough to survive the perilous traps and formidable guardians emerged with golden spoils and precious items, among them the coveted *Staff of Sebak*. Notable mages, including the seeress Pani and the formidable priest-mage Yazid, eventually found themselves in possession of the staff.

The current owner of the staff remains shrouded in mystery. Undoubtedly, it has fallen into the hands of a daring adventurer, hoping to wield its power on a perilous quest fueled by bravery or folly.

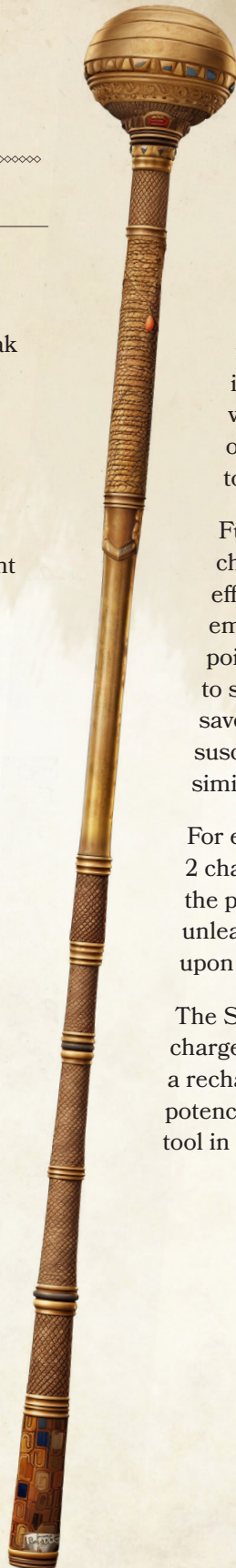
## Powers

The *Staff of Sebak* is an exquisite 6-foot long staff adorned with gilded accents and agate, lapis, and carnelian inlays. Its pinnacle features a spherical headpiece that enhances its grandeur. In battle, this staff acts as a +3 weapon, dealing 1-10 points of damage to small or medium creatures, and 2-12 points of damage to larger foes.

Furthermore, the staff possesses magical charges that can be harnessed for additional effects. By expending a single charge, the staff emits a brilliant burst of light, inflicting 5d4 points of damage to undead creatures subject to saving throws against Wands, with successful saves resulting in half damage. Living creatures susceptible to such attacks must also make a similar save or become blinded for 1d4 rounds.

For even greater potency, the staff can utilize 2 charges to conjure a *Lightning Bolt* akin to the power of a 3rd level magic-user spell. This unleashed lightning inflicts 5d6 points of damage upon its target.

The Staff of Sebak has a maximum capacity of 25 charges, allowing for multiple uses before requiring a recharge. Such a recharge can restore its magical potency, ensuring that the staff remains a formidable tool in the hands of its wielder.





# Sword of Djet

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## History

This extraordinary sword, with a blade of pure enchanted turquoise, was wielded by the legendary warrior Djet in the latter years of the reign of the house of Khet-Amen. Rising from humble beginnings, Djet carved a path to glory and renown during a career as a mercenary, pirate, thief and ultimately a general in the armies of the White Throne. The legendary sword played a pivotal role in his many triumphs and became intertwined with his fabled legacy.

According to tales passed down through generations, Djet stumbled upon this remarkable weapon in the depths of an ancient subterranean ruin. Scholars of that era engaged in spirited debates regarding its true origin, yet a consensus eluded them. Nevertheless, upon Djet's demise, the sword was reverently interred alongside him, presumed to remain entombed for eternity. Fate, however, had other plans.

Decades later, the sword resurfaced in the hands of the audacious pirate queen Tahira, who reigned over a tumultuous era of terror in the treacherous waters of the Gulf of Ra. The sword's subsequent fate appeared uncertain as Tahira's flagship met a watery end. Yet, sightings of the sword persisted over time, with whispers even reaching as far as The Free Cities of Thendar in the East, though these claims remain unverified.

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## Powers

The *Sword of Djet* is a formidable longsword that possesses a +3 bonus to both hit and damage rolls. Its true power, however, lies in its extraordinary abilities. Once per day, the sword can enhance the wielder's strength by a 1d4, providing a boost which lasts for 3 rounds.

What sets this sword apart is its capability to tap into its own internal energies, granting the wielder unparalleled resilience in battle, even in the face of death. If the wielder's hit points drop below 0, they have the opportunity to defy mortality through a successful constitution check. This allows them to continue fighting for an additional round, harnessing the sword's life-sustaining properties.

With each subsequent round, a new constitution check is required to maintain this extraordinary feat. Should the check fail or the battle conclude, the wielder succumbs to unconsciousness, but the blade will prolong their life for an additional round until necessary aid can be administered.





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