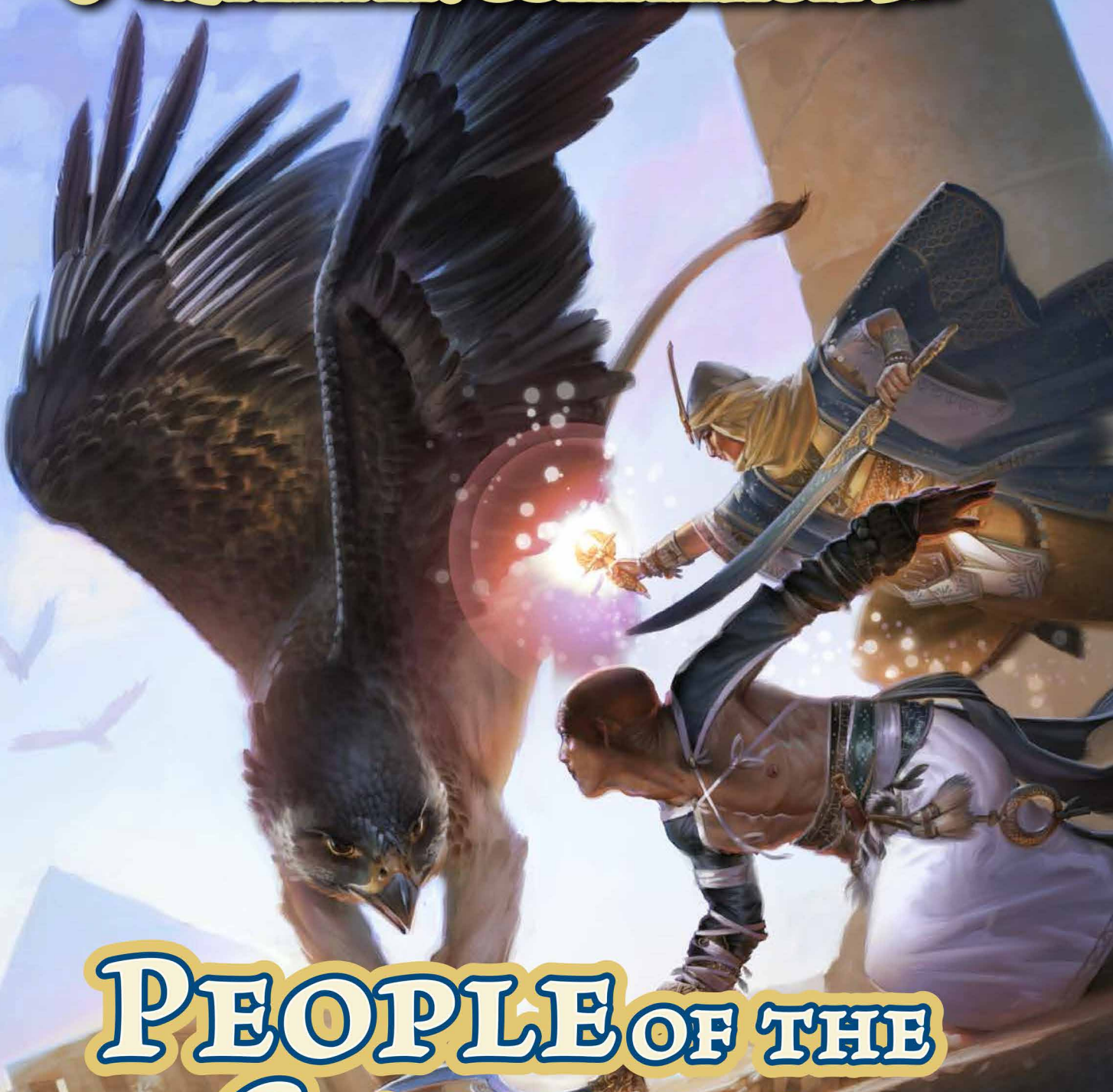


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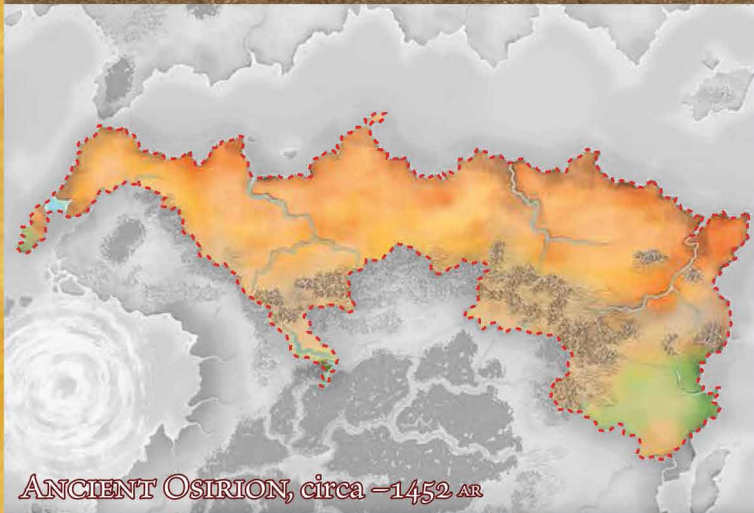
PLAYER COMPANION™



PEOPLE OF THE SANDS

ANCIENT EMPIRES OF THE SANDS

The civilizations of northern Garund are not only some of the hardest nations to rise among the Inner Sea region—they were also some of the first to do so after Earthfall devastated Golarion. The following three lost civilizations were once prominent empires in what are now the holdings of Rahadoum, Thuvia, and Osirion.



ANCIENT OSIRION

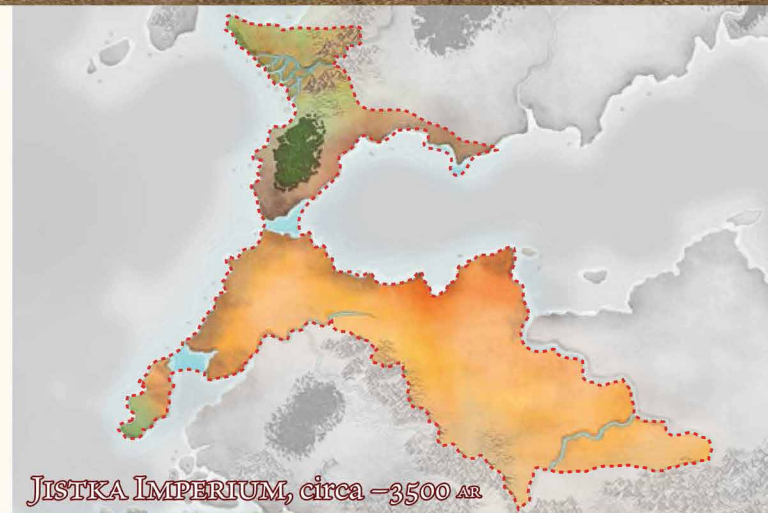
Beginning: -3470 AR **Height:** -3000 AR **End:** 1532 AR

One of the longest-lived empires to ever grace the surface of Golarion was Ancient Osirion, whose pharaonic god-kings are the stuff of legends and whose lost treasures are still being discovered in remote desert tombs and monumental pyramids. The far-reaching empire's history is a storied and complicated affair, spawning the need for Osirionologists and other researchers who focus their efforts on unearthing the past of this legendary civilization. While the expansionist desert kingdom is often regarded as having reached its first golden age around -3000 AR, its actual territorial holdings were broadest in the 15th century before Absalom, after it absorbed both the Jistka Imperium and the Tekritanin League to the west.

JISTKA IMPERIUM

Beginning: -4120 AR **Height:** -3500 AR **End:** -2764 AR

As humanity crawled forth from the Age of Darkness, one of the first real human civilizations to rise in the thousand years following Earthfall was the Jistka Imperium. This small empire was built on the foundation of treasures rediscovered from ancient Azlant, and it grew upon the backs of powerful golems and genie-led armies whose strength none could match. Their forces were virtually unstoppable, and soon controlled much of northwestern Garund. For hundreds of years Jistka had no peers; the fall of the Jistka Imperium finally came at the hands of Ancient Osirion and the Tekritanin League, who banded together to remove the formidable imperium from power.



TEKRITANIN LEAGUE

Beginning: -3250 AR **Height:** -3000 AR **End:** -1452 AR

In times long since past, the Jistka Imperium and Ancient Osirion watched each other suspiciously across the harsh deserts between them. Here, tribespeople had banded together to form a coalition of city-states known as the Tekritanin League. No friends of fearsome Jistka, the League allied with Ancient Osirion at the onset of the Age of Destiny in preparation for the inevitable wars to come between Jistka and Osirion. More than a millennium after Jistka's fall, the Tekritanin League too felt the lash of Ancient Osirion when in -1452 AR the forces of the Four Pharaohs of Ascension destroyed or absorbed the nomadic city-states and formed them into the nation of Thuvia.



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ON THE COVER



Kieran Yanner pits Sajan and Kyra against a ruthless hieracosphinx among the shattered ruins of an ancient Osirian temple.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Inner Sea Magic</i>	ISM
<i>Advanced Race Guide</i>	ARG	<i>Inner Sea Primer</i>	ISP
<i>Champions of Purity</i>	COP	<i>The Inner Sea World Guide</i>	ISWG
<i>Core Rulebook</i>	CRB	<i>Pathfinder Society Field Guide</i>	PSFG
<i>Dungeoneer's Handbook</i>	DH	<i>Paths of Prestige</i>	POP
<i>Faiths & Philosophies</i>	FP	<i>Seekers of Secrets</i>	SOS
<i>Faiths of Purity</i>	FOP	<i>Ultimate Campaign</i>	UCA
<i>Humans of Golarion</i>	HOG	<i>Ultimate Magic</i>	UM



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FOR YOUR CHARACTER

FOCUS CHARACTERS

This Pathfinder Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to other characters.

ALCHEMIST

Alchemists hold a special place in Thuvia, where the youth-granting powers of the *sun orchid elixir* hold together a previously crumbling nation. The Thuvian alchemist prestige class (page 26) and a new alchemist discovery (page 23) bolster the alchemist with an arsenal of deadly possibilities.

CAVALIER

The cavaliers of northern Garund possess the will and tenacity necessary to survive the harsh desert sands and successfully complete long desert journeys. In addition to helpful new combat feats (page 13), cavaliers can make use of the Order of the First Law (page 21), a new cavalier order dedicated to the eradication of religious practices in Rahadoum and the protection of atheists.

INQUISITOR

Vengeful inquisitors will find plenty of prey in the hostile desert terrain; they can employ the new teamwork feats on page 9 to help them purge the desert of horrors, and use the new *inner focus* spell on page 21 to help them disguise their divine powers while in secular Rahadoum.

SORCERERS

Sorcerers often feel an intimate connection with the deserts of Golarion, where lore and magic are apparent at every turn. New spells for sorcerers and wizards (page 11) and the new div bloodline (page 23) can link these potent spellcasters to the primal forces of Golarion's burning sands.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character used in the Pathfinder Roleplaying Game, regardless of the character's focus or type.

DESERT NATIONS

The deserts of northern Garund stretch across hundreds of miles and three distinct nations, and are made dangerous by more than scorching temperatures. Learn about the deadly monsters lurking in the wastes of Osirion, the ruthless Pure Legion of Rahadoum, and the arid, div-infested expanses of Thuvia (pages 18–23).

ETHNICITIES AND RACES

Northern Garund is home to some of the hardest and most ancient races on Golarion. This volume contains explorations and details of the hospitable Garundi (pages 8–9), the proud Keleshites (pages 10–11), and the austere Pahmet dwarves (pages 12–13). Other races—including geniekin, whose bloodlines are infused with the primal elemental forces of the desert—are detailed on pages 14–15.

GEAR AND MAGIC ITEMS

Surviving a trek into the desert requires careful planning and preparation. Strict precautions must be taken to avoid heatstroke, treat sunburn, and stay warm during the frigid desert nights. The mundane and magic items on pages 28–29 can mean the difference between a successful endeavor and a descent into hell. Magic items with the

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: People of the Sands*.

❶ Will our campaign take place in one or more of the desert nations in northern Garund?

❷ How much desert exploration and overland travel will we be doing in our game? How much will the environment play into this?

❸ Would it make sense for me to play a character who is from Rahadoum, Thuvia, or Osirion?

power to tame wild beasts, bear characters safely across the sands, and create permanent landmarks can make desert adventuring a more manageable affair.

TRAITS

Characters with links to northern Garund are also connected to some of the richest stories on Golarion. Whether you've grown accustomed to desert drugs such as *mumia* (page 19) or have ties to the priest-hunting Pure Legion of Rahadoum (page 21), characters of all bents can find traits to tie their backgrounds to the flavorful locales and legends of these desert nations. Race traits for a slew of different races and ethnicities and campaign traits for the Mummy's Mask Adventure Path round out the selection of traits in this book. A full index of these traits can be found on the facing page.

DID YOU KNOW?

Salim, the main character of the Pathfinder Tales novels *Death's Heretic* and *The Redemption Engine* by James L. Sutter, was a member of Rahadoum's Pure Legion before being conscripted into Pharamasma's service.

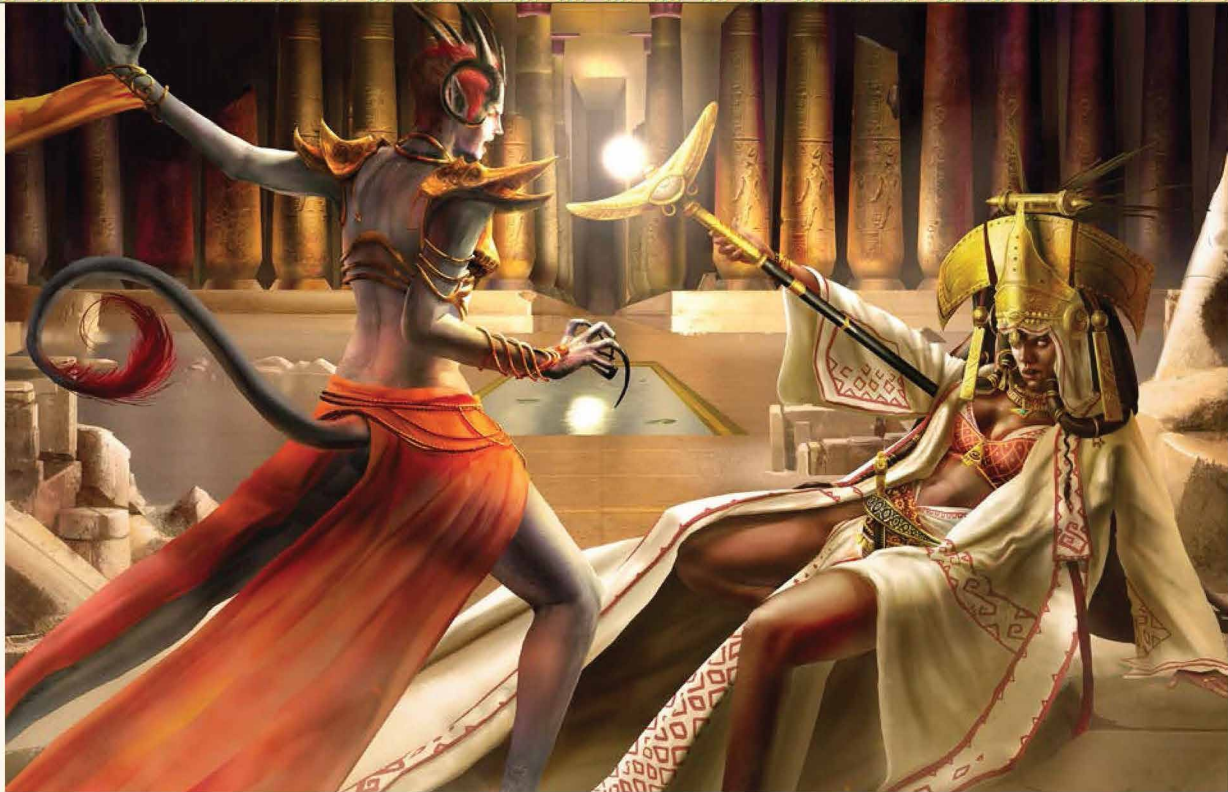
RULES INDEX

In addition to new rogue talents (page 19), a new cavalier order (page 21), a new sorcerer bloodline (page 23), a new alchemist discovery (page 23), and new equipment and magic items (pages 28–29), the following new character options can be found in this book.

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WELCOME TO THE SANDS



NATIONS OF THE SANDS

Vast expanses of shifting desert sands cover the northern region of the continent of Garund, yet fertile oases and floodplains gave birth to some of humanity's oldest civilizations after Earthfall—some long forgotten, others lingering in the shadow of past glories. This book focuses on the three nations that occupy the northern reaches of Garund today: Osirion, Thuvia, and Rahadoum.

Of the three, links to the distant past are most visible in present-day Osirion, where many of the colossal edifices of past pharaonic dynasties still stand. Even as they struggled under the heel of Keleshite rulers for nearly 3,000 years, the Osirians maintained their fierce pride in their heritage, and relics of their august and lengthy history mark the sands all across northern Garund.

Thuvia is the most desolate of the three nations, its blasted hinterlands largely haunted by divs and their cultists. The people of this land were once vassals to Ancient Osirion before that kingdom's decline plunged the region into centuries of barbarism and civil war. Discovery of the legendary *sun orchid elixir* brought wealth, fame, and unprecedented stability to Thuvia's five city-states, though endless blood feuds continue among the desert clans.

To the west lies Rahadoum, a godless nation obsessed with achieving purely humanistic triumph by eradicating the influence of the deities and their servants. Here, clerics are hunted down and religion in all its forms is stifled.

PEOPLE OF THE SANDS

Most humans living in the northern frontier of Garund are of Garundi extraction. Having migrated from the southern reaches of the continent, these roving Garundi clans established themselves wherever sufficient water and food could be found. Many settlements remain small, sometimes composed of just single clans, though the region also boasts numerous cities of respectable size, as well as the immense metropolis of Sothis near the wide delta of the River Sphinx, where traders, travelers, and adventurers come from all over the world seeking their fortune amid the bazaars and ruins alike.

The largest ethnic group in northern Garund other than the Garundi is the Keleshites, owing mostly to their centuries-long occupation of Osirion. By the time the satrapy's reign over Osirion was overthrown, thousands of Keleshites had already established roots in Garund and considered it their adopted home. Willing to adapt to a new regime, most simply continued with business as usual, though some groups yet pine for the days when their home nation ruled over the Land of the Pharaohs.

Many other ethnicities, both human and otherwise, are present in the larger cities and outlying settlements of Rahadoum, Thuvia, and Osirion, including the stoic Pahmet dwarves of Osirion and the geniekin, who can be found in nearly any of these lands where otherworldly magic has touched the deserts. People of the Mauxi branch

of the Mwangi ethnicity are prevalent in regions such as the Kho-Rarne Pass into Osirion and the southern borders of Thuvia and Rahadoum, and the wild elves from the same region sometimes travel into these sand-swept realms.

OTHER REALMS OF SAND

The deserts of northern Garund are the largest in the Inner Sea region, with the sandy deserts of Osirion extending southward beyond the Brazen Peaks and into Katapesh. There, the terrain becomes slightly less arid thanks to onshore breezes from the Obari Ocean, tending toward drought-prone savanna rather than true desert. The rocky uplands of the interior, however, remain barren and inhospitable as far south as Nex and Geb, fit only for packs of gnolls and the hardiest of settlers. Meanwhile, the rocky badlands composing the Mana Wastes are testament to the influence magic can hold over the natural environment.

Just across the eastern reach of the Inner Sea lies Qadira, a largely desert land straddling the Zho Mountains, with the high-cliffed Ketz Desert to the north and the Meraz Desert to the south. The river valleys of Qadira are fertile and well watered, as are the battle-worn Plains of Paresh abutting the Taldan frontier, but much of the land is dreary with dust. The mystical Tapur Forest and great oasis of Al-Bashir offer tempting refuge from the surrounding desolation, but few who seek such succor survive the teeming flocks of harpies and hostile fey within. Experienced travelers trust caution and thorough preparation to see them through the desert rather than risking losing all to tempting but forbidden fruit. Qadira itself is only the westernmost satrapy of the Padishah Empire of Kelesh, and much of the empire is arid steppe. The vast Windswept Wastes are nominally part of the empire, though the nomads of the wastes and the faraway capital pay little heed to one another, save for the empire keeping a wary eye on the Pit of Gormuz and the ruins of fallen Ninshabur.

Far to the east in Tian Xia, the badlands and blasted plains of Shaguang form a rocky desert broken by patches of scrubland and alkaline catchment lakes amid wind-carved hoodoos and mesas. Water can be found in the slot canyons, and hobgoblin warlords have carved out innumerable tiny principalities throughout the desert, the strongest of which form the mighty and militaristic kingdom of Kaoling along the desert's eastern edge.

Finally, it must be remembered that not all deserts are hot or sandy, and deserts can exist near the poles as easily as they can near the tropics. The southern and eastern steppes of the Realm of the Mammoth Lords barely qualify as grasslands, and during frequent droughts they veer more truthfully into the realm of deserts. Likewise, much of the western Worldwound is arid and waterless, and what few wetlands exist are tainted by demonic effluents. The lower reaches of the Crown of the World, especially between the high ice and the Wall of Heaven in Tian Xia, are largely dry, dusty, and windswept permafrost, though rare summer rains and warmth may bring a pitifully short bloom.

COMMON KNOWLEDGE OF THE SANDS

Osirion was subjugated by Qadira and the Padishah Empire of Kelesh for centuries, until recently when its ancient line of pharaohs was renewed.

Thuvia's squabbling city-states united after the discovery of the youth-bestowing *sun orchid elixir*, but sinister divs still roam the deep desert where the rare flowers bloom.

Wracked with religious strife, Rahadoum banned all religions to end the devastating Oath Wars; the faithful were exiled, killed, or driven underground.

The Barrier Wall separates the deserts from the Mwangi Expanse and holds numerous relics of fallen civilizations.

OTHER SOURCES

The following lists compile additional rules options perfect for characters who hail from northern Garund.

ARCHETYPES

Pathfinder Campaign Setting: Inner Sea Magic

Crypt breaker (alchemist)	Page 33
Dawnflower dervish (bard)	Page 34
Hidden priest (cleric)	Page 35

FEATS

Pathfinder Campaign Setting: The Inner Sea World Guide

Careful Speaker	Page 284
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Flagbearer (Combat)	Page 286
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Pathfinder Campaign Setting: Paths of Prestige

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Pathfinder Player Companion: Humans of Golarion

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Market Rat (Keleshite)	Page 30
Tongue of Many Towns (Garundi)	Page 31

Pathfinder Player Companion: Inner Sea Primer

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Rahadoumi Disbeliever (Rahadoum)	Page 17
Thuvian Merchant (Thuvia)	Page 21

HISTORY

Perhaps more so than any other part of the Inner Sea region, the northern shores of Garund have storied pasts that stretch well into the ancient times of humanity. This section divides the history of northern Garund into three distinct time periods: the ancient past, the distant past, and the recent past. More information on the ancient empires of northern Garund can be found on the inside front cover of this book.

ANCIENT PAST

Not long after the ancient Jistka Imperium reached the height of its power, in the eastern deserts a prophet of Nethys named Azghaad slew colossal Ulunat, the beetle-like Spawn of Rovagug, and united local warring tribes under his rule. The city of Sothis was built around broken Ulunat's shell, and Osirion was founded with wise and mighty Azghaad as the First Pharaoh.



Long after Azghaad's passing, the tyrannical Pharaoh of Forgotten Plagues assumed power over Osirion. When the pharaoh summoned the godlike fiend Ahriman to destroy the Jistka Imperium, the Imperium responded with an escalation of their own forces. Seeing that the two empires were equally matched on the battlefield, the Pharaoh of Forgotten Plagues sent a terrible disease into the heart of the Jistka Imperium that nearly wiped out the ruling classes and brought Jistka to its knees. Osirion absorbed the territories once held by the Imperium and, having conquered its way to prosperity across all of northern Garund, reached the height of its First Age under the reign of the benevolent Song Pharaoh.

DISTANT PAST

The assassination of the Song Pharaoh by the usurper Jetrieti I heralded 1,500 years of decline under a succession of cruel and decadent rulers. At the nadir of this decline, on the brink of civil war, four squabbling dynasties put aside their differences and agreed to work together to rebuild Osirion, ushering in its Second Age. However, the rule of the Four Pharaohs of Ascension was too short for Osirion to reclaim its former glory, and when the pharaohs' power faltered, their incompetent successors reigned over a new period of decline. Osirion's corrupt and inefficient government lost control of its former vassals and, ultimately, its own people. Sensing weakness, Keleshite agents secretly instigated empire-wide slave revolts before staging a mock rescue and claiming Osirion as a satrapy of the Padishah Empire of Kelesh.

In the decline following Osirion's Second Age, tensions with militant followers of Sarenrae caused chaos across the region. In the former holdings of the Jistka Imperium, the Sarenites' actions shattered the balance of power between the local faiths of Nethys and Norgorber. Followers of the three gods vied for dominance in a bloody period known as the Oath Wars. Weary of the religious bloodshed, a secular militia brought the wars to an end by burning the temples and exiling the priests of all three faiths. The militias then devised and promulgated the Laws of Man, giving birth to the godless nation of Rahadoum. The Cult of the Dawnflower later resurfaced in Osirion, slaying the ruling satrap and creating a power vacuum subsequently filled by independent Keleshite sultans.

This period also saw the transformation of the Tekritanin League into the Osirion-ruled nation of Thuvia and its subsequent dissolution alongside Osirion's fall. After generations of tribal disputes, the discovery of the *sun orchid elixir* led to the rebirth of Thuvia, as squabbling city-states banded together for mutual defense and economic gain.

RECENT PAST

Although Osirion had known Keleshite rule for more than 3 millennia, the ethnic Garundi majority maintained a fiery nationalist pride. A wave of populist enthusiasm culminated in Osirian loyalists overthrowing their masters and instating Khemet I, the Forthbringer, as pharaoh in 4609 AR, initiating the empire's Third Age. The Forthbringer cited a lineage that could be traced back to Azghaad, and he solidified his power with the support of elder elementals from the desert. Today Khemet III, the Ruby Prince, sits upon Osirion's throne, having held it for over 30 years. As powerful as his grandfather, he and his mysterious advisers are widely feared, but since he proclaimed Osirion's ancient ruins open to foreign explorers, he has brought much prosperity and glory back to the nation.

In Rahadoum, the Council of Elders and Keeper of the First Law continue to keep religion from their borders. Thuvia presents a unified face to foreigners, but the city-states still truly operate as only a loose alliance, bound together by the shackles of their own alchemically driven economy. Relations between Rahadoum and Thuvia are frosty at best because Thuvia welcomes the worshipers of Sarenrae, whom most Rahadoumi still blame for instigating the bloody Oath Wars. While individual Osirians might view godless Rahadoum with suspicion, the Ruby Prince has a pragmatist's respect for its safe ports and stable government, and encourages trade and good relations. After several millennia of rise, decline, conquest, and unrest, it is somewhat ironic that Osirion is finally in a prime position to maintain peace in the region.

OSIRIONOLOGIST ROLE

Roles were first introduced in *Pathfinder Player Companion: Varisia, Birthplace of Legends*. The following "mega-role" includes background and rules suggestions for a wide variety of characters who specialize as Osirionologists.

OSIRIONOLOGIST

Scholar of the Sands

Specialties expert tomb raider, intrepid archaeologist, pharaonic academician

Races any; **Ethnicities** any

CLASS OPTIONS

Class alchemist^{APG}; **Archetype** crypt breaker^{ISM}, reanimator^{UM},

Class Features discoveries (elixir of life, mummification^{UM}, preserve organs^{UM}), grand discoveries (eternal youth)

Class bard; **Archetype** archaeologist^{UC}, archivist^{APG}; **Class Features** masterpieces^{UM} (clamor of the heavens^{COP}, the depths of the mountain^{UM}, legato piece on the elemental bargain^{UM})

Class cavalier^{APG}; **Archetype** any; **Class Features** orders (cockatrice, tome)

Class cleric; **Archetypes** cloistered cleric^{UM}, scroll scholar^{PSFG}; **Class Features** domains (death, knowledge, magic, repose, rune, travel), subdomains (ancestors^{APG}, arcane^{APG}, divine^{APG}, exploration^{APG}, language^{APG}, trade^{APG}, undead^{APG})

Class fighter; **Archetype** lore warden^{PSFG}, weapon master^{APG}; **Class Features** weapon training (heavy blades)

NEW FEAT

The following new feat is useful to characters who specialize in the lore and history of Ancient Osirion.

OSIRIONOLOGY

You have a broad interest in Osirion and are something of an authority in one specialized field.

Prerequisites: Knowledge (history) 1 rank, Knowledge (local) 1 rank, must be able to speak Osiriani and Ancient Osiriani.

Benefit: Pick one Intelligence-based skill. You gain a +3 bonus on all checks made using that skill in relation to Osirion or its people. In addition, you gain a +1 bonus on all other Intelligence-based skill checks made in relation to Osirion or its people.

Class oracle^{APG}; **Archetype** elemental oracle (see page 19), seeker^{PSFG}; **Class Features** mysteries (ancestor, bones, lore)

Class rogue; **Archetype** trapsmith^{APG}; **Class Features** advanced rogue talents (skill mastery, thoughtful reexamining^{APG}), rogue talents (black market connections^{UC}, canny observer^{APG}, esoteric scholar^{UC}, guileful polyglot^{APG}, trap spotter)

Class sorcerer; **Archetype** seeker^{PSFG}; **Class Features** bloodline (div [see page 23], elemental, imperious^{ARG})

Class wizard; **Archetype** scroll scholar^{PSFG}; **Class Features** arcane discoveries^{UM} (immortality, true name), school specialization (abjuration, air^{APG}, conjuration, divination, earth^{APG}, fire^{APG}, necromancy, water^{APG})

PREFERRED OPTIONS

Skills Acrobatics, Appraise, Climb, Disable Device, Knowledge (any), Linguistics, Perception, Survival

Feats Close Call^{PH}, Command Undead, Cosmopolitan^{APG}, Cursed Item Detection^{OH}, Desert Dweller^{ISWG}, Dilettante^{SOS}, Elemental Focus^{APG}, Life Lure^{UM}, Noble Scion^{ISWG}, Osirionology (see sidebar), Scholar^{ISWG}, Stone Read^{FOP}, Turn Undead, Threnodic Spell^{UM}

DESCRIPTION

Osirionology is the study of Osirion and its culture, history, and people. Osirionologists are rather difficult to define, for there are almost as many kinds of Osirionologists as there are grains of sand in the desert. Most are academic types or archaeologists interested in glorious discoveries or fortunes, but others include necromancers in search of mummy-haunted tombs, linguists studying ancient inscriptions and hieroglyphs, and even natives of Osirion seeking to reclaim the lost-but-not-forgotten treasures of their ancestors.

Osirionologists do not have one shared goal, method, or area of expertise, and rarely work in groups larger than half a dozen. Some may choose to specialize in one aspect of study, but others are content to dabble in a wide range of fields. However, they all possess a passion for the Land of the Pharaohs.

ROLEPLAYING

Persona any

Preferred Equipment desert gear (see pages 28–29); **Preferred Languages** Ancient Osiriani, Osiriani; **Preferred Religion** Nethys, Pharasma, deities of Ancient Osirion (see *Pathfinder Adventure Path #80: Empty Graves*)

GARUNDI

The Garundi are the dominant human ethnicity of northern Garund, and they can be found across the entire continent from the Inner Sea to the regions south of Sargava and Geb. Garundi clans honor their heritage and history, and established clans often have deep roots in their territories. New clans, however, are nomadic until they find suitable land to claim; this peripatetic tradition has enabled the Garundi to spread across an entire continent. They are descended from among the most ancient human civilizations, yet while their tales preserve the past, for the most part their daily lives are little influenced by those autochthonous societies.

When a group of Garundi decide it's time to break away to form a new clan, whether in response to changing circumstances, the desire to improve their status, or omens in the stars, they bravely leave their old lives behind, fully

embracing their quest for a place to shape and make their own, and collecting mementos of the people and places they encounter on their journey, which are incorporated into the clan's symbology. Should they finally establish an enclave in a region dominated by another human ethnicity, their new settlement is orthodox but not insular. The tales and traditions handed down since the dawn of Garundi history are maintained even as the clan adapts itself to local customs.

Garundi adventurers are often explorers first and foremost, collectors of experiences as well as souvenirs and artifacts that mark their journey. Some compose songs, poems, or epic stories of their travels, while others use embroidery or tattooing to record significant events or places on their garments or their very skin.

The essential cultural value for Garundi is hospitality. Because of their legacy as wanderers through many strange lands—often desolate lands devoid of ready access to the essentials of life—their culture mandates generosity toward guests and those in need, and they greatly appreciate those who welcome and show kindness to them, or to their fellows. They know that any one of them could be the next in need of shelter; showing hospitality to one is showing hospitality to all.

Garundi's expertise at forging close-knit extended family groups makes them excellent adventurers; those from wandering clans are even more qualified, as travel and embracing new experiences and acquaintances are a way of life for them. Garundi take change in stride, and are philosophical about the purpose of life and the inevitability of death in a harsh and dangerous world. In hard times, they put their clan's welfare ahead of the needs of the individual to ensure that the clan endures from generation to generation. While Garundi clans are strictly hierarchical, when interacting with outsiders, they are far less interested in outsiders' race, gender, or religion than in whether they prove themselves worthy of friendship.

NAMES

Garundi names often derive from long legacies of names within the same clan. The more superstitious claim the repetition of names confuses any evil spirits seeking to destroy an individual and at the same time spreads the blessings of those anointed by fate to greatness. Garundi names typically end in vowels, lending themselves well to being set to music, often in overlapping, ululating rounds.

Garundi use their clan names as surnames, but those clan names can vary greatly on a regional basis. Garundi of Osirion typically keep the clan name of their eldest known ancestors, while those in Rahadoum devise elaborate clan names based on the great achievements of their forebears.



GARUNDI SAYINGS

Wherever they live, Garundi share many nearly universal sayings.

If it didn't leave a mark, it never happened.

(Significant events in life should change you, lest the experience be wasted.)

Where the sandal steps, the boot sinks.

(Living simply lets you glide over challenges where fancy trappings would bog you down.)

Salt in one hand, sand in the other.

(Offer hospitality to all, but be ready to fight to protect those under your roof.)

Sweeter than desert water.

(Highly desirable.)

The shade is always moving.

(You cannot hope to find one place of comfort, safety, and stability forever, so be ready when it is time to move on.)

Female Names: Aisha, Busi, Chipo, Cyrine, Flurini, Halli, Jada, Luliya, Masozi, Miriya, Naome, Nyala, Surabi.

Male Names: Achiuwa, Anias, Boaz, Boubacar, Damorea, Dandato, Fezzan, Jair, Ndiaye, Nevai, Omare, Sunja, Shanun, Ujin, Wondame, Zomo.

TRAITS

Characters with the Garundi ethnicity may choose from the following race traits.

Eyes of the Sun (Garundi): You are inured to the bright glare of the hot desert sun, and its dazzling rays pose little danger to you. You gain a +1 trait bonus on saving throws against effects that would cause you to become dazzled or blinded, and once per day when you would be dazzled or blinded by an effect, you can reduce the duration of that effect by half (minimum 1 round). You cannot use this ability if you are already dazzled or blinded or if you have the light sensitivity or light blindness special quality.

Relic Hunter (Garundi): You have made a study of the ancient lands and ruins of Garund and are familiar with the relics and artifacts their inhabitants left behind. You gain a +1 trait bonus on Appraise and Knowledge (history) checks made to examine ruined buildings more than 1,000 years old as well as any ruined objects found in them. If such an item is magical, you gain a +1 trait bonus on Spellcraft checks to identify its properties and Use Magical Device checks to activate it.

TEAMWORK FEATS

The following new teamwork feats represent some of the fighting tactics Garundi use when working as a unit.

OUT OF THE SUN (TEAMWORK)

Your allies use the sun's glare to their advantage.

Prerequisites: Bluff 3 ranks, Stealth 3 ranks.

Benefit: When you hit with a melee attack, you can attempt a Bluff check as a move action to feint. You do not gain the benefits of this feint; instead, if your Bluff

check is successful, an ally with this feat who is adjacent to you or your opponent gains the benefits, so that her next melee attack against that opponent does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your ally's next turn. You gain a +2 circumstance bonus on your Bluff check in bright light. This bonus increases to +4 in natural sunlight. You cannot use this feat in dim light or darkness.

Special: If you have the Improved Feint feat, you can feint with Out of the Sun as a swift action after you hit with a melee attack.

THUVIAN GRENADIER (TEAMWORK)

Training with alchemically inclined allies helps you avoid friendly fire.

Prerequisite: Precise Shot or Throw Anything.

Benefit: Whenever you hit a creature with a splash weapon, you may choose to exclude one creature within the weapon's splash area from taking splash damage. If a creature within the splash area also has this feat, it automatically ignores splash damage from your splash weapons on a successful hit.

In addition, if you miss with a splash weapon and the errant weapon lands in a square occupied or adjacent to an ally with this feat, your ally can attempt a DC 20 Reflex save. If the ally succeeds, he is able to catch the weapon. If your ally also has the Snatch Arrows feat, he can toss the splash weapon back to you as an immediate action.

UNDERMINE (TEAMWORK)

You and your allies take advantage of shifting terrain to unbalance enemies.

Benefit: When you use a combat maneuver to move a creature into or through a square adjacent to an ally with this feat, your opponent treats all squares adjacent to that ally as difficult terrain during his next turn. In addition, the DC of any of your opponent's Acrobatics checks in the affected squares increases by 2 for each of your allies with this feat who are adjacent to him.

KELESHITE

The heat of the desert made flesh, Keleshites are a fiery and confident people. While this confidence sometimes rubs other cultures the wrong way, Keleshites find no shame in passion and self-belief, nor in displaying the rewards of achievement. To the average Keleshite, showing off one's wealth is not gauche, but rather a recognition of success, and to laud your achievements and those of your friends is simple honesty.

Keleshite culture is rooted in the traditions of early horse tribes, and as the Padishah Empire of Kelesh has conquered or assimilated its neighbors, those traditions have spread. Today, the empire of formerly independent states is governed by Keleshite satraps and sultans. Osirion itself was ruled by such governors for 3,000 years, and although it has since thrown off Keleshite rule, many powerful and wealthy families remained behind when the empire receded, and Keleshites still make up a significant portion of

the nation's population. Though one might encounter folk of Keleshite descent anywhere on Golarion, they are most often found within the bounds of the empire or its neighbors. The Padishah Empire covers much of southern Casmaron, and extends as far as Qadira in Avistan. Keleshite influence, however, stretches even farther, and can be seen throughout Absalom, Taldor, and much of northern and eastern Garund. Because of tense relations between Qadira and Taldor in the wake of bloody border disputes, Keleshites often face significant prejudice in the latter nation.

In traditional Keleshite culture, inheritance of titles and wealth follows a matrilineal line of succession. Keleshite women carry forward the legacy of their families, with parents ensuring their daughters' futures through gifts and endowments that place them in a better position to pursue whatever professions they choose. While both men and women are free to decide on their careers, such investments allow women slightly more opportunity in selecting their occupations, whether that be as merchants, adventurers, stable hands, or warriors.

Most Keleshites value clever tactics and cunning gambits over brute force and direct confrontation, and if there's some truth to the claim that Keleshites are quick to anger, they are also quick to forgive. The searing heat of their homeland predisposes their warriors to wearing light armor and remaining mobile, as demonstrated by the highly respected, scimitar-wielding dervishes. Combined with their love of horses, this focus on mobility has made Keleshite light cavalry and mounted archers some of the best on Golarion.

Keleshites' passionate nature lends itself to religious conviction, and sometimes zealotry. Although she is a good-aligned goddess, Sarenrae's faith has been the driving force behind many bloody Keleshite wars due to varying interpretations, and certain aggressive sects have helped shape the nations of Qadira, Rahadoum, and Osirion. The faiths of Abadar, Calistria, and Irori are also popular among Keleshites, along with the darker powers of Norgorber and Rovagug.

Not to be outdone in any discipline, Keleshites also make powerful magi, sorcerers, summoners, and wizards, specializing most often in blade magic, elemental spells, genie summoning, and illusions. In fact, Keleshites often claim that their ancestors first learned vital skills such as agriculture and smithing from genies and blue dragons—claims that such noble creatures neither affirm nor deny.

In the eyes of Keleshites, there is no field in which they cannot excel. In truth, success for Keleshites at any task is almost guaranteed by virtue of their fervent passion for mastering whatever they put their minds to.



KELESHITE SAYINGS

Keleshites are known for their glib tongues, and many popular Keleshite sayings are sarcastic or tinged with irony.

As fast/handsome/strong/wise as a Taldan horse.

(An ironic statement. Every Keleshite knows Taldan horses are inferior to Qadiran horses in every way.)

As fat/large/soft as a sultan's backside.

(Since sultans are wealthy and powerful people, this seemingly disparaging statement is actually quite a compliment.)

Why wear brass when you could wear gold?

(People shouldn't sell themselves short, or be afraid to display their achievements.)

NAMES

For Keleshites, traditional naming conventions depend upon one's standing within Keleshite society. Upper classes tend to use a single name that originates from the heart of imperial Kelesh, occasionally with a title that expresses one's personal wealth or ties to nobility. Members of the lower classes and warrior classes are more likely to have names connected to the tribal horse cultures of the steppes and plains, as well as surnames associated with their clans and families.

Upper Class Female Names: Azadei, Bahameena, Hadiyeh, Lehasti, Manizei, Qelifa, Revena, Shahazadei.

Upper Class Male Names: Edeshirr, Farzheen, Huushmad, Kemyahar, Parzahad, Xanjahar, Zamayden.

Lower Class Female Names: Amita, Berazni, Ferdeh, Kinja, Narsin, Sarenei, Tuneya, Zehla.

Lower Class Male Names: Bazirn, Dunnasht, Fuarqh, Gahrud, Kabak, Novid, Payain, Rustemmi.

Lower Class Surnames: Benoudhi, Fahardid, Gesmeha, Kazkashir, Morradi, Qeshyehar, Saredhin, Zourajann.

TRAITS

Characters of the Keleshite ethnicity may choose from the following race traits.

Pride of the Diamond Empire (Keleshite): Your pride is so strong and your confidence so sure that you can shake off magical attempts to shatter your resolve. If you succeed at a Will saving throw against a fear effect that would result in a lesser effect on a successful save (such as causing you to become shaken instead of panicked), you are instead unaffected.

Thoroughbred (Keleshite): The blood of the early horse tribes is strong in your family. Breeding, riding, selecting, and training the best horses are all part of your legacy, and you know how to pick out the best of the lot when selecting a suitable mount. If you gain a horse as an animal companion or mount as one of your class abilities, its base speed increases by 5 feet and it gains a bonus trick that does not count against the normal limit of tricks known by the animal.

NEW SPELLS

The following new spells are frequently employed by Keleshite genie binders and other spellcasters.

STORM OF BLADES

School conjuration (creation); **Level** cleric 3, magus^{UM} 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a sword)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You create floating swords of the type used as the material component for this spell (such as a rapier or scimitar) and magically propel them at your target. You can create one sword for every 2 caster levels that you possess, up to a maximum of five swords at 10th level. You must have line of effect between you and the target, and the target must be within the spell's range. You make a ranged attack roll for each sword (with no penalties for range increments or using melee weapons as ranged weapons); each attack has the same threat range and critical modifier and deals the same damage as a standard sword of the type expended. Swords created by this spell disappear after striking (or missing) their targets.

SUMMON GENIE

School conjuration (summoning); **Level** cleric 5, sorcerer/wizard 5, summoner 4, witch 5

This spell functions like *lesser summon genie*, except you can summon one djinni or 1d3 jann.

SUMMON GENIE, GREATER

School conjuration (summoning); **Level** cleric 6, sorcerer/wizard 6, summoner 5, witch 6

This spell functions like *lesser summon genie*, except you can summon one shaitan, 1d3 djinn, or 1d4+1 jann.

SUMMON GENIE, LESSER

School conjuration (summoning); **Level** cleric 4, sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 round

Components V, S, F/DF (an oil lamp worth at least 50 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned genie

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster I*, except you can summon one janni.

PAHMET

The austere Pahmet are a race of dwarves who have been part of Osirian culture since the later centuries of the Age of Destiny. Their origins remain mysterious, confounded by the Pahmet's insistence that they were originally messengers from the gods sent to warn the ancient pharaohs in times of crisis. Whatever the reality of their origins is, the Pahmet were indeed closely connected with the pharaohs of Ancient Osirion, who greatly valued their sage advice, born of their long lifespans. Some pharaohs, however, valued them even more for their courage, resilience, and martial nature—all of which combined to make them superlative bodyguards.

Not all pharaohs could expect the dutiful service of the Pahmet, however, for these dwarves chose which pharaohs deserved their respect. Those they deemed worthy rulers were protectors and peacemakers, good and just pharaohs who worked to end suffering. These pharaohs' deeds drew the Pahmet from their mountains and into the heart of the empire, where they presented themselves as servants. It was considered a great honor to be chosen by the Pahmet in this way, and no pharaoh would dare refuse them.



Today, Pahmet clans predominantly occupy subterranean settlements in the mountainous southwestern region of Osirion. Though modern-day Osirion is much smaller than it was during its ancient heyday, pockets of Pahmet exist throughout almost all the lands Osirion once held, including modern-day Katapesh, Thuvia, and Rahadoum. The locations in which they choose to dwell usually have some ancient significance, often being near the lairs of noble sphinxes whose counsel the Pahmet greatly respect. More commonly, however, their settlements and temples are simply annexes of the vast necropolises of those honored pharaohs whom their ancestors deemed worthy of service. Here they perform prayers and rituals to honor the deceased god-kings, act as curators of their vast collections of funerary goods, and work to preserve maze-like passages filled with carved hieroglyphics.

The Pahmet are notoriously harsh in their dealings with outsiders who fail to pay them proper respect. Though never cruel, they can be savage enemies of any who would intrude upon the sanctified tombs of the honored dead. But despite their deliberate, isolationist hostility, the Pahmet generally look with kindness upon those in need, seeking to emulate the worthy pharaohs by working to end suffering where they encounter it.

The Pahmet are physically similar to other dwarves; only their bronze skin sets them apart from others of their race. They tend to be stern, proud, loyal, dutiful, and of noble bearing. They make excellent clerics, fighters, inquisitors, and paladins, and are intensely spiritual—their leaders are often also their high priests. The Pahmet worship the dwarven pantheon, holding Magrim (the Taskmaster, god of the dwarven afterlife) above all others, followed by the brother-gods Grundinnar (the Peacemaker, god of friendship and loyalty) and Kols (the Oathkeeper, god of duty). Pharamasma has also attracted their respectful attention over the millennia of service they have given to watching over the famously death-obsessed pharaohs.

Though they're primarily associated in modern times with their mountain necropolises, Pahmet might be moved to venture forth into the wider world to help innocents who are suffering or being exploited, or to ensure that other tombs beyond their normal purview are free of the vile menace of the undead. Though not all pharaohs deserved their service in life, the sanctity of the afterlife is more important to the Pahmet than any misdeeds of the living.

Now that the pharaohs have returned to Osirion, the Pahmet look hopefully toward Sothis for signs that the current dynasty is deserving of their attention. Only time will tell, and these patient dwarves are more than willing to wait.

PAHMET SAYINGS

The Pahmet have dozens of aphorisms that revolve around their lengthy and honorable legacy.

Honor the dead, serve the living.

(The entombed are treasures to be kept safe, but those people still alive need active help and support to achieve a status where they are worthy of becoming such treasures.)

The scorpion's stinger is deadlier than its claws.

(Always be alert to danger, especially dangers you cannot yet see.)

Tyranny is its own poison.

(Evil rulers are usually brought down by their own misdeeds.)

The sphinx honors the pauper.

(It is wise to be kind to those worse off than yourself because you might one day suffer a reversal of fortunes.)

NAMES

The Pahmet's long association with the pharaohs of Osirion has led them to adopt some of the styles and naming conventions of those ruling dynasties. A firstborn child is usually named after his or her parents, but with a numeral denoting his or her place in the line since the ancestor who originally bore that name.

In ancient times, it was relatively common for Pahmet who served a particularly honored pharaoh to adopt that pharaoh's name as a surname when he or she died. There are many Pahmet named after the pharaohs Osezis and Menedes, for example. In addition, Pahmet hold onto their even more ancient dwarven heritage by maintaining their clan names.

Female Names: Awib, Harwa, Kagemni, Menefer, Nesh, Nuru, Smeret, Umaya.

Male Names: Ankhef, Dagi, Denen, Harkhuf, Jedef, Malekeh, Raman, Seherab.

Clan Names: Deadshield, Glyphkeeper, Godspeaker, Honorbeard, Oldwise, Sphinxmaster, Tombguard.

TRAITS

Characters of the Pahmet ethnicity may choose from the following race traits.

Deathkeeper: You have lived for a time deep inside the necropolises of the pharaohs. Your exposure to undead creatures and their necromantic energies has strengthened your ability to resist the powers of the unliving. You gain a +1 trait bonus on saving throws against the supernatural abilities of undead creatures.

Sphinxfriend: You were raised near the lair of a proud sphinx. Well known for their wisdom, sphinxes are greatly respected by your people, and in times of uncertainty and crisis, their counsel has been invaluable. When you came of age, you were chosen to be the emissary between your settlement and the sphinx. Luckily for you, the proud creature enjoyed your company, and in addition to bartering for information, you learned to enjoy the riddles of your noble friend. As a result of your experiences, you gain a +1 trait bonus on Diplomacy checks, Linguistics skill

checks made to decipher writing in an unfamiliar language, and Sense Motive checks made to discern secret messages.

NEW FEATS

The Pahmet have a deep respect for sphinxes. Long ago, Pahmet hammer-masters developed a fighting style based on certain attributes of the noble sphinxes, focusing particularly on how these creatures can stand steadfast even in the face of imminent onslaught or make their own deadly assaults at a moment's notice. Osirion's monastic Ouat dwarves developed parallel styles that utilized their fists instead of hammers.

Note: A monk can take any of these feats as bonus feats at the indicated levels. To benefit from the feats, monks must have both hands free and capable of delivering an unarmed strike.

HORN OF THE CRIOSPHINX (COMBAT)

You end your charge in a devastating two-handed attack.

Prerequisite: Base attack bonus +6 or monk level 6th.

Benefit: Whenever you make a successful charge attack while wielding a two-handed weapon in both hands, add two times your Strength bonus to the damage roll.

Normal: A character wielding a two-handed weapon adds 1-1/2 times her Strength bonus to damage rolls.

Special: A monk can use this feat as long as he is wielding a two-handed weapon or both his hands are empty.

WINGS OF THE ANDROSPHINX (COMBAT)

You can reshape the kinetic energy of foes' charges.

Prerequisites: Int 13, Combat Expertise, Improved Reposition, base attack bonus +1 or monk level 1st.

Benefit: You gain a +2 bonus to AC against charge attacks. If a creature charges you and fails its attack roll, as an immediate action you can attempt a reposition combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322) to reposition that foe. If you use a readied action to attack a creature charging you, you can roll to attack and then attempt to reposition that creature as a free action before it resolves its charge attack.

OTHER RACES

Though Garundi and Keleshite are the most prominent human ethnicities in northern Garund and the Pahmet represent most of this land's dwarves, nearly all races and peoples can be found in the cosmopolitan trade-cities of Garund, for southern luxuries bring great prices in the north. Typical backgrounds and origins of non-human races are described in this section, along with a new race trait following each race described.

ELVES

Elves are more common than other non-human races here. They hail primarily from the Mwangi Expanse, and many belong to one of the jungle's numerous tribes of wild elves. Keenly interested in understanding the natural rhythms of life in a land far different from their homes, elves typically settle along fertile swaths of land or near verdant oases.

Tropical Botanist (elf): You are familiar with beneficial and dangerous plants. You gain a +1 trait bonus on Knowledge(nature) checks to locate or identify plants and on saving throws against the extraordinary abilities of plants.

GNOMES

Gnomes can be found in metropolitan areas of Osirion as well as Katapesh, where their alchemists and sorcerers experiment with mind-altering drugs and peddle them to buyers from across the Inner Sea.

Vermin Wrangler (gnome): In gathering ingredients necessary for mind-altering drugs and other concoctions, you have become intimately familiar with the desert's many-legged pests. You gain a +2 trait bonus on Knowledge(dungeoneering) checks to identify vermin and on saving throws against vermin's extraordinary abilities.

HALF-ELVES

Half-elves are uncommon in most of Osirion and Thuvia, but more live along the coasts, in Rahadoum, and in the Barrier Mountain range (where the Ekujae elves from the Mwangi Expanse have mixed with the local humans).

Pearl Diver (half-elf): You are skilled at finding treasures in the warm coastal waters near the desert. You gain a +2 trait bonus on Perception checks while underwater and can hold your breath for a number of rounds equal to three times your Constitution score before you risk drowning.

HALFLINGS

Though common in the days of Ancient Osirion, halflings have since dispersed throughout the Inner Sea region, and are rare in northern Garund unless brought in by Keleshite slavers or when on covert abolitionist missions to rescue enslaved kin or disrupt slave trafficking.

Slave Smuggler (halfling): You know how to get contraband across borders. When hiding a Medium or

smaller creature from an opponent actively searching you or your cargo, both you and the creature to be smuggled can attempt Stealth checks and select the higher of the two results for your smuggled ally to use while hiding.

HALF-ORCS

Half-orcs are common in Katapesh, both as pit fighters and as caravan guards warding off roving gnoll warbands.

Caravan Drover (half-orc): With your hand on the lash, your caravans always arrive on time. You treat whips as martial weapons, and up to 10 animals and humanoids traveling with you can hustle or make a forced march for 1 hour longer than normal before taking nonlethal damage and becoming fatigued.

GENIEKIN

The bloodlines of the primal elements run deep in Garund, especially in Osirion, with its long history of dealings with the air, earth, and fire elementals of the deep desert and the water elementals of the hidden oases and subterranean springs that feed the great River Sphinx and its tributaries. Rituals now lost are thought to have infused humans with raw elemental essence, creating the first ifrits, oreads, sylphs, and undines of Garund. Some of these elementally touched beings lived among their elemental sires, while others intermarried with humans. Diluted elemental bloodlines quickly proliferated throughout Garund, manifesting as unusual hair, eyes, or skin; sometimes as magical talent; and rarely as geniekin born to unknowing human progenitors.

The populations of such races swelled during the Qadiran occupation of Osirion, as the nation's Keleshite masters introduced a new aspect of elementalism to Garund: bound genies. These elemental scions served their binders in many ways, and relations between genies and humanoids were nearly inevitable. The half-blooded by-blows of such liaisons were rejected by the Qadiran satrapy and shunned by many in Osirion as the product of invasion and bastardy perpetrated on a captive people. Many geniekin emigrated to the wilder lands of Thuvia, while others became an underclass in Osirion. Then a curious thing happened as they interbred with humans who carried the dormant seeds of older elemental bloodlines deeply buried. The elemental and genie bloodlines commingled, reinvigorating both, and new generations of full-blooded ifrits, oreads, sylphs, and undines of mixed heritage were born, blending Garundi and Keleshite blood even as they blended their elemental lineages. In the wake of the Qadiran retreat from Garund, these elemental-kin have gained new respect and have been held up by many as a sign that new things, and good things, can arise from the blending of diverse peoples.

IFRITS

Descended from creatures of elemental fire (typically efreet), ifrits are fiercely independent, passionate, and unpredictable, and they are shunned in places for their destructive tendencies. Some ifrits have made names as heavily armored mercenaries in a land where light armor is the rule, owing their perseverance to their resistance to heat. Others migrate south to Alkenstar to use their incendiary gifts in the arts of metallurgy or gunsmithing.

Snap Ignition (ifrit): You are a pyromaniac by nature and love nothing more than setting fires. As a full-round action, you can produce a small flame at the end of your finger that ignites combustible materials as a tindertwig. Alternatively, you can maintain a flame equivalent to a candle by spending a standard action each round to concentrate on it.

OREADS

Descended from elemental earth creatures such as shaitan genies, oreads are often creatures of stability and routine, quiet and dependable and preferring the company of those who feel likewise. Oreads dislike the shifting desert sands, feeling keenly the unfolding and reforming of the land, yet they adapt as they must.

Sandy Ambush (oread): You are skilled at blending in with the desert terrain and attacking creatures as they pass by. When prone in desert terrain, you gain a +2 trait bonus on Stealth checks and take only a -2 penalty on attack rolls (rather than -4) when attacking from prone.

SULIS

The offspring of jann and humans, sulis are powerful humanoids capable of harnessing the powers of all the elements. They possess well-practiced tact, and maintain good relationships with elemental-kin and humans alike, often serving as ambassadors and interlocutors between groups that might otherwise not get along.

Dowsing (suli): You are sensitive to the presence of all elements, allowing you to find water, landmarks, and evidence of prior camps or settlements. You gain a +1 trait bonus on Survival checks. Whenever you succeed at a Survival check to follow tracks in desert terrain, you can always tell how long ago the tracks were made (though supernatural abilities and spells still impede this ability as appropriate).

SYLPHS

Descended from elemental air creatures such as djinn, sylphs in Garund keep their eyes fixed on the sky. Many become astrologers, stormcallers, or windfinders, while others serve as scouts, explorers, or expert cartographers. Sylphs are less tradition-bound than most Garundi natives, drawn by curiosity to a life of adventure and uncovering mysteries both ancient and modern.

Following Breeze (sylph): You always seem to be chased by drafts of moving air, and know exactly

the right moment and method to lift yourself upon the breezes. As long as you get a running start, you gain a +2 trait bonus on Acrobatics checks made to jump. Your speed increases by 5 feet when you use the run action.

UNDINES

Descended from elemental water creatures such as marids, undines are bold creatures whose pride is tempered by their playful good natures. They respect those who strive to protect nature, much as they guard oases, lakes, rivers, and reefs. Undines trade freely with all for what they need.

Slippery Step (undine): You are used to walking on wet and slippery surfaces. You are always considered to have firm footing when fighting underwater (*Pathfinder RPG Core Rulebook* 433), and you gain a +2 trait bonus on Acrobatics checks and Climb checks on wet surfaces or in wet terrain, including bogs, standing or running water, or a storm-tossed ship.





A lancein Peninsula

Shiman-Sekh

The Sphinx Head

Seven Steles

Kefun-Ra

Gozarin Necropolis

Ruins of el-Amara

Osirian Desert

Scarab Desert

Footprints of Raugug

Asulek's Mouth

Kharva Fountain

Sakar's Boil

Tay Knata

Parched Dunes

Slave Trenches of Hakotep

Kho-Rame Pass

The Crook

OSIRION



"I have seen sand dunes stripped away by creatures of flame and wind to reveal treasure vaults that would shame dynasties. I have walked the boulevards of a palace built beneath the carcass of a god's dead child. I have been entertained by masked priestesses, soldiers returned from the dead, once-powerful men sold into slavery, and treasure hunters who crawl across the desert like hungry ants. I have seen Osirion, land of the god-kings, and I cannot wait to return."

*—Miina Nassauer,
Vudrani adventurer*

OSIRION

Land of the Pharaohs

Alignment: LN

Capital: Sothis (111,989)

Notable Settlements: An (38,200), Eto (9,500), Ipeq (12,730),
Shiman-Sekh (6,680), Tephu (19,480), Totra (52,360), Wati (7,300)

Ruler: Khemet III, the Ruby Prince

Government: Celestial monarchy

Languages: Osiriani

Religion: Abadar, Irori, Lamashtu, Nethys, Norgorber, Pharama,
Rovagug, Sarenrae

Osirion is a truly ancient land, dating back thousands of years before Aroden raised the *Starstone* from beneath the Inner Sea. Its cyclical rise and decline has filled the deserts with ancient ruins and broken monoliths, hidden and revealed periodically by the ever-shifting sands. The long line of pharaohs who ruled in antiquity shared a fatalistic obsession with death and their place in the afterlife, and almost every one was interred in a grandiose tomb with enough wealth to bankrupt a

kingdom. Following several millennia of outside rule under Keleshite sultans and satraps, the pharaohs have recently returned, and the cycle of Osirion's history turns anew.

The majority of Osirion's people live in towns and cities along the banks of the River Sphinx, with only a few settlements far from that great river. The capital, Sothis, was built around the shell of a titanic beetle spoken of in myth as the spawn of Rovagug. Beneath this shell is the seat of the inscrutable Ruby Prince, Khemet III. Although respected for his magical prowess, his goals remain largely mysterious, as do those of his elemental advisers. Though the government might appear stable, there is much tension among the corrupt bureaucrats and crusading idealists whom the Ruby Prince selects to govern day-to-day matters.

Beyond the relatively thin strip of the life-giving River Sphinx, almost all of Osirion is a deadly and searing desert. As if life among the dunes and dry riverbeds were not hard enough, Osirians who leave the safety of their cities must deal with threats from bandits, gnolls, desert giant clans, the black crocodiles known as hetkoshu, the awakened dead, and worse.

Regardless of gender, many Osirian priests shave their heads, and the faiths of Abadar, Nethys, and Pharama are popular in the cities, while Lamashtu and Rovagug dominate the evil cults of the desert. Arcanists often pursue the ancient practices of elementalism, necromancy, and numerology, and find much to interest them in architectural wonders built with strange geometries. Merchants fill the cities, adventurers and thieves are ever at home in the pharaonic tombs, and warriors can just as easily fall into a life of banditry as they can aspire to join the elite Risen Guard who protect the Ruby Prince himself.



Despite the nation's dangers, the seemingly endless tombs and the welcome extended to foreign treasure hunters ensure that there are few places on Golarion that come close to matching Osirion's allure for adventurers.

ELEMENTALIST ORACLE (ARCHETYPE)

An elemental oracle has an affinity with the elements and elemental creatures. She can communicate with elemental creatures, and can eventually become an elemental herself.

Recommended Mysteries: flame, stone, waves, wind.

Bonus Spells: *elemental touch*^{APG} (4th), *protection from energy* (6th), *elemental body* (8th), *summon monster V* (elementals only; 10th), *elemental body III* (12th), *elemental swarm*^{APG} (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: An elemental oracle must take the following revelations at the listed levels.

Elemental Linguist (Su): At 1st level, you gain a bonus language of your choice from the following list: Aquan, Auran, Ignan, or Terran. At 5th level and every 4 levels thereafter, you may choose another language from this list.

Elemental Form (Su): At 11th level, you gain the air, earth, fire, or water subtype and an associated ability:

- **Air:** Fly speed of 30 feet with perfect maneuverability.
- **Earth:** Tremorsense to a range of 30 feet.
- **Fire:** Immunity to fire and vulnerability to cold.
- **Water:** Swim speed of 30 feet and can breathe underwater.

Final Revelation: Upon reaching 20th level, you fully harness the power of the elements. You can apply the Elemental Spell metamagic feat (*Pathfinder RPG Advanced Player's Guide* 158) to any spell you cast without increasing the level or casting time. You may choose either acid, cold, electricity, or fire each time you use this ability. Whenever you score a critical hit with an attack that deals energy damage, you can ignore any energy resistance the target might possess. If you score such a critical hit against a creature that has immunity to the energy type you are attacking with, the creature takes half damage from the attack.

NEW ROGUE TALENTS

The following new rogue talents are but some of the tricks Osirion's bandits employ, and can be selected by any character who can use rogue talents.

Last Ditch Effort: Once per day, a rogue with this ability who accidentally activates a trap while attempting to disarm it may immediately attempt another Disable Device check to disarm it, albeit at a -5 penalty. The result of the second check is taken even if the result is lower.

Philologist: A rogue with this talent can reroll any Linguistics skill check made to decipher writing in an unfamiliar language, and never risks drawing a false conclusion from a failed Wisdom check after a failed Linguistics check. A rogue with this talent is allowed only one reroll per inscription, message, or text encountered.

TRAITS

The following regional traits can be taken by characters from Osirion.

Child of Mumia (Osirion): During your childhood, you knew someone who was addicted to mumia, a drug made from the flesh of the dead, whether that was a drug-addled parent, an unsavory employer, or a libertine childhood friend. Although you did not indulge in the ghoulish narcotic yourself, your exposure to it grants you a +1 trait bonus on saving throws against curses and diseases, including magical diseases. (For more information on mumia, see page 21 of *Pathfinder Campaign Setting: Lost Kingdoms*.)

Numerologist (Osirion): Having studied the sciences and other formal academics in your formative years, you swiftly became interested in the esoteric numerological practices of the ancient Osirian mathematicians, and know how to apply this science to dungeons. Once per day, you can attempt a Perception check while studying a trap (a standard action). The DC of this check is equal to the Disable Device DC of the trap - 5. If you succeed, you identify the DC necessary to disable the trap, as well as the DC of the Reflex save (if any) to avoid its effects.



RAHADOU



"Let no man be beholden to a god," our First Law decrees. And so the savage Pure Legion mercilessly hunts down men and women of purity, faith, and conviction—instead of helping when the desert swallows our farms. I am forced to hide my beliefs or face the harsh punishment of the Laws of Man, yet all I can do to feed my family is pray for rain. If this is what it is to be a man, I pray that my god soon puts an end to mankind.

—Notice posted by Ihsan Al-Ilhaamn, secret devotee of Cozreh, three days before his deportation

RAHADOU

The Kingdom of Man

Alignment: LN

Capital: Azir (72,370)

Notable Settlements: Botosani (23,540), Haldun (1,400), Manaket (26,780)

Ruler: Malduoni, Keeper of the First Law

Government: Council of Elders led by the Keeper of the First Law

Languages: Common, Osiriani

Religion: None (see below)

In a world where gods are demonstrably real, Rahadoum is an anomaly. A common misconception is that the secular Rahadoumi do not believe in the gods, when in fact they simply believe that worship of the gods is willing slavery to unworthy masters. They know very well that the gods exist, but choose not to hand over their self-determination and allegiance simply because the potential objects of their worship are incredibly powerful. Rahadoumi see religion as tyranny that extends even after death, and are determined to remain free of it at any cost.

This unusual brand of atheism first began as a response to the religiously-motivated Oath Wars, which cost the lands that would become Rahadoum dearly. From those decades of bloodshed sprang the Laws of Man and a newly and stridently secular nation.

To most Rahadoumi, all divine power is suspect, and even oracles and rangers are often assumed to be secretly worshipping a god. Across the country, the Pure Legion ensures that the Laws of Man are adhered to, with a particular focus on the First Law, ensuring that religion never again gains a foothold in Rahadoum.

Today, most Rahadoumi live in towns and cities rather than adhering to the nomadic ways of their ancestors. There they have access to the liberal lifestyles of enlightened folk guided by the pure reason of the Laws of Man. The easy availability of fine education and the country's rich history draws wizards and scholars to Rahadoum's many universities and the ruins of the fallen Jistka Imperium. The capital city of Azir, also known as "Port Godless," is the metropolitan hub to which most outsiders travel upon reaching Rahadoum's borders, and the recent surge of vibrant and creative architecture there has inspired many artists to come to Azir as well.

Freed from religious squabbles and able to map their own course, the people of Rahadoum have come to know peace, although frosty political relationships and skirmishes with neighboring countries mar their foreign diplomacy. Additionally, there are some who believe that the encroaching desert sands, the threat of famine, and the not-uncommon plagues of recent times are evidence of punishment from the gods. Even if these mutterings were true, the majority of Rahadoumi are grim optimists who would prefer to endure such hardships on their own rather than shackle themselves to deities.

ORDER OF THE FIRST LAW

Cavaliers belonging to the order of the First Law are dedicated to hunting down anyone practicing, preaching, or otherwise facilitating religion in Rahadoum.

Edicts: The cavalier must strive to protect atheists and all those who reject the gods. He must never have a patron deity or willingly serve agents of the divine. He must protect the common folk from suffering due to the actions of divine agents.

Challenge: Whenever an order of the First Law cavalier issues a challenge, each round that he makes an attack against the target of his challenge, he gains 1 temporary hit point on his turn. These temporary hit points last up to 1 hour. The number of temporary hit points gained per round increases by 1 for every 4 levels the cavalier possesses.

Skills: An order of the First Law cavalier adds Heal (Wis) and Knowledge (religion) (Int) to his list of class skills. An order of the First Law cavalier can attempt Knowledge (religion) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) when making checks to identify members of religious faiths or religious paraphernalia.

Order Abilities: A cavalier belonging to the order of the First Law gains the following abilities as he increases in level.

Rejection of Faith (Ex): At 2nd level, the cavalier must refuse all divine magic, including helpful effects or spells. As long as he has not benefited from divine magic in the past 24 hours, he receives a +2 morale bonus on one saving throw of his choice. Each day he can change the saving throw to which this bonus applies.

Threat of Reason (Ex): At 8th level, whenever the cavalier threatens a space occupied by a divine spellcaster, the spellcaster must add 4 to the DC of any concentration checks, dispel checks, or caster level checks she attempts.

Godslayer (Ex): At 15th level, whenever the cavalier makes a melee attack against the target of his challenge and that target is a divine spellcaster, the cavalier gains a bonus on attack and damage rolls equal to his Charisma modifier. This damage is multiplied on a critical hit.

NEW SPELL

The following new spell is invaluable to pious spellcasters in Rahadoum, where they must hide the divine nature of their magic.

INNER FOCUS

School illusion (glamer); **Level** adept 2, antipaladin 1, cleric 2, druid 2, inquisitor 2, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level

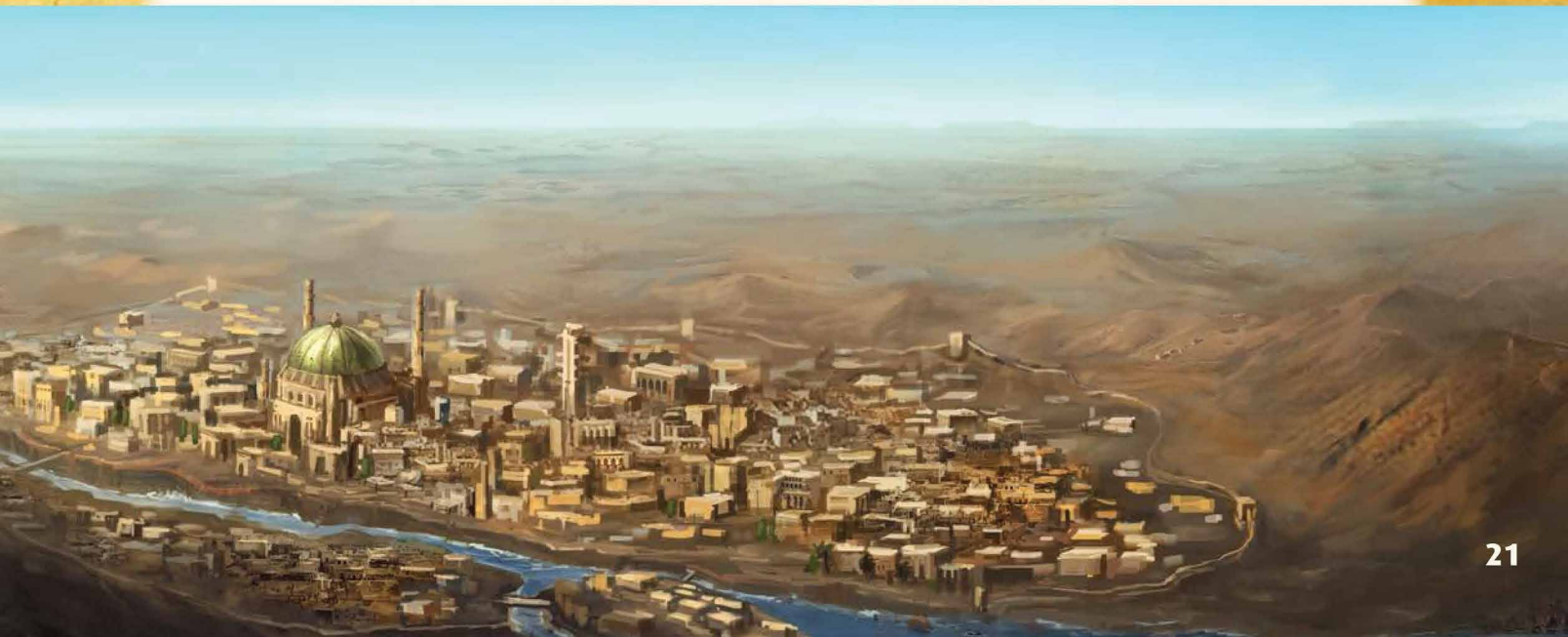
Saving Throw none (harmless); **Spell Resistance** no
For the duration of this spell, you may ignore any divine focus components of your spells, allowing you to cast such spells without holding or revealing your holy or unholy symbol.

TRAITS

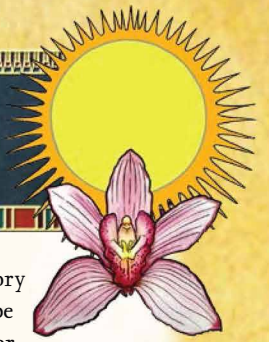
The following regional traits can be taken by characters from Rahadoum.

Community-Minded (Rahadoum): While some pray to the gods for mercy or prosperity, you follow a different tack—you believe in improving the lives of those around you through earnest labor and the efforts of you and your community. Your hard-earned discipline and the candor of your words affect all who bear witness. Any morale bonuses you confer upon your allies through your own abilities or spells last 2 additional rounds.

Pure Legion Recruit (Rahadoum): You have spent time among the famed Pure Legion and understand some of their techniques for spotting signs of religion and the faithful. You gain a +2 trait bonus on Perception checks to see through disguises and mundane attempts to conceal religious iconography or dress. You also gain a +2 trait bonus on Sense Motive checks to see through lies about a target's religious beliefs and to understand secret messages relating to the gods.



THUVIA



"Thuvia welcomes you, Honored One—the city of Merab in particular, and myself most of all. The gods must look favorably upon you, for they have shepherded you to my humble stall. Undoubtedly, you have come for the auction, but while you are here perhaps I can interest you in a reputable map to the heart of the desert where the sun orchids bloom. Of course, there you take your life in your hands, but what is life without a little risk?"

*—Esamu Eshefar,
Thuvian merchant and gossip*

THUVIA

Desert Land of Eternal Youth

Alignment: LN

Capital: Merab (56,870)

Notable Settlements: Aspenthar (25,680), Duwwor (8,300), Lamasara (11,450), Pashow (4,320)

Rulers: Guldis, Emir of Pashow; Ilepodus, Patron of Merab; Kharane, Defender of Duwwor; Prince Zinlo of Aspenthar; Zamere, Queen of Lamasara

Government: Loose association of independent city-states bound by treaties of trade and mutual defense

Languages: Osiriani, Polyglot

Religion: Gozreh, Nethys, Pharasma, Sarenrae, Usij (cult of Ahriman)

Long ago, Thuvia was little more than a vast desert populated by squabbling nomadic tribes, but once the alchemist Artokus Kirran devised a path to eternal youth, everything changed. The discovery of the *sun orchid elixir* transformed the nation's fortunes; though the land between its cities remains a sandy waste, civilized Thuvia flourishes thanks to its unique and miraculous export.

Now mostly consigned to the pages of history books, Thuvia's tribal heritage can still be seen in the differences between the five major city-states. Though the nation presents a unified public face, each city-state has its own government, culture, and traditions, ranging from the militant practices of ambitious Aspenthar to the alchemical mastery of bustling Merab's finest scholars. The annual auctions of the *sun orchid elixir* rotate between the five city-states each year. During years when a city hosts the auction, its coffers swell enormously as its streets and marketplaces fill to overflowing with merchants, performers, and wealthy foreigners who travel from across the world for a chance to turn back the clock. Though the auction of the *sun orchid elixir* is Thuvia's primary economy, a secondary economy centers on the acquisition of the exceedingly rare sun orchids themselves. Adventurers are usually the only ones hardy (or reckless) enough to dare the numerous and unsettling dangers of the desert wastes where they bloom.

With few sources of potable water and a coastline that is significantly shorter than its neighbors, Thuvia is arguably the most arid nation of the Inner Sea region. The rare oases of the interior are almost universally controlled by the Water Lords—warmongers often little better than bandits. Some even link them to the corruptive divs or wicked Usij cabalists who haunt the central deserts. Nomadic Garundi clans and other descendants of the now-defunct Tekritanin League must parley or fight with the Water Lords in order to access the much-coveted watering holes of this arid land—a necessity if they are to survive their dangerous journeys.

Though it owes its existence and economic well-being to one man, Thuvia remains a dangerous place dominated more by its differences than by any real sense of unity.



DIV SORCERER BLOODLINE

You can trace your ancestry to one of the foul, corrupted genies known as divs.

Class Skill: Knowledge (planes).

Bonus Spells: *disguise self* (3rd), *touch of idiocy* (5th), *deeper darkness* (7th), *bestow curse* (9th), *insect plague* (11th), *disintegrate* (13th), *insanity* (15th), *earthquake* (17th), *wish* (19th).

Bonus Feats: Blind-Fight, Deceitful, Empower Spell, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack.

Bloodline Arcana: Whenever you deal damage to more than one creature with a spell that affects an area, the save DCs of your spells increase by 1 for 1d4 rounds.

Bloodline Powers: The corrupt blood within you grants you powers to devastate the works and bonds of mortals.

Spoiling Touch (Su): At 1st level, you can impose the broken condition upon one Medium or smaller object by making a successful melee touch attack. Magical items or objects carried or worn by a creature are allowed a Fortitude save to resist this effect. Multiple uses of this effect do not stack. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Div Resistances (Ex): At 3rd level, you gain fire resistance 5 and a +2 bonus on saving throws against poison. At 9th level, your resistance to fire increases to 10 and your bonus on saving throws against poison increases to +4.

Corrupting Aura (Ex): At 9th level, you can surround yourself with an aura of corrupting energy for a number of rounds per day equal to your sorcerer level. Any creature within 10 feet of you takes 1d6 points of nonlethal damage + 1 for every 2 sorcerer levels you possess, and it is sickened for 1 round. In addition, any creature within the aura that attempts casting a divine spell must succeed at a caster level check (DC 15 + double the level of the spell) or lose the spell. You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th.

Squander (Su): At 15th level, you gain the ability to force others to waste the opportunities they are given. Once per day as a standard action, you can cause a target within

NEW ALCHEMIST DISCOVERY

The following new alchemist discovery represents the efforts of Thuvia's numerous alchemical scholars, and can be taken by any alchemist who meets the prerequisites.

Sandstone Solution (Su): As a full-round action, the alchemist can convert any potion or extract into a solution that, when thrown or applied, solidifies sand or dirt to the hardness of stone for 1 hour, affecting an area with a radius of 10 feet × the level of the potion or extract. If this solution is thrown at or applied to stone, it instead causes a 5-foot cube of stone to become crumbly and soft for 1 minute, reducing its hardness by double the level of the potion or extract.

30 feet to gain the staggered condition for a number of rounds equal to your sorcerer level. The duration is halved if the target makes a successful Will save (DC 10 + 1/2 your sorcerer level + your Cha modifier).

Ahriman's Favor (Su): At 20th level, you are filled with Ahriman's wickedness. You gain immunity to fire and poison. You also gain acid resistance 10 and electricity resistance 10, and the ability to see perfectly in darkness of any kind to a range of 60 feet.

TRAITS

The following regional traits can be taken by characters from Thuvia.

Alchemical Prodigy (Thuvia): Early on in your life, you showed significant promise in the sciences and alchemical arts, and received extensive tutoring from those seeking to maximize your potential. If you have the alchemy class feature, your alchemist level is considered 1 higher when calculating the duration of your extracts.

Lamasaran Performer (Thuvia): You are one of the famed performers of Lamasara, and your skill is known throughout Thuvia. Once per day when you start a bardic performance, you can increase the DC of the saving throw to resist your performance's effects by 1. This effect lasts until you switch performances or end your performance.



LIVING MONOLITH PRESTIGE CLASS

The lands of Osirion, Rahadoum, and Thuvia—all once part of the realm of Ancient Osirion—are rife with aged ruins guarded by stony sentinels from bygone days, whose implacable gaze can still the heart of a miscreant or scare off a would-be tomb robber. The ancient race of sphinxes is said to have endowed the first living monoliths with their powers, raising statues to a semblance of life, but today, most of these paragons of justice are mortals who willingly take on the mantle of immortal warriors through ritual and devotion, imbuing themselves with the patience and eternal strength of stone.

Hit Die: d8.



REQUIREMENTS

To qualify to become a living monolith, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Feats: Endurance, Iron Will.

Languages: Ancient Osiriani, Sphinx.

Skills: Knowledge (engineering) 4 ranks, Knowledge (history) 4 ranks, Knowledge (religion) 2 ranks.

Special: Must have a handcrafted stone scarab worth at least 1,000 gp created and bound to his forehead in a sacred ritual with at least one sphinx or living monolith present.

CLASS SKILLS

The living monolith's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the living monolith prestige class. The caster level for powers that duplicate spell effects is equal to the living monolith's character level.

Weapon and Armor Proficiency: A living monolith gains no additional weapon or armor proficiencies.

Soul Stone (Su): During his induction into this prestige class, a living monolith has a stone scarab embedded in his forehead, often set with gems or inlaid with precious metals. This stone is inscribed on its inner side with the monolith's true name and his oaths to the gods and pharaohs. It cannot be removed without his permission, cannot be dispelled (though it does not function in areas where magic does not work), and does not use a magic item slot.

The soul stone grants the living monolith a +2 bonus on saving throws against death effects, mind-affecting effects, effects that grant negative levels, and on saves to overcome negative levels.

A living monolith can invoke the power of his soul stone 3 times per day as a swift action, enabling him to grow in size as if using *enlarge person* (even if he is not a humanoid).

When a living monolith first gains the soul stone ability, he must decide whether it takes the form of an *ib* stone or a *ka* stone. If the character was a spellcaster before becoming a living monolith, he can choose either an *ib* stone or a *ka* stone. If the character was not a spellcaster before becoming a living monolith, he must take a *ka* stone.

Ib Stone (Su): Starting at 2nd level, a living monolith with an *ib* stone gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except

LIVING MONOLITH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+0	Soul stone
2nd	+1	+1	+1	+1	Stone blood
3rd	+2	+2	+1	+1	Fortified flesh (DR 1/—, 10%)
4th	+3	+2	+1	+1	Stability, tombsight
5th	+3	+3	+2	+2	Fortified flesh (DR 2/—, 20%, immune to disease), greater ka stone
6th	+4	+3	+2	+2	Attunement to stone
7th	+5	+4	+2	+2	Summon sphinx
8th	+6	+4	+3	+3	Communion with stone, fortified flesh (DR 3/—, 30%)
9th	+6	+5	+3	+3	Assumption of stone
10th	+7	+5	+3	+3	Ageless stone, judgment of the monolith, master ka stone

for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a living monolith, he must decide to which class he adds the new level for the purpose of determining spells per day. Once made, this choice cannot be changed. A living monolith with an ib stone does not gain the greater ka stone and master ka stone abilities.

Ka Stone (Su): A living monolith with a ka stone gains Toughness as bonus feat. In addition, when a living monolith uses his ka stone to increase his size, his base attack bonus from his living monolith class levels is equal to his living monolith level.

Stone Blood (Ex): At 2nd level, the vital fluids and tissues of a living monolith can selectively petrify in response to injury. A living monolith automatically stabilizes when at negative hit points and is immune to continuous damage from bleed attacks (including weapons with the *wounding* special ability) and ability damage from blood drain.

Fortified Flesh (Ex): At 3rd level, the flesh of a living monolith takes on the hardness of stone. A living monolith gains DR 1/— and 10% immunity to critical hits and sneak attacks (as if wearing *fortification* armor). At 5th level and again at 8th level, this DR increases by 1 and the immunity to critical hits increases by 10%. When a living monolith uses his soul stone to increase his size, these defenses temporarily increase by an additional 1 and 10%, respectively. At 5th level, a living monolith becomes immune to all diseases, including supernatural and magical diseases (such as mummy rot).

Stability (Ex): At 4th level, a living monolith becomes exceptionally stable on his feet, gaining a +4 bonus to his CMD when he resists a bull rush or trip attempt while standing on the ground. This stacks with a dwarf's stability trait and similar abilities.

Tombsight (Su): At 4th level, a living monolith can perceive the balance of life and death within those he sees, as if using *deathwatch* and *detect undead* simultaneously. This power can be used at will and lasts as long as the living monolith concentrates.

Greater Ka Stone (Su): At 5th level, when a living monolith with a ka stone invokes his ka stone's power to increase his size, the living monolith gains the benefit of *righteous might*

rather than *enlarge person*. The DR gained from *righteous might* is based on the living monolith's alignment. A neutral living monolith must choose which DR to gain from this ability. Once made, this choice cannot be changed.

Attunement to Stone (Sp): At 6th level, a living monolith can use *meld into stone* at will.

Summon Sphinx (Sp): At 7th level, a living monolith can call upon the aid of the sphinxes, ancient allies of the first immortal tomb guardians of Osirion. Once per day, the living monolith can call a sphinx to his presence and bargain for its services as if using *planar ally* to call upon an outsider. At 9th level, this ability functions as *greater planar ally*. The living monolith gains a +4 bonus on Diplomacy checks to influence sphinxes.

Communion with Stone (Su): At 8th level, a living monolith achieves a unique communion with the earth, gaining tremorsense to a range of 30 feet. Once per day, the living monolith can communicate with rock and stone as if using *stone tell*. He gains Terran as a bonus language.

Assumption of Stone (Sp): At 9th level, a living monolith may use *statue* as a spell-like ability with a range of personal at will. He also becomes immune to petrification.

Ageless Stone (Ex): At 10th level, a living monolith becomes immortal. He ceases aging (though any aging effects already accrued remain in place) and becomes immune to energy drain and death effects, though he can still be killed by other means.

Judgment of the Monolith (Sp): At 10th level, a living monolith gains the divine authority to demand truthful answers. Once per day, a living monolith can conduct a ritual of inquisition. If performed on a dead body, this functions as *speak with dead*. Upon a living creature, it functions as a *mark of justice* that activates if the target lies to the living monolith. A living monolith can also use this power to entreat the spirits of the living and the dead to answer questions as if using *contact other plane* (treat as contacting a lesser deity).

Master Ka Stone (Su): At 10th level, when a living monolith with a ka stone invokes his ka stone's power to increase his size, he regains lost hit points as if he had rested for a night. This healing does not restore temporary ability damage or provide other benefits of resting, and changing back does not heal him further.

THUVIAN ALCHEMIST

Thuvian alchemy evolved from the herbalism and horticulture of the ancient Tekritanin League. Their cultivars and gardeners were renowned, but such peaceful pursuits waned in prominence when the expansionist pharaohs of Osirion remade the land into a staging ground for war against the Jistka Imperium to the west. The old ways nearly became extinct, yet the lore of the desert's delicate blooms never entirely disappeared.

Though the great libraries and conservatories were gone, simple tribal botanists passed what they could from generation to generation. Even the most warlike clan chiefs realized careful cultivation was the key to survival in this harsh and unforgiving land. Then, when Artokus Kirran discovered the *sun orchid elixir* in 1140 AR, the long-neglected art of herbalism and the reinvigorated science of

alchemy intertwined to create something entirely new—a practice that has since flourished in modern Thuvia and given rise to the renowned Thuvian alchemists.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Thuvian alchemist, a character must fulfill all the following criteria.

Feat: Brew Potion.

Skills: Craft (alchemy) 5 ranks, Knowledge (nature) 5 ranks, Profession (herbalist) 5 ranks, Spellcraft 5 ranks.

Special: Ability to cast 2nd-level arcane spells or create 2nd-level extracts.

CLASS SKILLS

The Thuvian alchemist's class skills (and the key ability for each skill) are Heal (Wis), Knowledge (nature) (Int), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Thuvian alchemist prestige class.

Weapon and Armor Proficiency: A Thuvian alchemist gains no additional weapon or armor proficiencies.

Extracts or Spells per Day: When a Thuvian alchemist gains a level, she gains new extracts or spells per day as if she had also gained a level in alchemist or in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional extracts or spells per day, spells known (if she is a spontaneous caster), and an increased effective caster level for extracts or spells. If she had more than one arcane spellcasting class before becoming a Thuvian alchemist, or had the alchemist class and an arcane spellcasting class, she must decide to which class she adds the new level for the purpose of determining extracts or spells per day.

Healing Solution (Su): A Thuvian alchemist learns how to convert magical reagents into life-giving admixtures. As a full-round action, she can convert the magical energies of two extracts or spells of 1st level into a special extract of *cure light wounds*. This acts as an infused extract, but it must be used before the end of her next turn or its power is lost. At 3rd level and every 2 levels thereafter, a Thuvian alchemist gains the ability to convert extracts or spells into more powerful forms of curative magic: 3rd—*cure moderate wounds*; 5th—*cure serious wounds*; 7th—*cure critical wounds*; 9th—*breath of life*. In all cases, the Thuvian alchemist must expend two



THUVIAN ALCHEMIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts or Spells per Day
1st	+0	+0	+0	+1	Healing solution	+1 level of arcane spellcasting class
2nd	+1	+1	+1	+1	Thuvian discovery	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+2	Bombs, curative enhancement	+1 level of arcane spellcasting class
4th	+2	+1	+1	+2	Thuvian discovery	+1 level of arcane spellcasting class
5th	+2	+2	+2	+3	Curative enhancement	+1 level of arcane spellcasting class
6th	+3	+2	+2	+3	Bombs, Thuvian discovery	+1 level of arcane spellcasting class
7th	+3	+2	+2	+4	Curative enhancement	+1 level of arcane spellcasting class
8th	+4	+3	+3	+4	Thuvian discovery	+1 level of arcane spellcasting class
9th	+4	+3	+3	+5	Bombs, curative enhancement	+1 level of arcane spellcasting class
10th	+5	+3	+3	+5	Eternal youth	+1 level of arcane spellcasting class

extracts or spells of the same level as the curative spell in order to complete the conversion.

Thuvian Discovery: At 2nd level and again at 4th, 6th, and 8th level, a Thuvian alchemist gains a new alchemist discovery (*Pathfinder RPG Advanced Player's Guide* 28) from one of the rare Thuvian discoveries below or from the following list: bottled ooze^{UM}, combine extracts, dilution, elixir of life, enhance potion, eternal potion, extend potion, healing touch^{UM}, infusion, mummification^{UM}, preserve organs^{UM}, sandstone solution (see page 23), or spontaneous healing^{UM}. The Thuvian alchemist must still meet all prerequisites for a Thuvian discovery, including level restrictions. Thuvian alchemist class levels stack with alchemist levels for the purpose of qualifying for and using these discoveries (but not others). Thuvian discoveries cannot be selected by characters without Thuvian alchemist levels.

Bottled Elemental (Su): This functions like the bottled ooze^{UM} discovery, but allows the Thuvian alchemist to instead reconstitute an elemental that bursts forth when the bottle is broken. Creating a bottled elemental requires an extract 1 level lower than the elemental's CR (minimum 1st level). The Thuvian alchemist must have the bottled ooze discovery and be at least 8th level before selecting this Thuvian discovery.

Capture Elemental (Sp): A Thuvian alchemist can capture an elemental inside a specially prepared bottle, vial, or flask, as if using *trap the soul* as a spell-like ability, though this ability affects only elementals. Preparing the bottle costs 500 gp per Hit Die of the elemental to be trapped and takes 1 day per 1,000 gp of value. If the Thuvian alchemist tries to capture an elemental with too many Hit Dice, the bottle shatters. The Thuvian alchemist must have the bottled elemental discovery and be at least 12th level before selecting this Thuvian discovery.

Extra Curative Enhancement (Ex): The Thuvian alchemist can select one additional curative enhancement that she can incorporate into her healing solution.

Shared Infusion (Su): When a Thuvian alchemist creates an infusion extract of a spell that normally affects multiple targets, the extract can affect a number of targets equal to her Intelligence bonus (up to the maximum normally allowed for the spell), though each creature must use a standard action to imbibe the extract. Only creatures that drink from

the extract within 1 round of when the first imbiber starts drinking it are affected. A Thuvian alchemist must have the infusion discovery before selecting this discovery.

Bombs: At 3rd level and every 3 levels thereafter, a Thuvian alchemist adds 1d6 points of damage to her bomb damage, gains one additional bomb per day, and treats her alchemist level as 1 higher for the purpose of qualifying for discoveries that affect her bombs. A character without alchemist levels gains the bombs ability of an alchemist whose level is equal to 1/3 her Thuvian alchemist level.

Curative Enhancement (Su): At 3rd level and every 2 levels thereafter, a Thuvian alchemist can select one curative enhancement. Whenever the Thuvian alchemist creates a healing solution by expending two extracts or spells, she may reduce the amount of hit point damage cured by one step (reducing a healing solution of *cure moderate wounds* to one of *cure light wounds*, for instance) in order to apply any number of her curative enhancements to her healing solution. These enhancements can remove conditions caused by curses, diseases, or poisons even if they do not remove the underlying affliction itself; the conditions return after 1 hour unless the curative enhancement actually removes the affliction that causes the condition.

At 3rd level, a Thuvian alchemist can select one of the following conditions that her healing solution can remove: fatigued, shaken, or sickened.

At 5th level, she can also select dazed, diseased (as *remove disease*), or staggered.

At 7th level, she can also select cursed (as *remove curse*), exhausted (must already have selected fatigued), frightened (must already have selected shaken), nauseated (must already have selected sickened), or poisoned (as *neutralize poison*).

At 9th level, she can also select blinded, deafened, paralyzed, or stunned.

Once chosen, a curative enhancement cannot be changed, but the Thuvian alchemist can choose which enhancements (if any) she incorporates each time she prepares a healing solution.

Eternal Youth (Su): At 10th level, a Thuvian alchemist learns how to formulate an imperfect duplicate of the *sun orchid elixir* that affects only her. This functions as the eternal youth grand discovery.

EQUIPMENT & MAGIC ITEMS

NEW EQUIPMENT

The following types of specialized equipment have been developed in northern Garund to make survival an easier task. Some of these items can be crafted with a successful Craft (alchemy) check.

Equipment	Cost	Weight	Craft DC
Armor vents	+100 gp	-5 lbs.	—
Burner	3 gp	1 lb.	—
Fuel pellet (10)	3 sp	—	15
Purification pellet	10 gp	—	20
Salt tablets (10)	1 gp	—	10
Serpent line	12 gp	5 lbs.	20
Smoke signal	5 gp	1 lb.	15
Sun cream	10 gp	1/2 lb.	20
Veil	1 sp	—	—

ARMOR VENTS

PRICE +100 GP
WEIGHT -5 lbs.



Armor vents can be built into a suit of medium or heavy armor to allow for better ventilation and reduce the wearer's fatigue in hot environs. The vents can be slid open at the discretion of the user to ensure proper air flow during the day and then closed up at night to better preserve heat. A suit of armor with armor vents imposes only a -2 penalty (instead of -4) on Fortitude saves to avoid taking nonlethal damage from heat exposure, but also has 10 fewer hit points than normal because of its more intricate construction.

BURNER

PRICE 3 GP
WEIGHT 1 lb.



A burner is a metal or ceramic cylinder, open at the top and perforated with air holes along the sides, often with sliding vents to open or close these apertures as the fire inside requires. A burner is used to burn fuel pellets at night without giving off light that would reveal the user's position to unfriendly eyes in the wide, empty desert lands. In places where charcoal is a popular fuel, burners are made of heavier-gauge metal. Lit coals can be banked with ashes and kept hot, either for later ignition or simply so the burner can serve as an improvised radiant heater.

FUEL PELLET

PRICE 3 SP
WEIGHT —

Small nuggets of compressed fibers, resins, and dung, fuel pellets give off very little smoke when burned. Each pellet burns for 10 minutes, providing enough heat to boil water, and can be lit as a move action.

PURIFICATION PELLET

PRICE 10 GP
WEIGHT —

This tablet of compressed herbs and potent alchemical reagents can purify tainted, brackish, muddy, or alkaline water in order to make it drinkable. If used to purify water that is diseased or poisonous, each tablet reduces the save DC by 1 (to a maximum reduction of 5) for any disease or poison present in the water. A single purification pellet can affect up to 1 gallon of tainted water.

SALT TABLETS

PRICE 1 GP
WEIGHT —

These tablets of pressed salt help stave off dehydration. Taking a salt tablet once every 24 hours grants you a +2 circumstance bonus on saving throws to avoid heatstroke and on Constitution checks to avoid thirst.

SERPENT LINE

PRICE 12 GP
WEIGHT 5 lbs.

This 30-foot length of rope is braided with musk-cured strips of snakeskin from a variety of desert serpents, and is typically laid out in a 5-foot-radius circle around the edge of a tent or around a sleeping creature. When it's laid out in this way, common snakes crawling across the desert floor often mistake the serpent line for another snake and shy away from crossing it. Ordinary venomous snakes approaching a serpent line must succeed at a DC 10 Will save or turn away from it, though if they notice potential prey within the serpent line, they may continue to lurk nearby. At the GM's discretion, an exceptionally aggressive or hungry snake may gain a +2 circumstance bonus on its saving throw. Snakes that are magically controlled ignore a serpent line.

SMOKE SIGNAL

PRICE 5 GP
WEIGHT 1 lb.

This alchemically fused powder ball creates a plume of brightly colored smoke when lit. While the smoke is not thick enough to significantly impair vision, it is clearly visible up to 1d6 miles away under average conditions, and may be visible at greater distances in ideal conditions. Many desert clans use particular signature colors of smoke to indicate their allegiance, or use smoke signals with specific colors or in a pattern of sequential colors to convey coded messages.

SUN CREAM

PRICE 10 GP
WEIGHT 1/2 lb.

Each application of this alchemical solution, typically compounded from substances found in desert flowers, fruits, and roots, heals 1d4 points of nonlethal damage that the target has taken from heat exposure. If you succeed at a DC 20 Heal check while applying sun cream, you may add your Wisdom modifier to the nonlethal damage healed. A creature cannot benefit from more than one application of sun cream in a 24-hour period.

VEIL

PRICE 1 SP

WEIGHT —

A veil reduces the effect of sun glare and keeps the wearer's face shaded and cool. A veil may be full-length or may leave a small space for the eyes, and is often draped, wrapped, or hung with chains below a turban, hat, or other headgear. A veil grants a +1 bonus on saving throws against the dazzled condition and against nonlethal damage from heat exposure, but the wearer takes a -1 penalty on vision-based Perception checks.

NEW MAGIC ITEMS

The following new magic items can typically be purchased in Rahadoum, Thuvia, or Osirion.

BURROWER'S BRIDLE

PRICE
6,000 GP

SLOT neck CL 9th WEIGHT 2 lbs.

AURA moderate transmutation

This metal-studded bridle can be attached to any creature with a burrowing speed that is made friendly or helpless. The bridle grants anyone who mounts the bridled creature a +4 competence bonus on Ride, Handle Animal, and wild empathy checks to control the bridled creature. An equipped *burrower's bridle* allows the user to calm and train (with Handle Animal or wild empathy) any creatures with a burrow speed and an Intelligence score of less than 3—not just animals or magical beasts. The bridle also allows a creature riding a burrowing creature to accompany it underground while it burrows, but does not grant the ability to breathe underground.

CONSTRUCTION REQUIREMENTS COST 3,000 GP

Craft Wondrous Item, *charm monster, passwall*

CARPET OF COMFORT

PRICE
90,000 GP

SLOT none CL 10th WEIGHT 15 lbs.

AURA moderate transmutation

This specialized *carpet of flying* always measures 10 feet by 10 feet. When it's in flight, its passengers are shielded from wind and extreme temperatures as if inside a *tiny hut* (though without creating an opaque, immobile sphere). In addition, once per day while the *carpet of comfort* is on the ground, a command word transforms the carpet into an opulent silk tent that, other than its appearance, is equivalent to a *secure shelter*.

CONSTRUCTION REQUIREMENTS COST 45,000 GP

Craft Wondrous Item, *overland flight, secure shelter, tiny hut*

INVIOULATE MARKER

PRICE
10,000 GP

SLOT none CL 10th WEIGHT 5 lbs.

AURA moderate transmutation



This unusual type of *immovable rod* has a button near each end, and it can be activated only by two separate creatures, each one pressing a button while speaking a different command word. Once set in place, it can only be moved by the same method. A creature using a Strength check to move the *inviolate marker* risks being affected by a *bestow curse* effect (-6 Str; Will DC 16 negates and grants the creature immunity to the curse effect for 24 hours).

An *inviolate marker* projects an illusory banner or crest from each side, each chosen by the creature that activated it, and is used to demarcate territorial boundaries. If an *inviolate marker* would be buried by a change in the landscape or environment, the marker teleports to the surface of the newly formed terrain in order to maintain its position relative to the new terrain.

CONSTRUCTION REQUIREMENTS COST 5,000 GP

Craft Rod, *bestow curse, levitate, silent image*

RING OF THE GODLESS

PRICE
varies

+1 bonus 8,000 GP

+2 bonus 17,000 GP

+3 bonus 27,000 GP

+4 bonus 38,000 GP

+5 bonus 50,000 GP

SLOT ring CL 5th WEIGHT —

AURA faint abjuration and divination



These rings are said to have first been forged in Rahadoum by the Council of Elders to help root out the hidden faithful and other practitioners of the divine. A *ring of the godless* grants a luck bonus

on saving throws against divine spells. This bonus does not apply to spell-like or supernatural abilities unless they are class abilities of a divine spellcasting class, such as channel energy or domain powers, or unless they are used by a creature that has been called, created, or summoned by divine magic. The wearer's spell resistance (if any) increases by an amount equal to the ring's luck bonus, though this increase applies only against divine spells (and spell-like abilities as described above).

A *ring of the godless* also allows the wearer to use *detect magic* at will, though it detects only divine magic. In addition, the wearer can use a specialized form of *arcane sight* a number of times per day equal to the ring's luck bonus. This ability can be activated as a swift action, its effect lasts until the end of the wearer's turn, and it detects only divine magic or divine spellcasting ability.

CONSTRUCTION REQUIREMENTS COST varies

+1 bonus 4,000 GP

+2 bonus 8,500 GP

+3 bonus 13,500 GP

+4 bonus 19,000 GP

+5 bonus 25,000 GP

Forge Ring, *arcane sight, detect magic, spell resistance*, creator cannot be a divine spellcaster, creator must be of a level at least three times higher than the bonus of the ring

MUMMY'S MASK

PLAYER'S GUIDE



While all of the options in this book help tie characters to the people and lands of Garund's deserts, the following campaign traits are designed specifically for the Mummy's Mask Adventure Path, available at your local hobby store or online at paizo.com. More information and tips for playing in this Adventure Path can be found in the *Mummy's Mask Player's Guide*, also available at paizo.com.

CAMPAIGN TRAITS

The following campaign traits tie characters to the Mummy's Mask Adventure Path, which begins in the city of Wati in the nation of Osirion. Characters designed for this campaign should have some connection to this ancient land—whether as natives or as recently arrived foreigners eager to explore the history and mysteries of Ancient Osirion. These traits provide a reason for characters to be in Wati, and are designed to help players create characters perfectly suited to adventuring through this campaign.

Blood of Pharaohs: Long ago, one of your ancestors ruled over the lands of Osirion. Although you are many generations removed and the line of descent is hard to prove, his or her blood still runs in your veins. Perhaps you may find some proof of your lineage in the tombs of Wati's necropolis. You gain a +1 trait bonus on Will saves. You also gain a +1 trait bonus on Knowledge (nobility) checks and that skill is always a class skill for you. In addition, you may choose Ancient Osiriani as one of your bonus languages.

Devotee of the Old Gods: Osirion has a history stretching back over 8,000 years, and the deities worshiped today in modern Osirion are not the same ones revered in Ancient Osirion's heyday—deities with names like Anubis, Osiris, Ra, and Set, among others. Your family never lost the faith of your ancestors, however, and your devotion to one of the deities of Ancient Osirion has helped keep the memory of Osirion's past alive—a past that still lingers on in the untouched necropolis of Wati. You gain a +1 trait bonus on Knowledge (history) and Knowledge (religion) checks, and one of those skills is always a class skill for you. In addition, your faith in the old gods of Osirion grants you a +1 trait bonus on saving throws against divine magic. For more information on the deities of Ancient Osirion, see *Pathfinder Adventure Path #80: Empty Graves*.

Foreign Opportunist: You're not a native Osirian, but the opportunity to explore the tombs of Ancient Osirion—and “liberate” the treasures they hold—is too good to pass up. Whether or not you're interested in the history of this land, you're definitely interested in the wealth that's lain hidden in dusty crypts for millennia—such as the tombs in the newly opened necropolis of Wati. You gain a +2 trait bonus on Appraise checks, and Appraise is always a class skill for you. In addition, your contacts in the antiquities markets allow you to sell relics of Ancient Osirion for 60% of their listed price, rather than the normal 50% value. What is considered a relic of Ancient Osirion is left to the GM's discretion.

Inquisitive Archaeologist: You have studied the architectural styles of nations throughout the Inner Sea region, but none have fascinated you like the architecture of Ancient Osirion. Hearing that the famed necropolis of Wati has finally been opened for exploration, you've come to that city to get firsthand experience with the lost secrets of Ancient Osirion's master builders. You gain a +2 trait bonus on Knowledge (engineering) checks, and that skill is always a class skill for you. In addition, you gain a +2 trait bonus on Perception checks to find concealed or secret doors in structures built in the style of Ancient Osirion.

Mummy-Cursed: One of your ancestors ran afoul of a mummy's curse while exploring an ancient tomb. This curse was passed down to later generations of your family, but over time, your line has become more resistant to curses. You've come to Wati to explore its untouched necropolis, and while you hope you won't have to face a real undead mummy, at least you have some defense if you do. You gain a +2 trait bonus on saving throws against curses and curse effects (including mummy rot and spells with the curse descriptor) and a +2 trait bonus on saving throws against a mummy's aura of despair.

Resurrected: At some time in the recent past you died, but you were brought back to life—whether because of magic, a blessing of the gods, or a destiny you have to fulfill, or perhaps because it just wasn't your time to die yet. Whatever the nature of your resurrection, your experience gave you a fascination with death, and you hope to find some insight into the nature of mortality by exploring the tombs of Wati's famous necropolis. You gain a +2 trait bonus on saving throws against death effects. In addition, you do not die until your hit points drop to a negative amount equal to or lower than your Constitution score + 4.

Sphinx Riddler: You've always been fascinated with the ancient race of sphinxes, and are inspired by them to love puzzles and riddles and enjoy solving difficult dilemmas. Like so many others, you've come to Wati to explore its ancient necropolis, but you've also heard that sphinxes occasionally visit a sphinx-shaped ruin called Ubet's Folly in the city—perhaps you'll have the chance to meet and talk with a sphinx yourself! You gain a +1 trait bonus on Bluff and Diplomacy checks against sphinxes, and a +1 trait bonus on any skill check to decipher a puzzle or riddle. In addition, you may choose Sphinx as one of your bonus languages.

Trap Finder: Forgotten dungeons and ancient tombs have always held an appeal for you, and you've never been able to resist the urge to delve into these lost sites in search of knowledge, treasure, or both. You may not have received any formal training in the roguish arts, but you've nonetheless become skilled at spotting and disabling hidden traps. The tombs of Wati's necropolis, just opened for exploration, seem like the perfect place to put your skills to the test. You gain a +1 trait bonus on Disable Device checks, and that skill is always a class skill for you. In addition, you can use Disable Device to disarm magic traps, like a rogue.

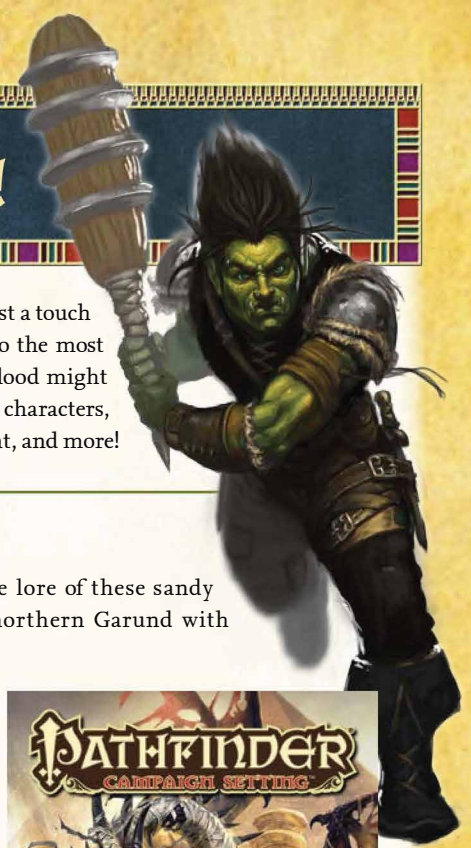
Undead Crusader: You have dedicated your life to eradicating the scourge of the undead from Golarion. You have spent countless hours studying the different types of undead and have trained endlessly to learn the best ways to defeat them. If any undead creatures come out of the tombs of Wati's necropolis, you'll be ready for them! You gain a +1 trait bonus on damage rolls against undead creatures. In addition, you gain a +1 trait bonus on Knowledge (religion) checks, and that skill is always a class skill for you.

Wati Native: You were born and raised in the city of Wati, and you know its streets and secrets well. Although it's frowned upon by the city's authorities, you have sneaked into the necropolis on multiple occasions to wander its dusty, abandoned streets. Out of respect for the deceased, you've never actually entered one of the necropolis's silent tombs, but you have no fear of what might lie inside. You gain a +2 trait bonus on saves against fear effects. In addition, your knowledge of the city grants you a +1 trait bonus on Knowledge (local) checks, and that skill is always a class skill for you.



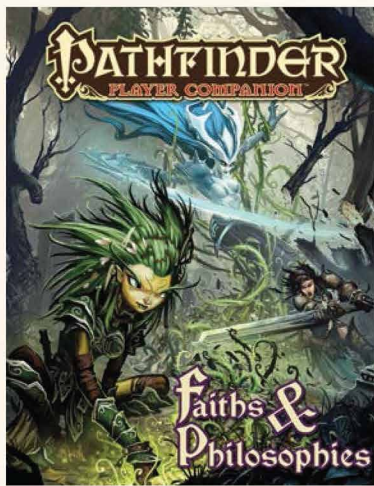
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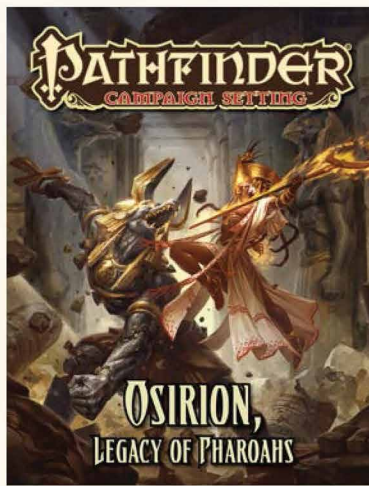


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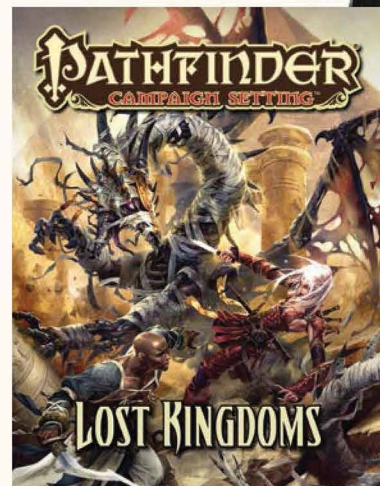
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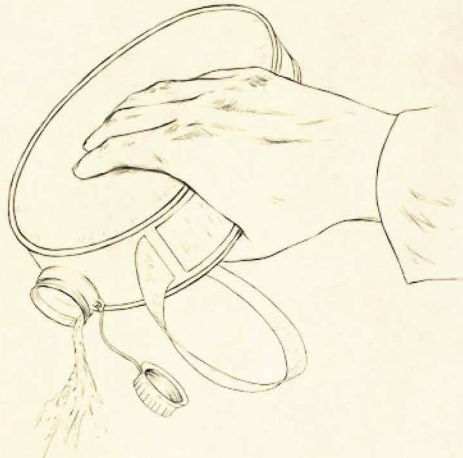
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DESERT DANGERS

Before trekking into the desert, practiced adventurers know to equip themselves with spells, gear, and knowledge that ensure the hot sands don't become their graves. The following entries detail some of the most commonly encountered dangers amid the arid wastes of northern Garund, as well as advice, equipment, and spells to mitigate these hazards.



DEHYDRATION

Any desert traveler risks dehydration (*Pathfinder RPG Core Rulebook* 444). However, those traversing Garund's vast sands compete with more than the environment for their water. Bandits and thirsty monsters roam the desert, and oftentimes one's water supply must be guarded more carefully than her gold and treasure. While survival tricks like draining water from cacti may work in a pinch, such tactics can hardly be relied upon in case of water shortage.

DEHYDRATION SURVIVAL TOOLS

Gear	Price	Source
<i>Decanter of endless water</i>	9,000 gp	UE 290
<i>Purifying pearl</i>	19,000 gp	ARG 48
Salt tablets (10)	1 gp	Page 28

Spell	Source
<i>Cloak of shade</i>	APG 211
<i>Create water</i>	CRB 262
<i>Endure elements</i>	CRB 277
<i>Grove of respite</i>	APG 226
<i>Purify food and drink</i>	CRB 328

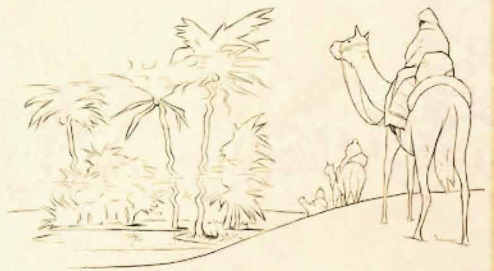
MIRAGES

Shimmering illusions of lakes and hazy walls of superheated air can lead even the most seasoned guide astray by concealing landmarks and offering false hope of a desert oasis. Mirages act in many ways like nonmagical equivalents of illusion (glamer) effects such as *hallucinatory terrain*, except they manifest from both the desert heat and the tricks of one's own mind. Many abilities and items that aid against illusions also work against mirages.

MIRAGE SURVIVAL TOOLS

Gear	Price	Source
<i>Lenses of detection</i>	3,500 gp	UE 226
Sextant	500 gp	UE 71
<i>Wayfinder</i>	500 gp	ISWG 299

Spell	Source
<i>Circle of clarity</i>	UM 211
<i>Commune with nature</i>	CRB 258
<i>Discern location</i>	CRB 270
<i>Know direction</i>	CRB 304
<i>True seeing</i>	CRB 363



SANDSTORMS

Sandstorms (*Core Rulebook* 431) last for hours, and violent gusts of wind, massive dustdevils, and duststorms often accompany these wicked desert tempests. While it is impossible to predict these storms without magic, adventurers can take steps to ensure their survival should a sand- or duststorm catch them unawares—hunkering down in a safe, sheltered location and covering up with fine, durable cloth until the storm passes.

SANDSTORM SURVIVAL TOOLS

Gear	Price	Source
<i>Carpet of comfort</i>	90,000 gp	Page 29
<i>Elixir of vision</i>	250 gp	UE 295
<i>Feather token (fan)</i>	200 gp	UE 297

Spell	Source
<i>Alter winds</i>	APG 201
<i>Control weather</i>	CRB 261
<i>Secure shelter</i>	CRB 338
<i>Statue</i>	CRB 349
<i>Tiny hut</i>	CRB 360

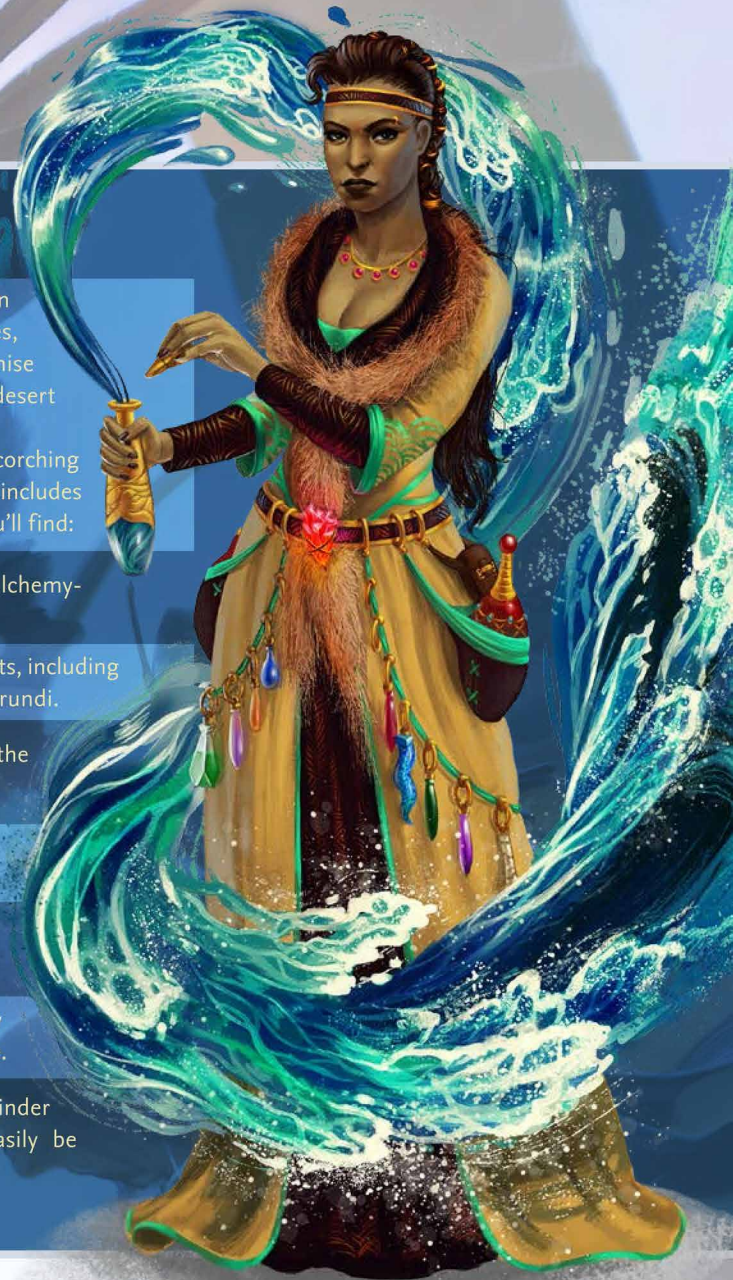
ENTER THE DESERT

Welcome to the sprawling, sunbaked deserts of Garund. Whether you plan to raid ancient temples hidden beneath the sand for priceless treasures, venture through the endless wastes in search of rare flowers that promise everlasting youth, or smite evil cults that worship repugnant deities, the desert calls upon you to answer your destiny and claim your glory!

People of the Sands provides a player-focused, in-depth exploration of the scorching desert nations of the Inner Sea region. Each Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. Inside this book, you'll find:

- ▶ An overview of northern Garund's perilous desert nations, including alchemy-fueled Thuvia, godless Rahadoum, and treasure-laden Osirion.
- ▶ Detailed examinations of the people who populate Golarion's harsh deserts, including the silver-tongued Keleshites, the enigmatic Pahmet, and the proud Garundi.
- ▶ New magic items and equipment designed to help adventurers survive the hazards of the unforgiving desert.
- ▶ New feats and spells to steep characters in the desert's rich history, as well as two new prestige classes iconic to these harsh realms.
- ▶ Campaign traits perfectly suited for characters taking part in the Mummy's Mask Adventure Path.
- ▶ New rules options for characters drawn to the desert, including a new oracle archetype, a new sorcerer bloodline, a new cavalier order, and more.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



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