

Egyptian Gods

The Lore of the Gods,

By
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 And
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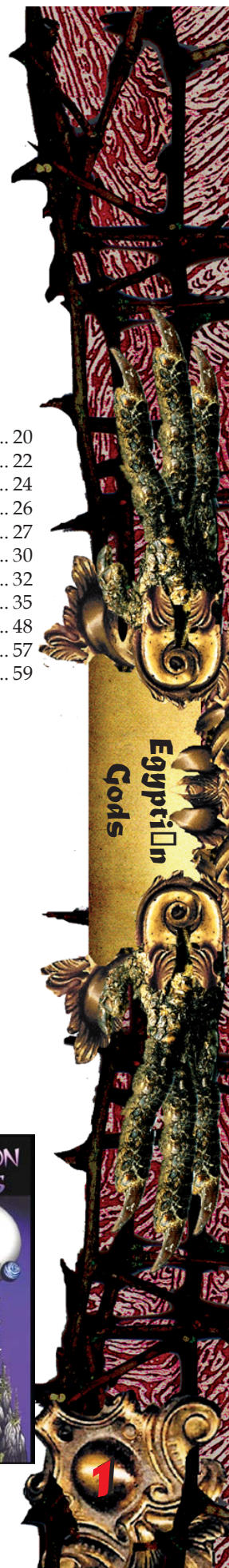
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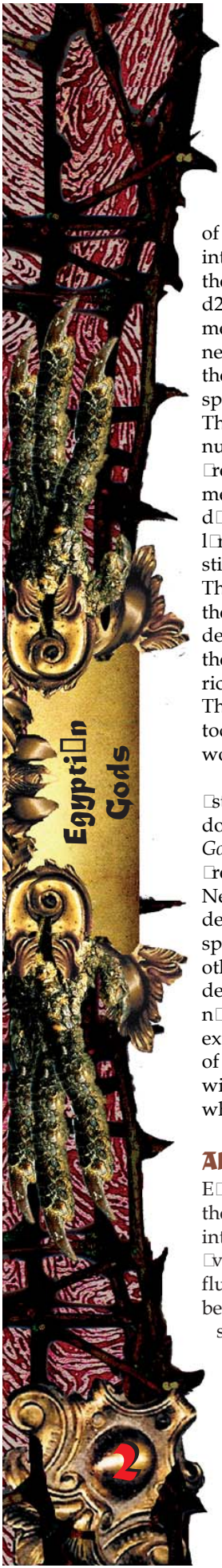
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This book is dedicated to our fathers, Wayne Creech and Donald Ruesch.

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About this Book

This book provides materi that GM may use to enhance his campaign. It is not the intention of the authors to create historically accurate interpretation of each deity, but rather to explain the deity in gaming terms that fit the rules of the d20 gaming system and add an element of enjoyment. Religions from role-playing games should never be taken as reference for any reason, even when there is historical precedence concerning the specific religion.

The Egyptian gods have long been the subject of numerous books and even greater legends. They are perhaps some of the oldest and best-documented gods known to modern man with traditions dating back five millennia or more. The Egyptian lands overflow with all manner of lore and superstition regarding the favor and wrath of the gods. These superstitions contribute to the popular themes about undead (such as the mummy), deadly curses inflicted on those who dare disturb the rest of the pharaoh, and rumors of undiscovered riches deep in the bowels of the ancient pyramids. The mythos of Egypt remains strong and vibrant today, given the recent string of successful Hollywood movies incorporating its themes.

New domains have been marked with an asterisk (*) symbol directly after the name of the domain. Some domains from previous *Lore of the Gods* books have been carried over this book but are still considered to be new and noted as such. New spells itemized within the new domains are designed with a double asterisk (**) and any spells from other Open Game Content sources other than the *Player's Handbook* will have the designation (*ogc-e) immediately after the spell name, which means the spell comes from an external open game content source. The full details of the spell will be listed in the section on spells (as will the source of the open game content from which it came).

About the Avatars

Each of the gods below has an avatar that travels the various Prime Material worlds, influencing and interacting with mortals as it deems necessary. This avatar is not the actual god itself, only a thought flung out into the cosmos that always acts in the best interests of the god itself. All Egyptian avatars share the following abilities:

- Immunity to the following effects: poison, sleep, paralysis, stunning, disease, death effects, mind-influencing effects (charms,

compulsions, phantasms, patterns, and morale effects), ability drain, and energy drain

- Darkvision to a range of 120 feet
- Can never be surprised by any mortal not cloaked by some form of shrouding magic (such as *nondetection*).
- If the avatar has the ability to cast spells, it has access to all spells of the appropriate class (some favored spells are listed under each spellcasting avatar's statistics; a double asterisk in the spell indicates that it is a new spell detailed in this product).

By no means are the avatars presented meant to be the only class or form that can be assumed; rather, they are just one possible representation that the authors have chosen as an example avatar for a specific deity.

Amon

The Hidden One; God of the Sky; King of the Gods; The Creator of All Things

Alignment: Lawful Neutral

Domain: Air, Bloodline*, Sun, Wind*

Symbol: Goose, Ram

Sacred Animal: Goose, Ram

Traditional Allies: Auran creatures, Horus, Osiris, Ra

Traditional Foes: Aberrations, Set, Undead

Divine Artifact: *Kheperesh (The Blue Crown)*

Favored Weapon: Mace

Favored Class: Cleric, Rogue

Favored Race: Elf, Human

Benefits: Clerics and rogues who worship Amon gain a +2 inherent bonus to all saves against divine magic.

Regarded as the god of the sky and sun god, Amon is also the patron deity for the city of Thebes while the priests of Hermopolis view him (and his consort Amenet) as a primordial creation-deity. The protector of any worshipper in need, he became ruler of this family of gods after he merged with the sun god Ra to become Amon-Ra.

Amon is often depicted in human form with blue skin and either the head of a bearded man or a ram's head with curved horns. Alternatively, his forms also include a frog-headed man, a cobra-headed man, an ape, or a lion. He wears a crown composed of a modius surmounted by two tall feather plumes. Interestingly enough, even though his symbol is the goose or ram, he is never depicted as either. His true appearance is beyond all mortal

understanding. Amon is said to be “hidden of aspect, mysterious of form,” and invisible yet omnipresent throughout the cosmos. He is also “an invisible creative power which is the source of all life in heaven, and on the earth, and in the great deep, and in the Underworld, and which manifests under the form of Amon-Ra”

Avatar of Amon

Male Elf Cleric 20 CR 20; **Size:** M Type Humanoïd; **HD** (20d8)+60; **hp** 220; **Init** +9 (+5 Dex, +4 Improved Initiative); **Speed** 20'; **AC** 27 (flamefooted 25, touch 17); **SA:** Spontaneous casting, save +2 vs. enchantment spells, Automatic Search check if within 5' of secret/concealed door, Turn Undead 8/dy; **Vision:** Darkvision 120'; **AL:** LN; **Save:** Fort +15, Ref +11, Will +19; **Abilities:** Str 18, Dex 20, Con 17, Int 18, Wis 20, Cha 20

Weapons: *Mace +5 (heavy/disruption/flaming burst/ghost touch/holy)* +24/+19/+14 melee **Dmg:** 1d8+9 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, +1d6 fire damage (critical hit deals +1d10 extra fire damage), deals normal damage vs. incorporeal creatures regardless of bonus, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder; *Shortbow +5 (composite/bone (barbs)/distances/holy/keen/speed/wounding)* +25/+20/+15 ranged 140' **Dmg:** 1d6+5 **Crit:** 19-20/x3 **Spec:** Range increment doubled, threat range doubled, +2 better vs. designed foe and does +2d6 bonus damage, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, grants 1 extra attack each round at highest bonus, wounds inflicted bleed for 1 point of damage per round until healed (DC 15) or any cure spell

Artifacts that the Avatar may possess:

Kheperesh, the Blue Crown (of Amon)

This regal crown appears as sky-blue modius etched with ram's horn design on the surface and surmounted by two large ostrich plums. *Kheperesh, the Blue Crown* has the following properties:

- The wearer gains inherent +6 bonus to his Charisma score
- The wearer bears glamour that causes all clothing worn to appear as the finest and richest quality.
- The crown casts continual emotion (friendship) spell in 30ft. radius.

- The wearer may cast the following spells at will; *detect thoughts, enthrall, see invisibility* and *tongues*.
- *Charm monster* 5/dy.
- *Magic circle against chaos/evil/good/law* 5/dy.
- *Phantom steed* 2/dy.
- *Eyebite* 2/dy.
- *Geas/Quest* 2/dy.

All spells are equal in effect to those cast by 20th level cleric.

Skills and Feats: Balance +3, Climb +2, Concentration +26, Diplomacy +15, Hide +3, Jump +2, Knowledge (Arcane) +24, Knowledge (Religion) +24, Listen +9, Move Silently +3, Scry +14, Search +8, Spellcraft +27, Spot +9; **Armor Proficiency** (Heavy), **Armor Proficiency** (Light), **Armor Proficiency** (Medium), **Combat Casting**, **Combat Reflexes**, **Dodge**, **Improved Critical** (Mace (Light)), **Improved Initiative**, **Iron Will**, **Martial Weapon Proficiency**, **Shield Proficiency**, **Simple Weapon Proficiency**, **Spell Penetration**

Possessions: *Ring of air elemental command*, *ring of protection* +5, *charm* +5 (*ghost touch/invisibility/spell resistance* (SR19)), *amulet of undead turning*, *mace +5 (heavy/disruption/flaming burst/ghost touch/holy)*, *shortbow +5 (composite/bone (barbs)/distances/holy/keen/speed/wounding)*, *boots of speed*, *circlet of blasting* (major), *vestments of faith*

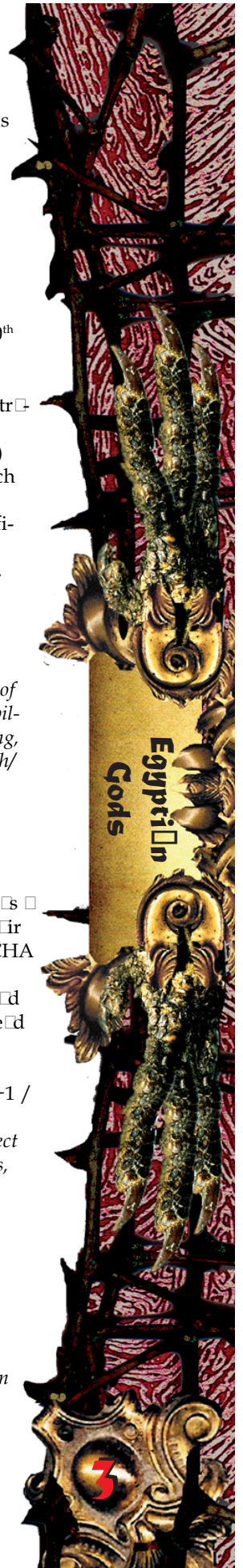
Deity: Amon

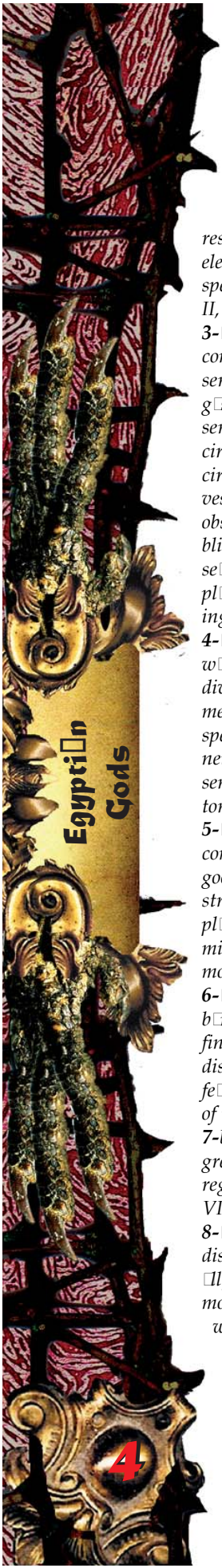
Domains: **Air** (Turn or Destroy earth creatures as good cleric turns undead; Rebuke or command air creatures as an evil cleric rebukes undead; 3 + CHA modifier attempts per day.) **Sun** (Once per day, you can perform greater turning against undead in place of regular turning (or rebuking); undead creatures that are affected are destroyed.)

Spells: Cleric: (6 /7+1 /6+1 /6+1 /6+1 /6+1 /4+1 /4+1 /4+1 /4+1)

0-creature water, create wine, cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue

1-bone, bless water, bless, cure fever, command, comprehend languages, cure light wounds, curse water, dehydrate, detect chaos, detect evil, detect good, detect law, detect undead, divine favor, doom, endure elements, endure elements, entropic shield, inflict light wounds, invisibility to undead, magic stone, magic weapon, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, random action, remove fever, sanctuary, shield of faith, summon monster I





Egyptian Gods

- 2-**id**, **anim** messenger, **ugury**, bull's strength, calm emotions, consecrate, cure moderate wounds, darkness, death knell, deadly poison, desecrate, endurance, enthral, find traps, gentle repose, help met, hold person, inflict moderate wounds, lesser restoration, make whole, remove paralysis, resist elements, shelter, shield other, silence, sound burst, speak with anims, spiritually weapon, summon monster II, undetectable alignment, wind walk, zone of truth
- 3-**anim** the dead, bestow curse, blindness/defness, contagion, continue flame, create food and water, cure serious wounds, daylight, deeper darkness, dispel magic, gaseous form, glyph of warding, helping hand, inflict serious wounds, invisibility purge, locate object, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, magic vestment, meld into stone, negative energy protection, obscure object, prayer, protection from elements, remove blindness/defness, remove curse, remove disease, searing light, speak with dead, speak with plants, stone shape, summon monster III, water breathing, water walk, wind walk
- 4-**tr** walk, control water, cure critical wounds, death ward, dimension anchor, discern lies, dismiss, divination, divine power, fire shield, freedom of movement, giant vermin, greater magic weapon, imbue with spell ability, inflict critical wounds, lesser planar ally, neutralize poison, poison, repel vermin, restoration, sending, spell immunity, status, summon monster IV, tongues
- 5-**tonement**, break enchantment, circle of doom, commune, control winds, dispel chaos, dispel evil, dispel good, dispel law, ethereal jump, flame strike, flame strike, greater command, hollow, healing circle, insect plague, mark of justice, plane shift, raise dead, righteous might, scrying, slay living, spell resistance, summon monster V, true seeing, unhallow, walk of stone
- 6-**anim** the objects, anti-life shell, banishment, blade barrier, chain lightning, create undead, ethereality, find the path, fire seeds, forbiddance, geosquest, greater dispelling, greater glyph of warding, harm, heal, heroes' feast, planar ally, summon monster VI, wind walk, word of recall
- 7-**blasphemy**, control weather, destruction, dictum, greater restoration, greater scrying, holy word, refuge, regenerate, repulsion, resurrection, summon monster VII, sunbeam, word of chaos
- 8-**anti-magic** field, cloak of chaos, create greater undead, discern location, earthquake, fire storm, greater planar ally, holy aura, mists heal, shield of law, summon monster VIII, sunburst, symbol, unholy aura, whirlwind
- 9-**str** projection, elemental swarm, energy drain, gate, implosion, miracle, prismatic sphere, soul bind, storm of vengeance, summon monster IX, true resurrection

Anubis

God of the Dead; Guide to the Underworld; Guardian of the Necropolis

Alignment: Lawful Neutral

Domain: Blood*, Death*, Luck, Travel

Symbol: Black dog, Jack

Sacred Animal: Dog, Jack

Traditional Allies: Nephthys, Osiris

Traditional Foes: Set

Divine Artifact: Death Mask

Favored Weapon: Sickle

Favored Class: Assassin, Cleric

Favored Race: Human

Benefits: Assassins and clerics who worship

Anubis may cast deathwatch at will.

Anubis is the son of Nephthys. Some claim his father is Set, while others say it is Osiris. Anubis is depicted as a black jackal, or as a jackal-headed man. He is considered to be the god of the dead because of the sightings of jackals prowling around tombs and is often referred to as the "conductor of souls." He is the guide of the dead as they make their way through the darkness of the underworld. As patron of magic, folk believe he can foresee a person's destiny, so in this role he was the announcer of death. The Ancient Egyptians believe that when you die, you travel to the Hall of the Dead. Once there, Anubis weighs your heart against the feather of Maat, goddess of justice and truth. If your heart is light, you go on to Osiris; if it is heavier than the feather, then a demon devours it. Anubis is also the keeper of poisons and medicines, most used in the embalming process. After Set murdered Osiris, Anubis embalmed the body and wrapped it in linen bandages, thus making Osiris the first mummy and preserving him so he might live again. Anubis later defended the corpse against the attacks of Set. After death, Osiris became ruler of the underworld. Anubis, as one of the most important officials, guides the deceased through the underworld into the presence of Osiris and oversees their judgment.

Avatar of Anubis

Male Human Cleric 20 CR 20; **Size:** Medium; **HD** (20d8)+80; **hp** 240; **Init** +8 (+4 Dex, +4 Improved Initiative); **Speed** 20'; **AC** 34 (flat-footed 32, touch 17); **SA:** Spontaneous casting, Rebuke Undead 10/daily, deathwatch at will; **Vision:** Darkvision 120' **AL:** LN; **Saves:** Fort +16, Ref +10, Will +18; **Abilities:** Str 22, Dex 18, Con 18, Int 18, Wis 22, Cha 25

Weapons: *Sickle* +5 (*vorp/wounding*) +27/+22/+17 melee **Dmg:** 1d6+11 **Crit:** 19-20/x2 **Spec:** Severs opponent's head on critical hit, wounds inflicted bleed for 1 point of damage per round until healed (DC 15) or any cure spell); *sickle* +5 (*brilliant energy/icy burst*) +27/+22/+17 melee **Dmg:** 1d6+11 **Crit:** 19-20/x2 **Spec:** Ignores armor and enhancement bonuses, +1d6 cold damage (critical hit deals +1d10 extracold damage)

Artifacts that the Avatars may possess:

Death Mask (of Anubis)

This dark, golden burial mask appears to have symbols engraved along the outer edges that continually shift and change. The face of the mask will shift to imitate the visage of its wearer. However, the eyes never change, as they constructed from solid black onyx. The *Death Mask* has the following properties:

- The wearer gains the benefit of *continual deathwatch* and *detect undead* spell.
- The wearer instantly knows of the existence and location of any corpse or grave within 100ft.
- By touching a corpse, the wearer may receive a vision of its last 5 rounds of life.
- The wearer may cast the following spells at will; *consecrate*, *gentle repose*, *invisibility to undead*, *sanctuary*, and *spek with dead*.
- *Negative energy protection* 5/dy.
- *Seering light* 5/dy.
- *Death ward* 5/dy.
- *Antilife shell* 2/dy.
- *Glimpse of the reaper**2/dy.
- *Fin reward** 2/dy.

All spells are equal in effect to those cast by 20th level cleric.

Skills and Feats: *Bounce* +2, *Climb* +5, *Concentration* +24, *Diplomacy* +13, *Hide* +11, *Jump* +5, *Knowledge (Arcane)* +14, *Knowledge (Religion)* +24, *Listen* +10, *Move Silently* +3, *Scry* +14, *Search* +8, *Sense Motive* +10, *Spellcraft* +24, *Spot* +10; *Armor Proficiency (Heavy)*, *Armor Proficiency (Light)*, *Armor Proficiency (Medium)*, *Combat Casting*, *Combat Reflexes*, *Improved Critical (Sickle)*, *Improved Initiative*, *Power Attack*, *Quick Draw*, *Shield Proficiency*, *Simple Weapon Proficiency*, *Spell Penetration*, *Weapon Focus (Sickle)*

Possessions: *Shield* +5 (*large/steel/bashing/lightning resistance*), *chameleon* +5 (*inulnerability/lightning resistance/spell resistance (SR19)*), *sickle* +5 (*vorp/wounding*), *sickle* +5 (*brilliant energy/icy burst*), *ring of*

protection +5, *ring of feather falling*, *belt of giant strength* +4, *boots of speed*, *cloak of charisma* +6

Deity: Anubis

Domains: **Luck** (You gain the power of good fortune; once per day, this extraordinary ability allows you to re-roll one roll.) **Travel** (For as many rounds per day as your cleric level, you can act normally regardless of magical effects that impede movement. Wilderness Lore is class skill.)

Spells: Cleric: (6 /7+1 /7+1 /6+1 /6+1 /6+1 /5+1 /4+1 /4+1 /4+1)

0-crate water, create wine, cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds, light, mending, purify food and drink, read magic, resistance, virtue

1-bane, bless water, bless, cause fear, command, comprehend languages, cure light wounds, curse water, deathwatch, detect chaos, detect evil, detect good, detect law, detect undead, divine favor, doom, endure elements, entropic shield, expeditious retreat, inflict light wounds, invisibility to undead, magic stone, magic weapon, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, random action, remove fear, sanctuary, shield of faith, summon monster I

2-aid, anim messenger, augury, bull's strength, calm emotions, consecrate, cure moderate wounds, darkness, death knell, delay poison, desecrate, endurance, enthral, find traps, gentle repose, hold person, inflict moderate wounds, lesser restoration, locate object, make whole, remove paralysis, resist elements, shatter, shield other, silence, sound burst, speak with animals, spirit weapon, summon monster II, undetectable alignment, zone of truth

3-animate dead, bestow curse, blindness/deafness, contagion, continual flame, create food and water, cure serious wounds, daylight, deeper darkness, dispel magic, fly, glyph of warding, helping hand, inflict serious wounds, invisibility purge, locate object, magic circle (against chaos), magic circle (against evil), magic circle (against good), magic circle (against law), magic vestment, meld into stone, negative energy protection, obscure object, prayer, protection from elements, protection from elements, remove blindness/deafness, remove curse, remove disease, seering light, speak with dead, speak with plants, stone shape, summon monster III, water breathing, water walk, wind walk

4-air walk, control water, cure critical wounds, death ward, dimension door, dimension anchor, discern lies, dismiss, divination, divine power, freedom of movement, freedom of movement, giant vermin, greater magic weapon, imbue with spell ability, inflict critical wounds, lesser planar ally, neutralize poison, poison, repel vermin, restoration, sending, spell immunity, status, summon monster IV, tongues

