

The Egyptian (Nereganti) Pantheon

Ra

LG greater god of the sun, heavens, kingship, power, creation and light

Clerics: LG

Worshippers: LG, NG, CG, LN, N

Major: charm (rulership), creation, death, divination, elemental fire, sun (no night effects)

Minor: elemental air, good, guardian, healing, law, protection

Add: *avert evil eye*, *faerie fire* (corona) (1st), *sunwarp* (4th)

Undead: turn

Weapons: dart, flail*, javelin, khopesh, mace*, short bow, short sword, spear, staff

Armor: any

Symbol: solar disc (w/uraeus), hawk

1) *cool strength* constantly in affect

5) *light* acts as sunlight (burns vampires, neutralizes wraiths, etc, but does NOT destroy drow items)

10) all *light* spells automatically dispel darkness

15) *sunray* 1/day

Must have 9+ intelligence and charisma

Must avoid and battle the forces of "darkness" and oblivion -- paladin-like restriction on associations and enemies

Must pray every morning and every evening (for the sun to rise)

Only half normal chance for divine intervention (round down)

(linked with Atum and Khepri)

(Ra no longer rules directly, having turned earthly matters over to Osiris)

Amun

N greater god of mysteries, secrets, invisible forces, the wind, creation, eternity, fertility, strength, victory in battle

Clerics: NG, LN, N, CN, NE

Worshippers: any

Major: creation, divination, elemental air, number, thought, time, weather

Minor: combat, death, healing, protection

Add: *detect invisibility* (2nd), *invisibility*, *starshine*, *strength* (3rd), *improved invisibility* (5th)

Undead: no effect

Weapons: any one-handed

Armor: any but no shield

Symbol: red- or blue-skinned man with two large feathers as a crown, ram, goose, bull, invisible force

Must keep secrets and work to promote Amun's cult above all others

Must have 9+ intelligence

(I've intentionally played up the differences between Amun and Ra)

Hathor

NG greater goddess of love, beauty, mirth, joy, music, alcohol, women, infants, cattle, protection, compassion, and the sky

Clerics: any Good

Worshippers: any non-Evil

Major: charm, creation, good, healing, protection, summoning, weather

Minor: divination, elemental air, thought

Add: *comfort*, *love* (3rd), *fertility* (4th)

Undead: turn (at minus two levels)

Weapons: club, staff

Armor: any but no shield

Symbol: cow horn encircling solar disc, woman with cow's ears, sistrum

5) *joyous dance* (takes one round and may involve comedy or stripping)

Must gain skill in dancing, music, or art prior to 10th level

Must drink beer when offered in the spirit of joy or celebration

May be of either gender and advance equally

Horus

LG greater god of kingship (current pharaoh), law, retribution, war, protection, the sky, and the sun

Clerics: LG or LN

Worshippers: LG, NG, LN or N

Major: charm (rulership), combat, law, protection, sun, war

Minor: guardian, healing, weather

Undead: turn (at minus two levels)

Weapons: any

Armor: any

Symbol: falcon, falcon-headed man wearing a crown, sphinx

May be split-classed paladin/clerics

1) +2 on all saves (or at +3)

10) *shapechange* into hawk x1/d

Must have 13+ strength and charisma

Must battle the forces of Seth

Isis

NG greater goddess of magic, guile, divination, fertility, marriage, motherhood, and the family

Clerics: any good

Worshippers: any non-evil

Major: charm, divination, good, healing, protection

Minor: animal, creation, elemental (all), guardian, numbers, summoning, weather

Add: *cantrip* (2nd), *fertility* (insures reproductive fertility, 4th), *raise dead* (but only if body intact, 5th), *fabricate* (6th)

Undead: turn

Weapons: club, dagger, dart, mace, staff

Armor: none

Symbol: tyet (knot of Isis similar to ankh), mother, kite, ankh, swallow

May be split-classed mage/cleric

1) save vs magic spells and items as mage or cleric (or at +2)

5) use general mage items as a ranger, such as crystal balls
may learn one non-clerical witch spell @ +1 spell lvl, gaining another each level gained, although roll to understand and source required

10) read mage scrolls as a thief

craft talismans as a witch

use any mage item as a mage

Must have 13+ wisdom and 9+ intelligence

Osiris

LG greater god of the dead, agriculture, civilization, judgment and kingship (former pharaohs)

Clerics: any good

Worshippers: any non-evil

Major: charm (rulership), death*, guardian, plant, protection

Minor: divination, good, healing, weather

Add: * add access to necromantic mages spells, and add also *speak with astral traveler* (1st), *astral window* (2nd), *join with astral traveler* (3rd)

Undead: turn* (at plus two levels)

Weapons: flail*, mace, staff

Armor: any

Symbol: green man or mummified king, crook and flail

May be split classed necromancer/cleric

May command Egyptian undead (mummies, Egyptian spirits, etc) to perform appropriate service (guard pyramid, return to rest, etc)

Must have 13+ wisdom

Must preserve the sanctity of death (no grave robbing, must bury allies)

(Osiris no longer rules earthly matters directly, but supports and provides guidance to Horus who does)

Ptah

LN greater god of creativity, inspiration, design, craftsmanship and creation of the cosmos

Clerics: any non-chaotic

Worshippers: any

Major: creation, divination, numbers, thought, travelers

Minor: death, elemental (all), healing, law, summoning

Add: *clairaudience* (3rd), *clairvoyance* (4th), *fabricate*, *material*, *minor creation* (4th), *major creation*, *rainbow*, *teleport* (5th), *teleport without error* (6th), *truename* (7th)

Undead: no effect

Weapons: any one-handed

Armor: any but no shield

Symbol: djed (staff of stability), blue-skinned bearded mummy with free hands and a skull cap, ears, the Apis Bull

May grant spells on Ethereal and any Prime Plane, but all Elemental Planes are "one plane" away, the Astral is "two planes" away, and the Outer Planes are "inaccessible"

1) +1 to all "creative" proficiency checks (engineering, pottery, artwork, smithing, etc) w/+1 more per four levels

Extra 1% chance for divine intervention for all worshippers

Must have 13+ intelligence and wisdom

Must have some form of artistic/creative skill

Seth

LE greater god of violence, conflict, metal, strength, storms, the desert, darkness, treachery, and evil

Clerics: LE

Worshippers: any evil

Major: animal ("evil" only), charm, combat, evil, weather ("bad" only)

Minor: death, divination, guardian, protection, summoning, thought, war

Add: *strength* (3rd), *raise dead* (only worshippers, 5th)

Undead: control

Weapons: any

Armor: any

Symbol: Seth-headed man, coiled cobra, black male hippo, donkey

May be split-classed assassin/clerics or fighter/clerics

1) back stab as thief

10) resistant to poison

Must castrate self to cast 5th or higher level spells

Note: "evil" animals are insects, scorpions, snakes, jackals, crocodiles, male hippos, pigs and the like

Thoth

N greater god of knowledge, secrets, writing and time

Clerics: NG, LN, N, CN, and NE

Worshippers: any

Major: divination, guardian, numbers, sun (non-solar), thought, time

Minor: charm, death, healing, protection, summoning

Add: *comprehend languages* (written only), *read magic* (1st), *detect invisibility* (3rd), *contact other plane* (5th), *legend lore* (6th)

Undead: no effect

Weapons: dagger, dart, staff

Armor: none

Symbol: ibis, baboon, scribe

May be split-classed mage/cleric

1) read languages as a thief of three levels higher

+10% chance to successfully cast higher-level spells from scrolls

5) gain bonus language or scientific skill with each new weapon slot
detect lie with successful wisdom check

10) read mage scrolls as a bard

gain unique or rare spell each level for PERSONAL use

15) +1 intelligence and wisdom

Must have 16+ intelligence and 13+ wisdom

Anubis

LG lesser god of mummification and medicine, he who guards, guides, judges, and protects the dead

Clerics: LG or LN

Worshippers: any non-chaotic

Major: death, divination, guardian, healing, protection, travelers

Minor: animal, law, thought

Undead: turn (at plus two levels)

Weapons: any one-handed, non-missile plus pole-arms and short bow

Armor: any

Symbol: black jackal or jackal-headed man

Must preserve the sanctity of death (no grave robbing, must bury allies, etc)

Must be proficient with embalming and/or mummification

Bast

CG lesser goddess of cats, pleasure, music, dance, dawn, secrets, and defense against evil

Clerics: CG or CN

Worshippers: NG, CG, N or CN

Major: animal, charm, combat, protection, summoning

Minor: chaos, death, divination, healing, sun

Add: avert evil eye (1st)

Undead: turn (at minus two levels)

Weapons: per Thief

Armor: chain mail and shield

Symbol: cat

May be split-classed thief/cleric

1) hide in shadows and move silently as a thief (or at +3 lvls)

3) speak feline

5) *control felines* (as per *ring of mammal control*, but cleric's level in hit dice)

7) *shapechange* 1/day into feline (per druid)

10) feline definition expanded to include feline hybrids (chimera, displacer beast, crabs, etc), although count as double hit dice clerical control power

Must have 13+ wisdom and dexterity

Must never allow a cat to suffer

Must never befriend a serpent

(closely associated with Sekhmet -- the priesthoods are united working together to defend Ra, Bast at dawn and Sekhmet at dusk)

Bes

N lesser god of luck, humor, song, dance, the poor and protector of children, childbirth and the home

Clerics: NG, CG, or N

Worshippers: any non-Evil

Major: charm, divination, numbers, protection, summoning

Minor: animal, combat, creation, guardian, healing

Add: *spook* (1st), *diminuation*, *Tasha's hideous laughter*, *taunt* (2nd), *detect invisibility* (3rd), *fear* (5th), *confusion* (6th)

Alter: bless (modified to add +1 to any one type of roll where luck plays a roll) (1st)

Undead: turn (non-corporeal only -- ghosts, wraiths, spectres, etc plus extra-planar beings)

Weapons: any one-handed

Armor: leather and shield

Symbol: fat ugly dwarf wearing a leopard skin

1) +1 on all saving throws

may use bardic instruments

5) gain saving throw of natural 20 (plus modifiers) against attacks without a save (spell or melee!)

10) may reroll any ONE saving throw x1/day

Must NOT have 17+ charisma

Must protect children and the poor in preference to adults and the rich

Geb

N lesser god of the earth and (plant) fertility

Clerics: N or NG

Worshippers: any

Major: creation, elemental earth*, guardian, plant

Minor: combat, death, divination, healing, protection

Add: * access to all earth mage spells at +1 level

Undead: reclaim (turn at plus two levels, if the result is destroy, then the undead are "reclaimed" by the earth, otherwise, no effect)

Weapons: standard plus military pick

Armor: any

Symbol: man with a goose or golden crown on his head, goose, green man with plants growing out of his body

- 1) detect grades/slopes/traps as dwarf
- 5) 60' *infravision* when underground (only)
earth elementals ignore
- 10) 120' *infravision* when underground (only)
earth elementals serve
- 15) *earthquake* x1/day

Khnum

N lesser god of fertility, (fresh) water, pottery and (human) creation

Clerics: any non-evil

Worshippers: any

Major: animal, creation, elemental earth & water, summoning, weather

Minor: death, divination, healing, plant, protection

Add: *fertility* (4th), *airy water*, *graft* (although the new member can be made of clay and in any shape desired), *fabricate* (pottery only, 5th), plus sea druid/cleric spells appropriate to fresh water

Undead: no effect (turn undead **humans** and **animals** at minus two levels -- at par if corporeal or water-based, such as zombies, wights or lacedons)

Weapons: bola, club, dagger, flail, hammer, hand axe, javelin, khopesh, knife, mace, morning star, net, sling, spear, staff

Armor: leather but no shield

Symbol: ram, ram-headed man

- 10) may create a *clay golem* (in any shape)
(associated with Anuket and Sati)

Ma'at

LG lesser goddess of truth, wisdom, law, order, judgment and balance

Clerics: LG

Worshippers: LG, NG, LN and N

Major: death, divination, good, law, protection, thought

Minor: guardian, healing, summoning

Undead: turn (at minus two levels)

Weapons: any one-handed

Armor: any

Symbol: ostrich feather, woman with outstretched wings

- 5) *detect lie* with successful wisdom check
- 10) *know alignment* with successful wisdom check

Must have 13+ wisdom

Must always speak the truth

Must always honor the law

Min

N lesser god of male sexuality, virility, fertility

Clerics: any

Worshippers: any

Major: animal, charm, creation, divination, plant

Minor: healing, protection, summoning, weather

Add: *charm woman*, *fascination*, *impotence* (1st), *ecstasy* (2nd), *fertility* (4th)

Undead: no effect

Weapons: any one-handed weapon

Armor: any but no shield

Symbol: black-skinned man with one arm upraised and the other holding an oversized turgid phallus, lettuce, white bull

- 1) immune to impotence of all sorts (ever-hard)
- 5) minimum phallus length equal to level in inches
complete control over sexual member (ejaculation, virility, etc)
- 10) +1 charisma (due to sexual attraction)

Neith

N lesser goddess of hunting, war, guardianship, wisdom, impartiality, protector of the dead, and inventor of weaving

Clerics: any non-evil

Worshippers: any non-evil

Major: creation, combat, divination, guardian, protection

Minor: animal, death, elemental water, healing, thought, war

Undead: turn (at minus two levels)

Weapons: bow*, dagger, hand axe, javelin, khopesh, scimitar, short sword, sling, spear

Armor: chain mail and shield

Symbol: crossed arrows or bow and arrow (with shield), armed woman with red crown

Nephythys

CG lesser goddess of the home, death, decay, immortality, funerals, women, wealth and protector of the dead

Clerics: NG, CG or N

Worshippers: any non-Evil

Major: death, divination, guardian, healing, protection, summoning

Minor: elemental earth, time, travelers

Add: *change self* (2nd), *alter self* (3rd), *polymorph self* (5th)

Undead: control

Weapons: any one-handed, non-missile

Armor: any but no shield

Symbol: woman with symbol for "house" or "basket" over her head, bones and skulls

- 5) know value of any object on sight with successful wisdom check
- 10) detect valuables as *potion of treasure finding* 1/day

Nut

NG lesser goddess of the night sky, stars, firmament, and forbidden love

Clerics: NG or CG

Worshippers: any

Major: charm, elemental air, good, protection, sun (non-solar), weather

Minor: creation, death, divination, good, healing, travelers, thought

Add: *rebirth* (6th)

Undead: turn

Weapons: bola, club, dagger, dart, mace, net, sling, staff

Armor: chain mail but no shield

Symbol: field of stars, woman with body of the firmament, sky sow

- 5) see in starlight as bright daylight

- 10) see in darkness as daylight

Must have 9+ charisma

Must never be married

Must be female

Sekhmet

LN lesser goddess of the burning sun, sunset, war, vengeance, divine punishment, disease and medicine

Clerics: any lawful

Worshippers: any lawful

Major: combat, elemental fire*, healing, law, sun, war

Minor: animal (limited use against non-felines), death, protection

Add: * access to evocation fire mage spells at +1 level, add also *dire charm* (3rd), *confusion* (6th)

Alter: *cure/cause disease* (caster's level is treated as x2 normal with regard to what she can cure or cause)

Undead: turn (only if vulnerable to light)

Weapons: any

Armor: any

Symbol: lion-headed woman

May be split-classed fighter/cleric, berserker/cleric or lion-werelord/cleric

- 1) *cure disease* and immune to disease as a paladin of the same level
- 5) +2 to hit due to ferocity (or control bloodlust)

- 10) *shapeshift* into lion x1/day (or cave lion)

- 15) can fight til -10 to complete some task

May not drink beer (or will lose all special abilities!)

(closely associated with Bast -- the priesthoods are united. Also associated as the "flip side" of Hathor)

Shu

LG lesser god of the sky, atmosphere, and winds

Clerics: any good

Worshippers: any non-evil

Major: divination, elemental air*, guardian, protection, weather

Minor: charm, combat, death, good, healing, sun

Add: * access to all air mage spells

Undead: no effect

Weapons: dagger, short sword plus any missile weapon

Armor: any

Symbol: ostrich feather

5) immune to the effects of foul weather

10) create safe "eye" in foul weather effects

Taweret

NG lesser goddess of childbirth, pregnancy, and protection of children

Clerics: any non-evil

Worshippers: any

Major: elemental water, good, guardian, healing, protection

Minor: animal, combat, death, divination, summoning

Add: *comfort, ease labor* (3rd), *favor of Taweret (Ilmater)* (4th)

Undead: turn

Weapons: any

Armor: any

Symbol: bipedal pregnant hippo with pendulous breasts, human hair wig, lion's paws, and crocodile's tail, Sa symbol, torch, ankh

Must preferentially protect children and pregnant women

Must be proficient with midwifery (but gain level as skill bonus)

Tefnut

NG lesser goddess of moisture, rain, storms, and running water

Clerics: any non-evil

Worshippers: any

Major: creation, elemental air, elemental water, weather

Minor: combat, death, divination, guardian, healing, plant, protection, summoning

Add: *pass without wake* (1st), *ride the wind* (2nd), *gust of wind* (3rd), *conjure air/water elemental* (5th)

Undead: no effect

Weapons: any

Armor: any

Symbol: lioness

1) *predict weather* (at will)

5) never harmed by water -- either spell or elemental (can't drown, won't be attacked, etc)

10) *call lightning* in one ROUND

15) summoned weather always arrives in minimum time

Anhur

CG demi-god of war, hunting, soldiers, defender of Ra's solar barque

Clerics: any good

Worshippers: any good

Major: combat, guardian, protection, sun, war

Minor: charm, divination, elemental fire, good, healing

Undead: no effect

Weapons: any

Armor: spear or lance* plus any

Symbol: spear or lance with the sun as tip

may be split-classed ranger/clerics

1) extra HD as a ranger

track as a ranger of equal level

8) x3/2 attacks per round (or unrestricted specialty)

15) x2 attacks per round (or unrestricted double-specialty)

Must have 13+ strength

(also known as Onuris)

Apshai

N demi-god of insects

Clerics: NG, LN, N, CN, or NE

Worshippers: any

Major: animal (insects), elemental earth, plant, summoning, weather

Minor: creation, guardian, healing, protection

Undead: no effect (turn animated insects)

Weapons: any

Armor: any

Symbol: scarab

5) immune to insect venom

10) insects will not harm

(yes, this is a made-up deity from the realm of Atari!)

Mut

LN demi-goddess of queens, protector of the king and state, wife of Amun

Clerics: any non-chaotic

Worshippers: any

Major: charm, divination, guardian, protection

Minor: animal, combat, death, elemental fire, healing, sun

Undead: turn

Weapons: any

Armor: any

Symbol: lion-headed woman with a vulture crown and lily-headed staff

10) *shapeshift* into lion x1/day

Must never act contrary to the needs of the king or state

Must be female

Renenutet

N demi-goddess of the harvest, grain, snakes, protection, divine nurse

Clerics: NG, LN, N, CN, or NE

Worshippers: any

Major: animal, guardian, healing, plant, protection

Minor: divination, charm, summoning

Add: *nurture* (2nd), *create food and drink* (3rd)

Undead: no effect (turn animated snakes)

Weapons: any

Armor: any

Symbol: erect cobra with sun disc and horns

3) speak serpent

5) *control serpents* (as per *ring of mammal control*, but cleric's level in hit dice)

7) *shapechange* 1/day into serpent (per druid)

10) serpent definition expanded to include serpent hybrids (chimera, couatl, kaman, etc), although count as double hit dice clerical control power

Seshet

N demi-goddess of writing, record keeping, official records, scribes, libraries, buildings

Clerics: NG, LN, N

Worshippers: any

Major: death, divination, numbers, sun (non-solar), thought

Minor: charm, healing, guardian, protection, summoning

Add: *comprehend languages* (written only), *read magic* (1st), *know history* (2nd), *legend lore* (6th)

Undead: no effect

Weapons: club, dagger, dart, mace, sling, staff

Armor: leather

Symbol: woman wearing a leopard skin with a headdress bearing a seven-pointed star

1) read languages as a thief of three levels higher

+10% chance to successfully cast higher-level spells from scrolls

10) read mage scrolls as a bard

15) +1 intelligence and wisdom

Must have 13+ intelligence

Shed

CG demi-god of protection especially against the forces of the wilderness and inimical magic, "he who rescues", "the enchanter"

Clerics: NG, CG, N, CN

Worshippers: any non-evil

Major: animal, combat, elemental earth & water, protection

Minor: charm, death, divination, elemental air & fire, healing

Undead: no effect

Weapons: any

Armor: any

Symbol: young man or boy with shaved head, sidelock, quiver, and/or kilt usually defeating wild/dangerous animals

1) save vs magic spells and items as mage or cleric

Must have 13+ strength

Sokar

NG demi-god of (blinding) light, protector of the (just) dead, guardian of the underworld and the mysteries of the dead

Clerics: any good

Worshippers: any good

Major: death, guardian, healing, sun, travelers

Minor: divination, elemental fire, good, protection

Add: *detect undead* (turns per level within 30'/lvl) (1st), *locate undead* (turns per level within 120'), *flash* (3rd), *tracking light of the unliving* (like *fire track* but path of light and only works on undead), *ray of light* (does d6*lvl vs undead, no save, 10'/lvl, duration: rnd/lvl) (4th)

Undead: turn (but d6+6 and at +2 levels if vulnerable to light)

Weapons: any

Armor: any

Symbol: hawk-headed mummy

(also known as Seker, with some game-based enhancement)

Egyptian Ennead: Ra, Shu, Tefnut, Geb, Nut, Osiris, Seth, Isis, Nephthys

There are many other gods I chose not to include, although with sufficient player-interest, I'd be happy to add others. Those familiar with the earlier versions of this file will note many additional deities in the current revision.

Some gods not likely to warrant player interest as an adventuring cleric include **Nefertem** (god of perfume), **Shezmu** (god of wine and pressed oil), **Meskenet** (mysterious goddess), and **Banebdjed** (an old wise divine judge and "balance" keeper). Similarly, while **Khonsu** is the son of Amun and Mut, he adds nothing not already covered by Thoth or other deities. Likewise, there are several "niche" gods, like **Serket**, **Heket**, **Wadjet**, and **Nekhbet**, goddesses of scorpions, frogs, cobras, and vultures, respectively, as well as **Sobek**, god of crocodiles.

Basically, after over 3000 years, there was alot of cross-over and drift. Gods like **Nun** and **Khepri** offer little and can be seen as aspects of other gods, such as Osiris and Ra. Others, like **Qetesh**, appear to be foreign gods, such as Ishtar, under new names. Finally, later additions, such as **Imhotep** or **Serapis**, seem to be spurious to older traditions, such as Ptah and Osiris.

The astute might notice that I've given the Egyptians nine greater gods – more than any other pantheon. All I can say is that 3000 years of evolving worship makes this valid; religion was a massive part of daily life and historically these nine gods were "on top" at one point or another. In addition, there are two note-worthy supernatural entities/demons: **Apep** (Apophis), the serpent of darkness that seeks to eat the sun every night, and **Ammut**, the demoness-monster that eats the souls of those found wanting. Neither has a cult, and therefore cannot grant spells.

Finally, to conform to Dnd's construction of divinity, there are no composite deities such as Amun-Ra, Osiris-Min, or Horus-Ra. Oh yeah, and while Re might be technically correct, to me it's a musical note while Ra is the sun god...!

A few cultural notes:

The Egyptian social order is much like a pyramid. At the top is the pharaoh, the incarnation of the gods (usually Horus), and ruling in the name of the gods of Pharos (our world's Heliopolis) -- Ra, Osiris, Isis, Horus, Thoth, etc. Accordingly, the pharaoh has close dealings with the clerics of these gods and is considered a priest himself (even if he can

cast no spells). The pharaoh's word is law and his commands are rarely questioned. While there have been female pharaohs, such women were rare and had to work much harder to establish themselves and prove their worth. Otherwise women enjoy equal standing in Egyptian society.

Next in the social order come the priests, who serve as advisors and secular administrators. As a general rule, clerics are more important than the rest of society. It is the role of the priests to maintain the "momentum" of reality and prevent the cosmos from dissolving back into chaos. Through prayer and ritual, Ra, the sun, maintains the strength and momentum to be reborn each dawn. The same goes for the bounty of Osiris (vegetation), the rain (Tefnut), etc. Priests are required to be pure of mind and body -- they must uphold the cult's teachings at all times and are only allowed to have lasting relationships with followers of the same or ritually associated god (Osiris and Isis would be fine, but not Anubis and Bast). Further, clerics must ritually bath each day. Since body hair is seen as unclean (a link to the beasts), upon achieving 4th level, all male priests must shave themselves bald (although women are expected to grow their hair long). Likewise, as a general rule, priests must refrain from wearing wool or eating fish.

Priests for nearly all cults are of both genders, but they tend to be the same gender as their god. Since the cleric represents his/her god, it is difficult to perform certain rituals if the gender of priest and deity do not match. Accordingly, clerics of opposite gender from their deity are limited to 10th level of advancement (although there are exceptions, such as Ra and Amun). Also, upon achieving 11th level, all clerics are required to marry (usually a fellow cleric) and build or assume management of a temple complex.

Next come scribes, soldiers, farmers, the common people, and slaves (slavery is an acceptable institution so long as the slaves are treated fairly). The order does not stop there, however, for Egyptian culture clothes itself in a sense of superiority to foreign influences. Further, human life is the pinnacle of creation and therefore animals (and in Dnd, other sentient races) are looked down upon. It is important to continue the bloodline of Egypt and to have children is one of the greatest accomplishments of one's life. Children are to be protected and cherished as well as educated and raised.

Fertility is very important among Egyptians, especially since procreation is so core a cultural value. Sexuality is openly expressed with no stigma and similarly, nudity is not a big deal. Liaisons outside of marriage are "in bad taste" but otherwise not stigmatized. Indeed, having children outside of wedlock is not really problematic; a man is more than happy to marry a woman with children and accept them as his own since the fertility of his new wife is already proven.

Public displays of affection are much more acceptable in Egyptian culture than among other societies. Couples would often hold hands and otherwise show their devotion as well as dote on their children.

Egyptian culture had a slight stigma toward male homosexuality. Interestingly enough, however, homosexuality among the priesthood seems to be very common. Drawing an inference from the stories and rivalries of Horus and Seth, it appears the act of male-male sex was not taboo, but rather it was viewed as emasculating to have the semen of another within a man's body, making the individual unfit to rule. Accordingly male homosexual priests are limited to 10th level if they engage in receptive sex (this would be waived for priests of Ra).

With regard to lesbianism, such women were viewed as exceptionally wise and excellent judges. The vast majority of the clerics of Ma'at were lesbians and their judgments held more weight than those of other judges. Other than with regard to leadership roles, women and men are equal, although women rarely involve themselves in physically dangerous professions (fighting and war). Such women would be viewed with respect, but also curiosity and some disbelief.

An easy way for modern Americans to understand Egyptian social customs would be call them a civilization of over-the-top metrosexuals. Both sexes wore lots of make-up (eyeliner -- an Egyptian invention!, hair coloring, rouge, lip-coloring, moisturizers, wrinkle cream, etc) and jewelry (rings, earrings, amulets, pendants, bangles, and fobs of all sorts), enjoyed a wide wardrobe for various occasions, bathed daily, shaved themselves, wore perfume and wigs of human hair.

The climate of Egypt was mild and the people therefore expected to enjoy life whenever possible. Beer was commonly drunk by the masses and wine by the aristocracy. Festivals were common and life was generally pleasurable. Likewise, Egyptian science (including magic in Dnd) was more advanced than those of their neighbors.