

CHAPTER TWO: CHARACTERS

RACES OF KHEMTI

The Divine Races of the *Egyptian Adventures: Hamunaptra* setting are the most magnificent creations of the greatest Khemtian gods. Only one of their number may ascend the throne of Pharaoh, and it is they who most directly control the fate of the Two Lands. Around these seven peoples — the dwarves, elves, gnolls, halflings, gnomes, half-elves and, finally, humans — the greatest of Khemtian stories unfold. These are the races available as standard player characters.

PESEDJER (HUMANS)

The last of the Divine Races created by the greater gods of Khemti is the one that has gone on to forge the greatest destiny

for itself. Under the protection of their creators, the Pesedjet, humans constructed and explored like no other race during the Golden Age. Humanity rose from its own ashes in the wake of the Cataclysm to return the land to a semblance of its former glory. Of course, some are quick to point out that humanity's hubris caused the Cataclysm in the first place, but the quintessential human attitude has always been "nothing ventured, nothing gained."

PERSONALITY

Humans are a proud and ambitious race. Their status as the creation of the gods assembled, rather than a single deity, gives them a confidence that often borders on arrogance, but nonetheless leads to some incredible achievements. Humans



PESEDJER SUTEKHRA ASARI ANPUR PTAHMENU PESESHET ESETERI

work well with members of the other Divine Races; they know that each older race offers a focus from which humanity can benefit.

PHYSICAL DESCRIPTION

The average adult human male stands between 5-1/2 and 6 feet tall, and weighs between 140 and 220 pounds. Females are, overall, about six inches shorter and 50 pounds lighter. Humans tend to be more lean and defined than bulky, as few people have the resources to overeat. (Obesity is extremely rare, and is typically viewed as a sign of laziness or excess.) Human hair is usually black and sparse, growing only on the eyebrows and scalp, with many humans shaving even this hair off. Eye color ranges from cornflower blue to a deep, rich hazel.

Compared to some other races, humans are relatively short-lived. They reach adulthood by the age of 15, and almost all are dead by 70, with women usually outliving the men.

RELATIONS

Humanity acknowledges and even respects the fact that the other Divine Races came first, but most humans tend towards the attitude that the gods “broke the mold” when bringing forth the Pesedjer. There can be no arguing the race’s versatility or dominance in Khemti, and this tends to engender a measure of resentment in some of the other races, especially among the poor and disenfranchised. Only the most arrogant of humans ever make public mention of their privileged status, however, and it usually ends up looking like it is the other race or individual who has the problem.

ALIGNMENT

Humans can be of any alignment. The standard alignment of Khemtian society tends toward lawful neutral, with a stronger tendency toward evil in the south.

PESEDJER LANDS

As the dominant race in Khemti, human holdings can be found anywhere and everywhere, in both the Red Land and the Black.

RELIGION

Humanity professes to worship all the gods in equal measure, but hold the greater deities of the Pesedjet, their creators, in special regard. Anubis, Horus, Mentu and Thoth also have particularly sizeable human followings.

LANGUAGE

Humans speak Common. They typically learn the languages of other races as well.

PESEDJER NAMES

Humans take any name common in Khemti, but are especially fond of giving their children names that glorify either themselves, their gods or both. One of the most common naming conventions is to add the suffix “-hotep” (meaning “is pleased”) to a name, to signify approval from either a father



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or from a deity. In the latter case, the name of the god would become the first part of the name (“Sethotep”).

Common male names: Ahmose, Amunemhet, Bakenmut, Horemakhet, Heteneby, Iymeru, Kamose, Kenamun, Khufu, Meremptor, Penamun and Rameses.

Common female names: Amenirdis, Asetbity, Esemkhebi, Hatshepsut, Hetepheres, Meresankh, Mutemwia, Nefertiri, Nubshaset, Taweret, Tetisherit and Wepawet.

ADVENTURERS

Natural leaders and organizers, humans are often at the vanguard of new or continuing missions. Humans founded the vast majority of adventuring “companies” in Khemti, and the greatest of organized adventuring societies, such as the Seekers, are likewise human-dominated and influenced. The human sense of confidence and ambition leads many individual humans into the lifestyle of adventuring, seeking the fulfillment of what they believe to be a great Fate.

PESEDJER RACIAL TRAITS

Pesedjer have all of the following racial traits.

- **Medium:** As Medium creatures, humans have no bonus or penalty due to size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level, because humans are quick to master specialized tasks and varied in their talents.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level, since humans are versatile and capable.
- **Automatic Languages:** Common. **Bonus Languages:** Any (except special languages).
- **Favored Class:** Any. When determining whether a multiclassed human takes an experience point penalty, his highest class does not count.

ANPUR (GNOLLS)

In the depths of the Red Land and the farthest reaches of the Black dwells a frightening race of jackal-headed humanoids. To other races, they are known as gnolls, from the elven word “engnol,” for jackal, but the children of Anubis call themselves the Anpur. They are a mysterious people, feared by others for their predatory visage and a fascination with death making even the afterlife-obsessed Khemtians nervous. Some of the Anpur leave their brethren to interact with human society, but most keep to themselves until they need something. And what the gnolls need, they take.

PERSONALITY

The gnolls are a harsh, rigid people, made hard by the environment in which they dwell and the faith they espouse. The Anpur are relatively quick to anger, and while not the bloodthirsty fiends some other races believe, they are swifter than humans to resort to violence. This is due not to any love of killing, but to the fact that, as the children of Anubis, gnolls have no fear of death — neither receiving it, nor meting it out. They are not especially eager to slay, but neither do they express the slightest hesitation to do so when circumstances warrant.

Combined with their carnivorous natures and predatory instincts, this makes gnolls seem vicious and warlike.

That aside, the gnolls are a remarkably disciplined and religious people. All they do, they do with the afterlife in sight, to ensure they are found worthy of Anubis’ respect when they stand before him. They always act with honor, though their code of ethics is unique to them and often misunderstood by outsiders. Gnolls are scrupulously honest with one another, and with anyone they consider worthy of respect, but have no compunctions about deceiving those not so worthy, which includes the vast majority of outsiders. In the eyes of a gnoll, it is far more preferable to be slain than to be taken as a slave or prisoner, and they themselves take captives in battle only if the tribe absolutely requires slaves or food—Gnolls dislike consuming members of the other Divine Races, but will do so if the alternative is starvation. The average gnoll performs many religious rites in a given day, and shirking one’s religious duty or showing disrespect to Anubis is a serious crime.

Gnolls acknowledge few societal distinctions between the genders. As neither death nor the hazards of the desert make any distinction between male and female, the gnolls see little reason to do otherwise. Only in matters of procreation do gnolls draw a distinction, and even then, females just keep their focus on the duties of motherhood up until the child no longer nurses. From that point, the entire Anpur community shares childrearing duties equally, raising their children as a single litter.

PHYSICAL DESCRIPTION

The average adult gnoll stands between 6-1/2 to 7-1/2 feet tall, but some reach only 6 feet or grow as tall as 8 feet. Average weight ranges from 200 to 325 pounds, with most females falling into the 225 to 250 pound range and the males averaging around 275 to 300 pounds. Gnolls are humanoid, but they have the heads of jackals, like their divine patron. Their hands are fully formed, complete with opposable thumbs, but their feet fall somewhere between humanoid feet and canine paws. Gnolls have coarse fur, either black or a very dark shade of brown, gray, blue or purple, covering their bodies. Their eyes tend toward a watery black or dark brown. Gnolls prefer to dress in light flowing clothes, and many wear the kilts worn by humans. Gnoll warriors often wear a leather harness on which they carry weapons, even when not clad in armor.

Gnolls mature and age at a fast rate. They reach adulthood at 14 and few live longer than 65 years. Some Anpur legends claim their race once was much longer-lived, but with its founder’s relinquishing of the Basalt Throne to Osiris, the gnolls began to die sooner than they once did. Some even go so far as to claim this regression is an ongoing process, accounting for the relatively short lifespan of gnolls today, and that the terrible blight will continue until Anubis is once again the sole lord of Duat.

RELATIONS

On the whole, gnolls prefer to be left alone, interacting with the other races only when need drives them. Gnolls harbor a minor resentment for Halflings in particular, because they feel that Osiris usurped Anubis’ rightful place as lord of the Underworld. (To the Anpur mind, the fact that Anubis stepped down voluntarily shows only how superior their deity is, that he would give up his birthright for his brother.) Ultimately, however, even

ANPUR AND GNOLLS FROM THE MM

There are many differences between the gnolls of the *MM* and the gnolls of *Egyptian Adventures: Hamunaptra*, notably their cultural differences, but more importantly, their statistical modifiers. These statistics supercede those found in the *MM*, however if you plan to use gnolls from the core rulebooks, it is best to treat them as a savage, wicked, and primitive offshoot of this race instead or as a separate race altogether.

this resentment gives way before the gnolls' innate pragmatism; if trade or alliance with a halfling is necessary, then a gnoll will do so. Gnolls offer their respect to all who honor Anubis and perform respectful burial rites for their people. Outright hatred is reserved for the marauders of Kesh, who tend to treat the Anpur like base and servile dogs.

ALIGNMENT

Gnolls tend toward law, given the strict religious nature of their society. About half their society is lawful neutral, with most of the remainder split evenly between good and evil, and only a very few wandering into the neutral or chaotic alignments.

GNOLL LANDS

Most gnolls dwell in nomadic tribes or small villages in the Red Land. A few gnoll communities exist at the edges of the Black Land, often at the very edge of the desert. Though small, these towns are as advanced as anything built by human hands. Some gnolls dwell temporarily among other races, but few are comfortable enough among outsiders to remain there permanently. Gnoll lands are peppered with many aboveground tombs, and even a few pyramids rivaling those of humans.

RELIGION

As a race, the Anpur worship Anubis. They acknowledge the existence of the other gods, and even offer occasional prayers to them alongside their patron, but the Guardian of the Gates is their lord. A gnoll who converts to worship of another god, or becomes a priest or ghaffir of another deity, is shunned in even the most tolerant and good-leaning gnoll communities, and may face execution in others so he may return to Anubis and repent.

A gnoll's day is filled with many religious rites and rituals. Anpur are particularly obsessed with funerary rights, and a gnoll who survives a battle can be found saying prayers over the bodies of his foes as often as over his fallen brethren. To the gnolls, an improper burial, and a soul denied a fair chance at the afterlife, is an abomination. This does not stop them from deliberately creating undead for their own purposes, but these are always temporary servants, sent to their rest later. An accidental corruption of burial rites, and the undead such a botched ritual can spawn, are far more hideous in their eyes than a deliberate interruption of the soul's journey.

LANGUAGE

Gnolls speak their own language, which has an alphabet of hieroglyphs differing in subtle but fundamental ways from human hieroglyphics. Gnolls are capable of learning other languages, and most speak Common, though they do so with a growling, guttural accent.

ANPUR NAMES

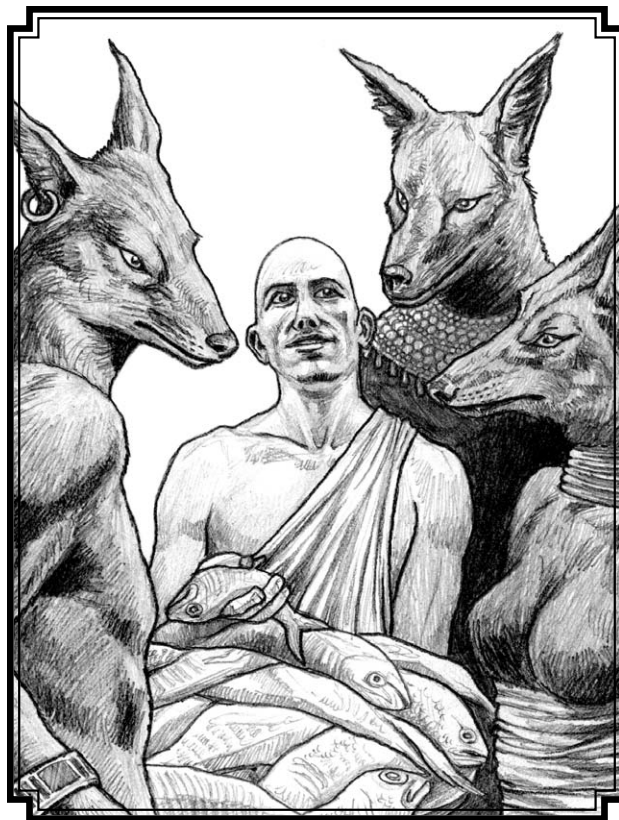
Anpur parents name their children in hopes of influencing Fate. Thus, most Anpur have grand or important names. A gnoll who does not live up to his name is treated with no particular disdain; few shape their own fate, after all. If a gnoll does succeed in meeting the expectations of his name, however, his parents receive much honor for their wisdom and foresight.

Gnoll names do not differ between male and female. Last names are either honorifics, such as "Slayer of Serpents," or the equivalent of "son of" or "daughter of," formed by adding an "ir" or "ur" ending. For instance, Chukorehrir means "son of Chukorehr."

Common gnoll names: Aghraekt (Chieftain), Chukorehr (Mighty Hand), Dunachtiri (Stands Above His Foes), Jaisathra-khet (Sharp of Tooth and Spear), Kuruanpu (Favored of Anubis), Tetchikamses (Hunts the Desert), Zamshirakt (Priest and King).

ADVENTURERS

Those gnolls dwelling among the desert tribes often explore to find resources for their people. Tribal and city gnolls engage in



both trade and raids with neighboring groups. The few gnolls dwelling among other races are drawn to either religious or martial callings, both of which result in conflict and adventure. Some particularly religious gnolls, including many of their ghaffir, take it upon themselves to ensure nearby communities are properly conducting their burial rites; if they come across those that are not, they might aid them in putting to rest any undead that result, or wage war against the village as punishment. Gnoll wildwalkers almost invariably choose undead as one of their earliest favored enemies, due to their intense racial study of undeath.

ANPUR RACIAL TRAITS

Anpur have the following racial traits.

- **+2 Str, -2 Int, +2 Wis, -2 Cha:** Gnolls are powerful, observant, and ordered in their thinking. Their obsession with the afterlife and predatory instincts make others uncomfortable, however, and they tend to think more slowly than humans do.
- **Medium:** As Medium creatures, gnolls have no bonus or penalty due to size.
- Gnoll base land speed is 30 feet.
- **Darkvision:** Gnolls can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight, and gnolls can function just fine with no light at all.
- Gnolls have no fear of death, and receive a +2 to saves against fear effects.
- **Racial Weapon:** Gnolls train extensively with various flails, due to their symbolic connection with Anubis. A gnoll who has proficiency with simple weapons may wield a light of heavy flail, and may wield a heavy flail as a one-handed weapon. Gnolls treat the dire flail as a martial, rather than exotic, weapon.
- **Automatic Languages:** Gnoll. **Bonus Languages:** Common, Dwarf, Goblin, Halfling and Lizardfolk.
- **Favored Class:** Ghaffir. A multiclass gnoll's ghaffir class level does not count when determining whether he takes an experience penalty for multiclassing.

ASARI (HALFLINGS)

As the favored creations of Osiris, the Asari embody much of what the Lord of Life holds as his dominion. They share in the duality of their divine patron, and are both a fun-loving, but deeply spiritual race. The most capable and exacting of Khemtian priests hail from the ranks of these devout people, and their fundamental understanding of the cycles of life and death exceeds that of most any other race. Long ago, humans coined the nickname "halflings" in reference to the Asari's size and appearance, and the term has stuck through the long ages since. Today, the nickname has lost any derogatory connotation it may once have held, though this term is still rarely used in writing or in a formal setting.

PERSONALITY

The Asari are a remarkably good-natured race, overall. While they are small and weak compared to the other Divine Races, their love of life shines through from within, illuminating

everyone around them with its warmth and brightness. As befits their nature, the halfling mood is somewhat mercurial, based upon the situation at hand. During festivals or other times of leisure, they are jovial and engaging, quick with a tall tale or amusing display of prestidigitation. When it's time to be serious, including during most temple activities, halflings are all business, and the change from one to the other can be jarring to those unfamiliar with this people.

PHYSICAL DESCRIPTION

Halflings are a small and hairless people. They stand just over 3 feet in height and weigh about 35 pounds (overall size differs little between the sexes). Halfling skin has an unearthly aqua hue to it, making the race stand out among other humanoids. This pigmentation is light at birth, giving infants a chalky, pale-green aspect, but the tones deepen with age. Aging fades the green away, leaving the skin a deep-sea blue.

Halflings mature rather quickly. They are physically capable of adult work by the age of 12, but their cultural love of life teaches them to embrace their youth. Many are left to enjoy it until they reach their 22nd birthday, when they go through their final rite of passage. Since halfling adulthood lasts so long, elders see no harm in it—Asari can live to be nearly 300 years old, after all. Sadly, many halflings in Upper Khemti are denied this "luxury," and the temples and fields of Shematu are filled with toiling teenaged slaves.

RELATIONS

Of all the Divine Races, the Asari claim perhaps the most polarized relations with others. In the north, where their creator is the current god of favor with Pharaoh, they are treated like nobility, even when they have no such claim. Their devotion to all priesthoods, not just that of Osiris, makes them highly admired among the populace. But this same connection to religion (and to Osiris) makes them little more than slaves in Shematu, where the cult of Set rules in both spirit and law. They are especially loathed by the gnomes, who thwart them at every turn.

ALIGNMENT

Halflings have a strong tendency toward moral neutrality. Their fundamental duality and adherence to the cycles of life guide them toward being lawful neutral, true neutral or chaotic neutral. Good Asari are commonplace and evil ones are rare, but those who are wicked, are some of the most cruelly efficient killers in the lands.

ASARI LANDS

The race of halflings claims no land as its own. Rather, the Asari view the Underworld as their true home, and many of their eldest priests travel there from time to time. While nobody truly owns anything in a Pharaoh's land, some halflings in the north have earned enough favor from Pharaoh's court to be gifted with ancestral holdings, and these few Asari are some of the wealthiest people in Ta-Mehtu. Conversely, halflings are forbidden from holding titles of any kind in Upper Khemti.

RELIGION

The life of a halfling revolves around religion in a way no other Khemtian, save perhaps a gnoll, can comprehend. Upon