

### **Badland dwarf Rog1**

CR 1; Medium humanoid (dwarf); HD 1d6+3; hp 9; Init +3, Spd 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d6 +1/19-20, short sword), +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6 +1/19-20, short sword), +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA +1 on attack rolls against orcs and goblinoids, +1d6 sneak attack; SQ badland dwarf racial traits, waterwise, survive without water, stability, trapfinding; AL NG; SV Fort +3, Ref +5, Will -1; Str 13, Dex 16, Con 16, Int 13, Wis 8, Cha 8.

*Skills and Feats:* Climb +5, Decipher Script +5, Hide +7, Jump +7, Knowledge (local – Core) +5, Listen +3, Move Silently +7, Search +5, Spot +3; Heat Endurance<sup>B\*</sup>, Sandskimmer\*.

*Languages:* Common, Dwarven

**Badland Dwarf Racial Traits (Ex):** Badland dwarves gain a +2 racial bonus on saving throws against poison, a +2 racial bonus on saving throws against spells and spell-like effects, have darkvision 60 ft., weapon familiarity (dwarven waraxe, dwarven urgosh) and gain +4 AC dodge bonus against giant class creatures.

**Waterwise:** Badlands dwarves gain a +2 racial bonus on Survival checks to find water, and a +2 racial bonus on Search checks to locate architectural and natural features that involve water. This generally means pipes and sluices, but also includes traps that use water or other liquids, and natural or supernatural hazards involving water. A badlands dwarf who merely comes within 10 feet of an unusual water-related construction or hazard can make a Search check as if he were actively searching, and a badlands dwarf can use Search to find water-based traps as a rogue can. This ability replaces the dwarf's stonecunning.

**Survive Without Water:** A badlands dwarf can go without water for two days (48 hours), plus a number of hours equal to his Constitution score, before beginning to experience the ill effects of thirst.

**Stability:** A badland dwarf is incredibly stable on his feet, gaining a +4 bonus on ability check to resist being bull rushed or tripped when standing on the ground.

\*New feat from *Sandstorm*.

*Possessions:* Light crossbow, 20 bolts, short sword, dagger, studded leather armor, smokestick, tanglefoot bag, backpack, bedroll, winter blanket, caltrops (1), flint and steel, 50 ft. hemp rope, grapple hook, belt pouch (2), spade, thieves tools, 15 gp, 4 sp.

*Role-playing Notes:* Badland dwarves are a fading people, inheritors of a long history of struggle and turmoil. Only a few hundred now survive and this has made the survivors very cautious. They are a hardy folk however and are skilled at surviving in the desert.

### **New Rule Items**

#### **Heat Endurance [General]**

Either as a result of growing up in the wastes, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.

**Prerequisite:** Base Fortitude save +2.

**Benefit:** You gain a +2 bonus on saving throws against fire effects. You can exist comfortably in hot conditions (up to 120° F) without having to make Fortitude saves (see Heat Dangers). Your protection against heat is level 1 (see Protection Against Heat).

#### **Sandskimmer [General]**

You are particularly adept at moving over sand.

**Benefit:** You treat shallow sand as normal terrain and deep sand as shallow sand. Sand crust does not break beneath your feet, allowing you to move atop it as if it were normal terrain.

**Special:** This feat can be taken twice, allowing a creature to treat all sand as normal terrain. Its effects also stack similarly with other abilities that improve movement over sand. For example, if a bhuka takes Sandskimmer, she treats all sand as normal terrain and never breaks through sand crust by moving across it.

### **Scablands half-orc Brb1**

CR 1; Medium humanoid (orc); HD 1d12+3; hp 15; Init +0, Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/x3, battleaxe), +4 melee (1d4+3/19-20, dagger or +1 ranged (1d8/x3, longbow); Full Atk +4 melee (1d8+3/x3, battleaxe), +4 melee (1d4+3/19-20, dagger or +1 ranged (1d8/x3, longbow); SA rage; SQ scablands half-orc racial traits, survive without water, fast movement, illiteracy; AL CG; SV Fort +5, Ref +0, Will +0 Str 16, Dex 11, Con 16, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Climb +7, Jump +7, Listen +2, Ride +2, Survival +4; Blazing Berserker\*, Heat Endurance<sup>B</sup>.

*Languages:* Common, Orcish.

**Rage (Ex):** 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a -2 penalty to AC. A fit of rage lasts for a duration of 3 + the character's (newly modified) Constitution modifier.

**Scablands Half-Orc Racial Traits (Ex):** Scabland half-orcs have low-light vision and are considered to have orc blood.

**Survive Without Water:** A scablands half-orc can go without water for two days (48 hours), plus a number of hours equal to his Constitution score, before beginning to experience the ill effects of thirst.

\*New feat from *Sandstorm*.

*Possessions:* Studded leather armor, heavy wooden shield, battleaxe, dagger, longbow, 20 arrows, backpack, bedroll, flint and steel, small steel mirror, signal whistle, whetstone, sunrod, winter blanket, belt pouch, 2 gp, 5 sp, 98 cp.

*Role-playing Notes:* Scabland half-orcs are generally reviled by civilized folk. Scabland half-orcs are little more than scavengers and thieves and normally make do with whatever they can find.

### **New Rule Items**

#### **Heat Endurance [General]**

Either as a result of growing up in the wastes, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.

**Prerequisite:** Base Fortitude save +2.

**Benefit:** You gain a +2 bonus on saving throws against fire effects. You can exist comfortably in hot conditions (up to 120° F) without having to make Fortitude saves (see Heat Dangers). Your protection against heat is level 1 (see Protection Against Heat).

#### **Blazing Berserker [General]**

When you enter your barbarian rage, your body becomes infused with fire.

**Prerequisite:** Ability to rage.

**Benefit:** As long as you are under the effects of a rage, you gain the fire subtype. You gain immunity to

fire, but have a vulnerability to cold, which means you take +50% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

### **Human (Flan) Drd1**

CR 1; Medium humanoid (human); HD 1d8+1; hp 9; Init +0, Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d6/18-20, scimitar), +0 melee (1d4/19-20, dagger), +0 melee (1d8/x3, spear) or +0 ranged (1d8/x3, spear); Full Atk +0 melee (1d6/18-20, scimitar), +0 melee (1d4/19-20, dagger), +0 melee (1d8/x3, spear) or +0 ranged (1d8/x3, spear); SA spells; SQ animal companion, nature sense, wild empathy; AL NG; SV Fort +2, Ref +0, Will +5; Str 10, Dex 11, Con 13, Int 12, Wis 16, Cha 12.

**Skills and Feats.** Concentration +4, Handle Animal +5, Knowledge (nature) +5, Ride +4, Speak Languages (Common), Spellcraft +5, Survival +7; Great Fortitude, Scorpion's Resolve\*.

**Languages:** Ancient Flan, Common.

**Druid Spells Prepared:** (3/2; base DC = 13 + spell level): 0- *create water*, *cure minor wounds*, *know direction*; 1<sup>st</sup>- *cure light wounds*, *waste strider*\*.

\*New feat or spell from *Sandstorm*.

**Possessions.** Leather armor, scimitar, dagger, spear, backpack, bedroll, flint and steel, small steel mirror, signal whistle, winter blanket, belt pouch, torch (5), thunderstone, 4 gp, 6 sp, 95 cp.

**Role-playing Notes.** The Flan of the Bright are generally a surly, violent, honor-driven folk. Superstition holds great weight among them and they hold most outsiders in contempt. They come from a strong patriarchal society where the only women of power are the *brajal*. The Flan of the Bright revile the Suel tribes dwelling in the interior. Meetings between the races tend to be brief and violent.

➤ **Hyena Animal Companion:** CR -; Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft., AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA Trip; SQ low-light vision, scent, link, share spells, tricks (attack, come, defend, heel, seek, stay, track); SV Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6.

**Skills and Feats.** Hide +3, Listen +6, Spot +4; Alertness.

**Trip (Ex):** A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

**Scent (Ex):** The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

**Skills:** Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

### **New Rule Items**

#### **Scorpion's Resolve [General]**

Like the scorpion, you are not easily distracted.

**Benefit:** You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

#### **Waste Strider**

Transmutation

**Level:** Druid 1, ranger 1, Sand 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One touched creature/level

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject can move through desert environments without hindrance, ignoring movement penalties and penalties on skill checks for all types of desert and waste terrain. This spell does not grant a subject immunity to other negative effects of waste environments, such as heat and sun.

### **Human (Suel) Sor1**

CR 1; Medium humanoid (human); HD 1d4+1; hp 5; Init +0, Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d8, spear), +0 melee (1d4/19-20, dagger) or +0 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d8, spear), +0 melee (1d4/19-20, dagger) or +0 ranged (1d8/19-20, light crossbow); SA spells; SQ summon familiar; AL CG; SV Fort +1, Ref +0, Will +3; Str 10, Dex 10, Con 13, Int 13, Wis 12, Cha 16.

*Skills and Feats:* Concentration +5, Knowledge (arcana) +5, Ride +2, Spellcraft +5;

*Languages:* Ancient Suel, Common.

*Sorcerer Spells Known:* (4/3; base DC = 13 + spell level): 0- *acid splash*, *dancing lights*, *detect magic*, *detect poison*; 1<sup>st</sup>- *mage armor*, *sunstroke*\*.

\*New feat or spell from *Sandstorm*.

*Possessions:* Spear, dagger, light crossbow, 10 bolts, backpack, bedroll, flint and steel, signal whistle, winter blanket, belt pouch (2), spell component pouch, torch (5), scroll case, alchemical fire (2), sunrod, 14 gp, 6 sp, 95 cp.

*Role-playing Notes:* The Suel of the Bright are generally a surly, violent, honor-driven folk. Superstition holds great weight among them and they hold most outsiders in contempt.

The Suel of Ghazal are reviled by the Flan and are now dangerously inbred. Generally they worship Llerg (Suel lesser god of strength and beasts) but a few still worship Phyton (Suel lesser god of nature, natural beauty and farming) in his CN aspect.

### **New Rule Items**

#### **Sunstroke**

Necromancy

**Level:** Druid 1, sorcerer/wizard 1, Summer 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

You cause a living creature to experience the effects of heat stroke. The target takes 2d6 points of nonlethal damage. If the subject fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heat stroke, the damage and fatigue dealt can only be healed after that condition is treated properly (see Treating Heat Stroke).

### **Human (Suel) Rgr1**

CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +4, Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/18-20, scimitar), +2 melee (1d4+1/19-20, dagger), +2 melee (1d8+1/x3, spear) or +3 ranged (1d8/x3, longbow) or +3 ranged (1d8+1/x3, spear); Full Atk +2 melee (1d6+1/18-20, scimitar), +2 melee (1d4+1/19-20, dagger), +2 melee (1d8+1/x3, spear) or +3 ranged (1d8/x3, longbow) or +3 ranged (1d8+1/x3, spear); SA Favored enemy (goblinoid); SQ Track, wild empathy; AL CG; SV Fort +4, Ref +4, Will +1; Str 13, Dex 14, Con 15, Int 10, Wis 13, Cha 10.

*Skills and Feats:* Climb +3, Handle Animal +4, Knowledge (nature) +4, Hide +3, Listen +4, Move Silently +3, Ride +6, Speak Language (Ancient Flan, Common, Goblin), Spot +6, Survival +5; Blooded\*, Desert Fighter\*, Track.

*Languages:* Ancient Flan, Ancient Suel, Common, Goblin.

**Favored Enemy (Goblinoid) (Ex):** +2 bonus on Bluff, Listen, Sense Motive and Spot checks against goblinoids. +2 bonus on weapon damage rolls.

\*New feat or spell from *Sandstorm* or DRAGON.

*Possessions:* Studded leather armor, large wooden shield, scimitar, dagger, spear, longbow, 20 arrows, backpack, bedroll, flint and steel, signal whistle, winter blanket, belt pouch (2), torch (5), small steel mirror, antitoxin, thunderstone, sunrod, spade, 13 gp, 6 sp, 95 cp.

*Role-playing Notes:* The Suel of the Bright are generally a surly, violent, honor-driven folk. Superstition holds great weight among them and they hold most outsiders in contempt. The Suel of the Bright revile the Flan tribes dwelling in the interior. Meetings between the races tend to be brief and violent.

Generally the Suel worship Llerg (Suel lesser god of strength and beasts) but a few still worship Phyton (Suel lesser god of nature, natural beauty and farming) in his CN aspect.

### **New Rule Items**

#### **Blooded**

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off guard.

**Benefit:** You get a +2 bonus on initiative and a +2 bonus on all Spot checks.

#### **Desert Fighter [Fighter, General]**

You know how to make the most of terrain-inspired advantages when fighting in the desert.

**Region:** Bright Desert.

**Benefit:** When fighting in desert terrain, you gain a +2 dodge bonus to AC.

### **Half-elf Clr1 – Vathris**

CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init -1, Spd 30 ft.; AC 15, touch 9, flat-footed 15; Base Atk +0; Grp +1; Atk +1 melee (1d8+1/x3, longspear), +1 melee (1d8+1, morningstar) or -1 ranged (1d4+1, sling); Full Atk 1 melee (1d8+1/x3, longspear), +1 melee (1d8+1, morningstar) or -1 ranged (1d4+1, sling); SA spells, turn undead; SQ half-elfen traits; AL LN; SV Fort +2, Ref -1, Will +5; Str 12, Dex 8, Con 14, Int 12, Wis 16, Cha 12.

*Skills and Feats:* Concentration +6, Diplomacy +3, Knowledge (history) +4, Knowledge (religion) +4, Gather Information +3, Heal +7, Speak Language (Ancient Flan), Listen +4, Search +2, Spot +4, Spellcraft +3; Vathrin Stigmata.

*Languages:* Ancient Flan, Common, Elvish.

**Half-elven Traits (Ex):** Immunity to sleep and similar magical effects, +2 racial bonus on saving throws against enchantment spells or effects, low-light vision, +1 racial bonus on Listen, Search and Spot checks, +2 racial bonus on Diplomacy and Gather Information checks, elven blood.

*Cleric Spells Prepared:* (3/2+1; base DC = 13 + spell level): 0- *create water, guidance, light*, 1<sup>st</sup>- *endure elements*, parching touch<sup>D\*</sup>, *shield of faith*.

<sup>D</sup>Domain Spell. Domains: Thirst\* (command oozes [see below], gain a +2 bonus on Constitution checks to resist dehydration) and Destruction (smite as a supernatural ability 1/day. Single melee attack gains a +4 bonus on attack rolls and a bonus on damage equal to the cleric's level).

\*New feat, spell or Domain from *Sandstorm* or DRAGON.

*Possessions:* Chain shirt, heavy steel shield, longspear, Morningstar, sling, sling bullets (20), holy water, healer's kit, backpack, bedroll, flint and steel, winter blanket, belt pouch (2), torch (5), wooden holy symbol, scroll case, spell component pouch, 16 gp, 4 sp, 95 cp.

*Role-playing Notes:* The Qolat Sisterhood is a group of militant warrior-priestesses that are dedicated to fighting those they perceive as defiling the Bright Lands. Thus, they are opposed to Rary. They venerate Vathris in his new aspect (LN hero-god of anguish, lost causes and revenge). Your character is a rare half-elf who has joined the sisterhood.

### **Vathris (the Transfixed), LN hero-god of Anguish, Lost Causes and Revenge**

A thousand years before the Twin Cataclysms, the land now known as the Bright Desert was a fertile (if somewhat arid) basin contested by a half-dozen semi-nomadic Flan states. Necromantic Ur-Flan adepts bolstered the dominant kingdom of Sulm. Their primary rival Itar honored Vathris, a demigod of Progress and Ingenuity who had walked their lands for centuries.

When the two nations clashed in an inevitable conflict that lasted more than three decades, Vathris

stood at the heart of the final battle. There, the god ling and his army were annihilated.

For more than a thousand years, Flan dervishes ranged the dunes of the now-despoiled desert, venerating a god who would not answer their prayers. Responding to a terrible vision seen by the Qolat Sisterhood in 562 CY, thirty six ranking dervish priests gathered at the Plain of Spears and enacted a ritual to resurrect their fallen god. What emerged from the chaos of their casting was hardly the hero of their ancestors.

Ancient carvings depict Vathris as a shirtless copper-skinned muscular man standing half again as tall as a human and wearing metal and clay beads in his long dark hair. Since his "death," he appears with a grisly torso wound, which seeps black poisonous bile. Vathris wields the wickedly barbed onyx longspear that killed him, using the object of his own defeat to exact revenge upon his enemies. In this way the black spear has become his holy symbol and the favored weapon of his clergy. His once-bright eyes are now empty, hollow sockets. Vathris once stood for the future. Now, he is obsessed with redressing the past.

He manifests perhaps once or twice a year, wandering the desert for days in a weakened, delirious state, violently dispatching monsters and ignoble men, and offering guidance and seeding ideas of revenge among the wronged. Within a matter of weeks, he collapses and dies once again.

*Fear not your own suffering and death, for those who fall on the side of right will rise again on the Day of Vindication, and take their place among the righteous tribes who forever torment the malign. Break not the laws of our people, but bide your time, striking when fate allows it.*

The Flan dervishes who worship Vathris are broken into two factions. The unpopular priests who follow the god's original manifestation as interpreted from centuries of oral tradition act as clerics who attempt to elevate the desert folk from their nomadic lifestyles, frequently overseeing oases or caravansaries. The more militant dervishes, often warrior priests, venerate Vathris as the Great Talion who rights wrongs perpetrated upon the tribes by *local* monsters, northerners from Urnst, and (increasingly) the forces of Rary of Ket.

### **New Rule Items**

#### **Vathrin Stigmata [General]**

More than 1,000 years ago, the Flan deity Vathris, patron of the kingdom of Itar, fell in battle against the kingdom of Sulm, a wickedly barbed, black longspear piercing his chest. You have the ability to manifest a

stigmatic wound in your own chest in memory of the deathblow of Vathris, but unlike your patron's poisonous wound, you have the ability to heal the sick.

**Prerequisite:** Patron Deity: Vathris.

**Region:** Bright Lands.

**Benefits:** Once per day, you can cause your chest to seep a black, tarry substance from a psychosomatic spear wound. If consumed within an hour of collection, this substance has the magical ability to detoxify any poison (as *neutralize poison*) and cure any disease (as *remove disease*). Your wound seeps enough substance for only one application per day. The substance is considered to have a caster level of 5 for purposes of dispel checks. Manifesting the stigmata causes you to become exhausted. This is a supernatural ability.

### Parching Touch

Necromancy

**Level:** Sorcerer/wizard 1, Thirst 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature or creatures touched (up to one/level)

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

Your hand glows with a dull, ruby light, and your touch drains moisture from the body of a living creature, dealing 1d6 points of dehydration damage. A plant or elemental of the water subtype instead takes 1d8 points of dehydration damage. The touched creature also takes 1 point of Constitution damage and is dehydrated unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to once per caster level.

### Thirst Domain

**Granted Power:** Rebuke or command oozes as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. You also gain a +2 bonus on Constitution checks to resist dehydration.

### Thirst Domain Spells

**1 Parching Touch\*:** One touch/level deals 1d6 damage and possibly 1 Con damage.

**2 Desiccate\*:** Deals 1d6/2 levels dehydration damage and dehydrates living creature.

**3 Tormenting Thirst\*:** Subject is overwhelmed by thirst.

**4 Dispel Water\*:** Cancels water spells and effects or dismisses water creatures.

**5 Desiccate, Mass\*:** Desiccates several creatures.

**6 Symbol of Thirst\*<sup>M</sup>:** Triggered rune overwhelms nearby creatures with thirst.

**7 Mephitis Mob\*<sup>†</sup>:** Summons multiple mephitis.

**8 Horrid Wilting:** Deals 1d6 damage /level within 30 ft.

**9 Energy Drain:** Subject gains 2d4 negative levels.

<sup>†</sup>Dust, salt, or sulfur mephitis only.