

THE NECROPOLIS OF ANUBIS

From a distance, the Necropolis of Anubis just seems to be a slightly darker-gray smudge on the silvery-gray void in front of a traveler. However, as one draws nearer, they see that the dark gray is a collection of stony bodies – the bodies of gods – collected in a large cloud. This cloud surrounds a large pyramid of black marble that stands at the center, monolithic and imposing. That pyramid is the home of one of the more unusual deities on the planes: the jackal-headed god of the dead, Anubis.

THE GOD OF DEAD GODS

The story of the entity known as Anubis is the story of a creature perhaps unique in all the multiverse. In ancient days of stone and chariot, Anubis was the jackal-headed divine of the dead bodies of those who worshiped him. For many around the planes, he still fulfills that role, and he receives prayers from various cultures all over the multiverse. However, an event in his past has also given him an unusual responsibility.

Anubis's father, the god of land and kings, Osiris, was killed in an act of divine fratricide. This left the pantheon in chaos, leaderless. Anubis, ever the loving son, presided over the funeral and guarded his father's remains. It was in that role that Anubis witnessed what few entities in the multiverse have ever witnessed: the resurrection of a god. Osiris lived again.

The tragedy of his father's death and the bliss of the divine resurrection inspired in Anubis a great sense of duty to the dead gods of all pantheons. Until that moment, he had been a god of endings, watching souls pass to their rest. Once Osiris revived, Anubis saw a future in those dead bodies, and knew that even the quiescent, stony corpses that drift through the Astral Plane may one day be restored, bringing joy to all their former worshipers, just as his father had done.

The Necropolis of Anubis thus serves a dual function. Primarily, it serves as a location for him to rule from, to consolidate his court, and to watch over those nations that pledge their dead to him. However, he also has expanded his responsibilities, and has gathered around his necropolis a motley assortment of deific corpses. These dead gods are

watched over by Anubis, and he protects them from desecration, destruction, and molestation just as he would protect mortal bodies from the same fate.

This makes the Necropolis of Anubis a popular destination for those who would study the dead gods, though not without danger. Though he doesn't object to observation and recording, or even exploration of the bodies, Anubis's wrath has been felt on more than one pirate who thought they could use a corpus dei as a home.

ANUBIS'S COURT

In addition to Anubis himself, he shares his necropolis with three closely allied deities.

ANPUT

Anput is the wife of Anubis. Though divine, she is not an independent goddess, and her role is largely to assist her husband in his duties. She takes a special interest in the feminine dead, and those who seek an audience with Anubis often speak to her for advice in dealing with her husband. Like her husband, Anput's head is that of a black jackal.

KEBECHET

Kebechet is Anubis's daughter. She is primarily the goddess of embalming. Her faithful servants learn and teach the ritual to those who follow her and her father, hoping to preserve bodies intact so that one day they may be raised again. She also ensures that the spirits of the dead who await their resurrection are shown proper hospitality in their temporary stay in the land of the dead.

Kebechet is associated with snakes and with ostriches, and is known to have the head of a snake. Her serpentine from the liquid embalming fluid and the renewal and resurrection that snakes undergo when shedding their skin. Her ostrich association is due to their feathers – the same feathers of truth weighed during the judgement of the soul. She provides these feathers, just as she provides the renewing liquid that embalms the dead.

Alignment: Lawful neutral

Suggested Domains: Death

Symbol: a human body filled with snakes

WEPWAWET

The loyal war-god Wepwawet is a close ally of Anubis, and the death god's kindred in canine affairs. Wepwawet's head is that of a gray wolf, and he is in every respect the loyal war-dog of kings. He is a hunter and a scout, sitting at the head of the solar barge and ensuring that the royal souls that travel upon it are alerted to any danger.

Alignment: Lawful neutral

Suggested Domains: War

Symbol: A gray wolf

DEVOTEES OF ANUBIS

Anubis has few worshipers in the multiverse overall – those of his own pantheon are often more interested in resurrection than death and see the role of this ancient deity as little more than the owner of a remarkable palace where the dead come to visit, but never to stay. Between death and resurrection, Anubis holds great power, however.

SACRED CREATURES

Anubis and his wife Anput consider **jackals** to be sacred creatures, and great packs of them roam the interior of the pyramid at the center of the necropolis. In certain areas of that pyramid, one can also find the **mastiffs** and **wolves** sacred to Wepwawet, or the **poisonous snakes** and **ostriches** sacred to Kebechet.

CREATED SERVANTS

Anubis can bestow a certain intelligence and divinity on the jackals he appoints to serve as psychopomps – guides for the spirits of the dead. His loyal pets become immortal celestials (rather than beasts), and he sends them to minister to the dying and to send messages to his priests.

Anubis also creates **stone golems** in his own image to defend the graveyards that he presides over. Even if his dominion is only a momentary stop for a soul, he takes the responsibility to defend that soul and the vessel it will reincarnate in very seriously.

Perhaps unusually for a god of death, Anubis and his priests have a complicated relationship with

the undead. Creating an undead creature is considered a dire punishment, destroying the creature's eternal soul and reanimating its shambling corpse as a servant for the necromancer. In an ideal world, no undead would ever be created, and all souls could return to the bodies that Anubis and his priests preserve. However, the world is flawed, and there are those who do not heed the warnings to leave the dead lie in peace. It is these people – tomb robbers and other defilers of the dead – whom Anubis permits to be turned into undead. By violating a sacred tomb and breaking that deep taboo, the would-be pilferers have surrendered Anubis's protection of their eternal soul. One would hope this would be enough to dissuade robbery, but the not-uncommon incidence of **skeletons**, **zombies**, **ghouls**, **ghasts**, **wights**, and **mummies** guarding tombs protected by Anubis's priests indicates that such punishments are still necessary.

THE FAITHFUL

The **priests** of Anubis resemble, for the most part, the priests of any other Egyptian god. Men shave their heads, women wear their hair long, and they both dress in white robes. They are served by a large number of **acolytes**.

Anubis's most powerful priest is an exarch of his named **Betita Khab**. Khab is a necromancer, and he is tasked with administering punishment for grave robbers, transforming them into undead. He and uses the black marble temple as a base to study death and the nature of negative energy with his apprentices, who are all **necromancers** themselves, who have taken similar vows to their teacher.

Among the humans that make up the bulk of Anubis's priests and necromancers there can also be found a rather large number of **buomman**, who are very sympathetic to the ideals of Anubis. Indeed, they may be one of the few creatures of the multiverse who understand the desire to raise dead gods as intimately as Anubis does.

SPECIAL SERVICES

The necropolis of Anubis is a fairly busy place for being a repository of dead bodies. Most services here require some renown with the Necropolis

before the locals trust you enough to let you partake of these unique offerings.

CRAFT MAGIC ITEMS

Required Renown: Varies

The Necropolis of Anubis has been known to bless certain items for allies who prove themselves. They're willing to craft each of the following items, once, for a group that gains renown with them. They may also craft these items in anticipation of awarding them to a group that completes one of their missions.

Renown	Item	Cost	Days to Craft
3	<i>Scroll of Gentle Repose</i>	500 gp	20
3	<i>Longbow, +1</i>	1,000 gp	20
3	<i>Mace, +1</i>	1,000 gp	20
10	<i>Longbow, +2</i>	10,000 gp	40
10	<i>Mace of Disruption</i>	7,000 gp	40
10	<i>Mace, +2</i>	10,000 gp	40
10	<i>Padded Armor of Necrotic Resistance</i>	9,000 gp	40
25	<i>Manual of Stone Golems</i>	100,000 gp	80

PRESERVE DEAD BODIES

Required Renown: 1

Anubis's function in his pantheon means that he's certainly well-equipped to ensure that a dead body lasts, intact, for a long period of time, regardless of what that dead body is. The priests of Anubis are happy to extend their embalming and preservation practices to those who don't follow the god, though it can be pricy – 100 gold pieces will secure you a tomb and preservation in most cases. At renown 10 or above, they provide this service for free.

PERMIT RESURRECTION

Required Renown: 10

It is said that Anubis has the power to sense every resurrection that occurs anywhere in the multiverse, and that, if he should choose, he can withhold his consent from that resurrection. If a body has not returned normally from the dead, it is entirely likely that Anubis or his faithful followers will know what's happening to the spirit, even if the spirit doesn't honor the Egyptian pantheon. When Anubis himself has prevented a resurrection, his priests often request a divine quest as a way to

appease the god and allow the dead spirit to return once more to life.

RESEARCH NECROMANCY

Required Renown: 3

The vast libraries of the Necropolis have volume upon volume of necromantic lore within them, readily accessible, and without any of the usual unpleasant individuals that gravitate to the study. Anubian necromancy is rigorous, clinical, and hopeful. A wizard who wants to learn a specific necromancy spell can spend 10 days studying in the library, and then make an Arcana check with a DC of 10 + the level of the spell. On a success, they can add the spell to their spellbook.

STUDY THE DEAD GODS

Required Renown: 3

Anubis is protective of his necropolis, but if one bears the stony bodies of the dead gods no harm, then the priests that patrol this realm have no cause for alarm. The strange energies that exist around all dead gods also exist around these gods, and one who hopes to learn more about the nature of dead gods can find quite a large number of them in a small space. There are also many scrolls in the libraries within the black marble pyramid dedicated to the stories of these gods. Even Athar scholars are welcome, as long as they refrain from defiling the things they are studying.

If a character has a specific question about a dead god within the Necropolis that they're trying to answer, they can spend 10 days studying in the library, and then make a Religion check, with advantage.

TRAIN

Required Renown: 3 (level 2-4), 10 (level 5-10), 25 (level 11-16), or 50 (level 17-20)

The Necropolis contains training for clerics of Anubis, Kebechet, and Wepwawet, yes, but there are other centers of training as well. If you use the training rules from the DMG, the following archetypes can receive training here.

CLERIC: DEATH DOMAIN

Between Anubis and Kebechet, those seeking to deepen their understanding of death could do

worse than to visit Anubis. What's more, this family of death gods is exceptional in that they don't hate life or seek to create undead. Their role is as sustainers, preservers, and preparers for an eventual resurrection. In the Egyptian pantheon, death is merely one period of an immortal life.

CLERIC: WAR DOMAIN

Wepwawet is a god of hunting and scouting, and clerics who seek a method of war that relies on speed, observation, and an accurate bow-shot can study under his priests. They espouse loyalty to a lord as a defining element, and tend to not use heavy armor. Though they train in its use, it's rarely suited for the hot environments where the mortal followers dwell.

FIGHTER: BATTLE MASTER

Battle masters are trained under Wepwawet's tutelage. As may be expected, the emphasis here is on working as a team, obeying the chain of command, and using quick strikes and mobility to gain an edge. Wepwawet's battle masters tend to use bows and dress in light armor, just as his war clerics do.

MONK: WAY OF THE LONG DEATH

The study of death and dying is such that some of Anubis's faithful eschew divine magic for rigorous asceticism. Anubian monks embrace their god and become death-like themselves, internalizing the negative energy that their divinity wields. Many of these monks come here seeking Kebechet, viewing their own bodies as ready for the embalming process. It is said the truly worthy are granted the cooling waters of her embalming fluids.

PALADIN: OATH OF DEVOTION

Though it may seem unusual to those not in the church, the Oath of Devotion is actually the essence of Anubis's own role in his pantheon: to serve others, honorably and respectably, by protecting them when they are weak. The bodies he defends he defends as devotedly as any devoted paladin defends a commoner. As such, some of Anubis's more powerful templars can help others swear this same oath.

PALADIN: OATH OF THE CROWN

Wepwawet's dedication to the lords he serves is unwavering. Thus, his name is often used to swear

others to similar oaths of loyalty, to pharaohs, kings, and lords in other lands. Those seeking devotion to their rulers need look no farther than Wepwawet's example.

RANGER: BEAST MASTER

Another specialty of Wepwawet: he can train an adventurer to become a master of hounds, capable of bonding closely with a jackal, mastiff, or wolf, and becoming a pack of two.

WARLOCK: THE UNDYING

Many of the god-kings that have been restored to life offer this pact to those that are responsible for their resurrection. Those devoted to Kebechet are especially likely to be offered this pact – to become loyal servants, eternally. Many consider this an honor.

WIZARD: SCHOOL OF NECROMANCY

Necromancy is heavily practiced in the Necropolis, and many advanced necromantic spells have been researched by Betita Khab and his students.

However, unlike necromancy in most lands, it is forbidden to create undead here. Undead of any sort are considered an abomination, a twisting of the natural cycle of true rebirth.

NEW FEATS

In a campaign that uses feats, you can consider the Embalmer feat as something that the priests of Kebechet can train a character in. Training in a feat happens as part of training for the level you gain the feat in.

EMBALMER

You have studied the art of body preservation. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in Medicine. If you already have proficiency in Medicine, you can choose History, Nature, or Religion instead.
- You gain proficiency in embalmer's tools. Embalmers tools are artisan's tools consisting of various hooks, spikes, tubes, minerals, oils, and salts. A set of embalmer's tools costs 25 gp. You can use embalmer's tools to extract organs, preserve tissue, prepare a cadaver for a funeral, prevent the decay of a body, or any other activity the DM deems reasonable. Preserving one body with embalmer's tools takes 8 hours. You can spend your downtime embalming in an area with a demand for embalmers – this is considered Practicing a Profession as a downtime activity.

QUESTS

The people of the Necropolis can serve as patrons for many quests that bear their interests at heart. Betita Khab serves as coordinator for many of these missions, though he'll usually delegate the actual patronage to a lower-ranking priest or acolyte. In addition, there are those who see secrets in the Necropolis that they would like to acquire.

ACQUIRE STONE

+1 Renown: Necropolis of Anubis

Anubis has a fondness for stone statues in his likeness, and those he often has his most powerful clerics create as stone golems. However, on the Astral Plane, actual physical matter is quite rare. The temple is in need of large hunks of quality stone – big enough to carve a golem out of. Acquiring it will usually involve dealing with druids, dwarves, earth elementals, dao, and similar creatures.

STEAL THE BOOK OF THE DEAD

+2 Renown: Athar or Buomman

Lose All Renown: Necropolis of Anubis

The libraries of the Necropolis of Anubis are voluminous, but it is said that there is one tome within the black marble stone valued above all: the book in which Anubis kept notes on how he raised his father, Osiris, from the grave. As one of the few documented acts of deific resurrection in existence, there are several factions that would be very interested in procuring such a document. All have a need to remain secret however: should the church of Anubis find out who took the document, the retribution would be swift and horrific. Still, it is no secret that the Athar and the buomman would both be very interested in the contents of that book. Unfortunately, none can even say what the book looks like, merely that it must exist, given the Necropolis's continued gathering of deific corpses and Anubis's declared intent for them.

HUNT GRAVE ROBBERS

+1 Renown: Necropolis of Anubis

The priests of Anubis pursue grave robbers all over the multiverse. While they normally keep such activities to themselves, occasionally, a group of clever bandits will slip through their clutches, and the priests will post a bounty for the destruction of the grave robbers, the return of grave goods, and the return of their bodies to the priests of Anubis for their ultimate punishment.

PUT UNDEAD TO REST

+1 Renown: Necropolis of Anubis

Despite the mummy tropes often associated with pyramids, the priests of Anubis find all undead to be a perversion of the true fate of the soul. They create undead, but when they do, it is only as a punishment for an unforgivable sin: the defiling of a grave. A body of an innocent should lie quietly in repose until the soul returns, not animate as a servant of some other being. As such, the priests of Anubis carry out missions to cleanse grave sites of undead, and they'll occasionally put out bounties for places they have difficulty getting to, or when they need a few extra sword-hands.

SLAY DIVINE DEFILERS

+2 Renown: Necropolis of Anubis

Despite Anubis's commandments to not harm the bodies of the dead gods, there are regular occurrences of those who try and flout these commandments. Most common are githyanki pirates or rogue groups of Athar seeking some great power. Some of these defilers even manage to escape...for a time. Anubis is very invested in punishing those who affront his charges, and he will task some of his most powerful followers with whatever gold and supplies necessary to bring the violators to heel. As typical, he seeks the return of their bodies, so that he can punish their souls by turning them into undead.

LOCAL CHARACTERS

If you'd like to make a character from the Necropolis, consider being a human or a buomman, and taking any of the classes that the Necropolis offers training in. A background as an acolyte or sage would be entirely relevant. You may want to read up a bit on the Egyptian pantheon.

Local characters can include priests, clerics, or other devotees of Anubis, Kebechet, or Wepwawet. It would be rare to find a character from here that wasn't somehow entwined with the church of one of these deities, but they needn't be of the cleric class.

A local character starts with 1 renown with the Necropolis of Anubis.

BETITA KHAB, PROXY OF ANUBIS

Medium humanoid (human), Lawful Neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 79 (Hit Dice: 14d6)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	12 (+1)	14 (+2)	20 (+5)	14 (+2)	10 (+0)

Saving Throws Intelligence +10, Wisdom +7

Skills Arcana +10, Religion +10

Damage Resistances necrotic

Senses Passive Perception 12

Languages Common, Gith

Challenge 10 (5,900 xp)

Spellcasting. Betita Khab is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at-will): *chill touch*, *light*, *mage hand*, *prestidigitation*, *true strike*

1st level (4 slots): *detect magic*, *false life*, *mage armor*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *gentle repose*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *bestow curse*, *vampiric touch*

4th level (3 slots): *arcane eye*, *blight*, *locate creature*

5th level (2 slots): *legend lore*, *scrying*

6th level (1 slot): *circle of death*, *create undead*

7th level (1 slot): *finger of death*

Grim Harvest. Once per round, when Betita Khab kills one or more creatures with a spell of 1st level or higher, he regains hit points equal to the spell's level, or three times the spell's level if the spell belongs to the School of Necromancy. He doesn't gain this benefit for killing constructs or undead.

Inured to Undeath. Betita Khab's hit point maximum cannot be reduced.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage

NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	13 (+1)	10 (+0)	16 (+3)	11 (+0)	10 (+0)

Saving Throws Intelligence +6, Wisdom +3

Skills Arcana +6, History +6, Medicine +6, Religion +6

Senses Passive Perception 10

Languages any four languages

Challenge 7 (2,900 xp)

Spellcasting. The necromancer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at-will): *chill touch*, *light*, *mage hand*, *prestidigitation*
 1st-level (4 slots): *detect magic*, *false life*, *mage armor*, *ray of sickness*
 2nd-level (3 slots): *gentle repose*, *ray of enfeeblement*
 3rd-level (3 slots): *animate dead*, *bestow curse*, *vampiric touch*
 4th-level (3 slots): *blight*, *greater invisibility*
 5th-level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

OSTRICH

Large beast, unaligned

Armor Class 11

Hit Points 13 (2d10+2)

Speed 50 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	13 (+1)	12 (+1)	2 (-4)	14 (+2)	4 (-3)

Senses Passive Perception 12

Challenge 1/8 (25 xp)

Keen Hearing and Eyesight. The ostrich has advantage on Wisdom (Perception) checks that rely on hearing or eyesight.

Actions

Kick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.