

ADVENTURE PATH PLUG-INS

EGYPTIAN HEROES

NEIL SPICER



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Egyptian Adventure Path" instead of the title of the 14th adventure path published by Paizo Inc., covering issues #79 to 84. Or, you may see us use names such as the "Risen Pharaoh," the "Tomb City," the "Pharaoh Kingdom," or the "Goddess of the Dead" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Egyptian Adventure Path," seeking your fortune in the "Tomb City" and beyond. See, that wasn't so hard, was it?

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as *d20PFSRD*. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

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WHAT YOU WILL FIND INSIDE EGYPTIAN HEROES

Egyptian Heroes brings you a wealth of woe to unleash upon your campaign, allowing you to bring home the kind of supernatural suffering that will make your heroes weep and the mightiest pharaoh and his priests laugh. This book includes archetypes focused on Egyptian Heroes and extensive rules on creating cursed items, including an array of accursed abilities to bedevil the unlucky or unwary, as well as a full system of haunt-like cursed places, with sample location-based curses from CR 1 to CR 17. Add to this a ton of terrible new curses from sunbane and creeping calcification to shrouded slumber and hourglass eyes, and you've got a fantastic resource for bringing a delightful depth to the kinds of curses your PCs might encounter while plundering their way through the lost tombs of a fallen empire.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

WHY PREGENERATED CHARACTERS? I'LL TELL YOU...

Adventure Path campaigns are designed to provide heroic challenges. That means players participating in those campaigns have to create a party of PCs able to handle any situation thrown at them by Paizo's amazing stable of writers. That's where we come in. Let those very same writers provide you with the characters you need to succeed, all rules-legal and fully compliant. We guarantee each character will provide an interesting and unique roleplaying experience, because these pregens are more than just a collection of stats—they are fully formed character concepts with identities and personalities created by the best in the industry. You'll find no cardboard cutouts here. We feel comfortable you can make your own dwarven fighters and elven wizards. But the discriminating gamer wants more—you want the awesomesauce. Well, here it is. Or, here they are. And each with amazing art!

Paizo products have long been as much about story as about combat, and these pregens are no different. But, because of our old-school gaming pedigree, you can rest assured these PCs can handle themselves in each challenge they'll face. When it's time to throw down, none of these pregens will be stepping to the sidelines. Print these heroes out and double-dip them in the stuff adventures are made of. Each PC also includes a backstory, a trait selection from the specific campaign's Player's Guide, some special equipment, links to how the character fits into the campaign, and some roleplaying tips. To top it all off, each character comes with preselected choices as they advance in the first few levels, and also include notes about their ultimate design goals so you know what you are working towards.

Plenty of our products are geared for the hardworking GM, but this one is for every gamer out there. If you are a player, these PCs should provide endless opportunities for adventure. If you are a GM, you can use these pregenerated characters as NPCs or rival adventuring parties.

Power to the players! Now, go roll initiative!

HOW WE DID IT

We created the characters in this product using the “purchase” system for generating ability scores assuming a 20-point buy. While this makes these PCs a cut-above the usual iconic pregens from prior Adventure Paths, our research has determined most players gravitate to a 20-point buy vs. 15-point buy. So, when in doubt, we'd rather make the characters we'd want to run through Adventure Paths ourselves. And, we believe a 20-point buy will certainly help make your characters “Legendary” right from the start. In addition, the 20-point buy has the added benefit of matching the standard for organized play. And, while we won't incorporate every rule difference from organized play, we believe this approach provides the easiest baseline for you to make such adjustments, if you so choose. The same goes for 15-point buy. If your GM favors a “standard fantasy” campaign, we include sidebars with each pregen explaining what changes we'd recommend to scale them down. All race, class, skills, feats, spells, and equipment were selected from the *Pathfinder Roleplaying Game Core Rulebook* and the following additional books, indicated by the following superscripts:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
GMG = *Pathfinder Roleplaying Game Gamemastery Guide*
OA = *Pathfinder Roleplaying Game Occult Adventures*
PU = *Pathfinder Roleplaying Game Pathfinder Unchained*
UCam = *Pathfinder Roleplaying Game Ultimate Campaign*
UC = *Pathfinder Roleplaying Game Ultimate Combat*
UE = *Pathfinder Roleplaying Game Ultimate Equipment*
UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
UM = *Pathfinder Roleplaying Game Ultimate Magic*

All of the above references can be found in the online *Pathfinder Reference Document* (paizo.com/pathfinderRPG/prd/). Traits were selected from the online *Character Traits Web Enhancement* as well as the player's guide for the Egyptian adventure path, both available free at paizo.com.

ASEP ARUKHET

"I am a rightful pharaoh! Even if it goes unrecognized by those who've forgotten my forefathers, my bloodline is a responsibility I cannot ignore, and I'll uphold it as a born leader and paragon of my people. Somewhere in the tombs of our ancestors, proof of my birthright exists and I plan on reclaiming it with your assistance. Those who aid my cause will be greatly rewarded when I ascend to the throne, and I'll never forget or forsake them for the remainder of my days. But those who stand against me will burn...either in the heat of the desert or by the power of the ascendant flame I wield."

—a commanding assertion by Asep Arukhet, favored scion of a lost pharaoh



ASEP ARUKHET

Male human sorcerer 1

LN Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +2 Dex, +1 dodge)

hp 11 (1d6+5)

Fort +2, **Ref** +2, **Will** +3

OFFENSE

Spd 30 ft.

Melee spear +2 (1d8+3/x3) or dagger +2 (1d4+2/19–20)

Ranged spear +2 (1d8+2/x3) or dagger +2 (1d4+2/19–20)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*burning hands* (DC 13), *magic missile*

o (at will)—*detect magic*, *disrupt undead*, *light*, *read magic*

Bloodline Imperious^{ARG}

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 15

Base Atk +0; **CMB** +2; **CMD** 15

Feats Dodge, Eschew Materials, Toughness

Skills Intimidate +6, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (nobility) +6, Spellcraft +5

Languages Ancient Asiri, Asiri, Common, Sphinx

SQ bloodline arcana (harmful spells grant spell level bonus to Intimidate), blood of pharaohs, rich parents

Combat Gear *potion of cure light wounds*, *scroll of enlarge person*, *scroll of shield*, *scroll of unseen servant*, *wand of magic missile* (50 charges); **Other Gear** padded armor, spear, dagger, backpack, bedroll, flint and steel, hooded lantern, ink (1 vial), ink pen, map case, parchment (5 sheets), signet ring, trail rations (3 days), traveler's outfit, waterskin, whetstone, 15 gp, 1 sp, 3 cp

SPECIAL ABILITIES

Blood of Pharaohs (Ex) Long ago, one of Asep's ancestors ruled over the Land of Pharaohs. Although he's many generations removed now, the blood of a god-king still runs in his veins, and he yearns to prove this lineage by exploring the tombs below the city of Wahteem. Because of his regal bearing and determination, Asep gains a +1 trait bonus on Will saves and he receives Ancient Asiri as one of his bonus languages. He also gains a +1 trait bonus on Knowledge (nobility) and that skill is always a class skill for him.

Rich Parents (Ex) Even without the certainty of his noble inheritance, Asep was born into wealth and privilege. He turned to a life of adventure more to prove his place in history than to further enrich himself as a treasure-seeker. As a result of his upbringing, he enjoys a one-time benefit to his personal finances—increasing his starting cash to 900 gp, most of which he spent on magic scrolls and a *wand of magic missile*.

Background: Born into a wealthy family, Asep Arukhet (AY-sehp AHR-oo-KEHT) could have led a life of ease in his nation's capital, serving as a powerful magistrate or skilled scribe. But at the age of 12, he discovered an ancient tablet among his father's possessions which forever changed his destiny. Its hieroglyphs told of a forgotten time when his ancestors forged their own dynasty and wore the mantle of pharaoh—a time when cities could soar among the clouds, great sphinxes advised mankind, and gold flowed like a river. His imagination seized upon this inheritance and, thereafter, Asep utterly devoted himself to once again attaining that which his bloodline had lost—a throne to call his own.

At first, Asep applied himself to physical pursuits, seeking to perfect his physique and combat prowess to match that of any warrior. He trained with weapons, endured long marches in the desert heat, and learned the strategies of warfare. In time, however, he felt a different calling. An innate magic welled within him—a growing power deep in his soul, untapped and hidden from him when he was younger. He uttered his first spell when he was 14, illuminating his room to stay up late and continue reading the ancient scrolls he'd taken from the great library to research his genealogy. Soon thereafter, he discovered more powerful incantations, stealing away from his chores and training to hone his growing magic. He kept these powers secret from his family and friends—envisioning himself as a powerful sorcerer-king and archmage bending the future to his will.

Once Asep learned to wield deadlier magic—including spells capable of slaying both the living and the undead—he felt ready to strike out on his own. He penned a letter of explanation to his parents and left home when he was 17, following the notes he'd made about the tombs of every ancient pharaoh and those of his forefathers, determined to retrace their steps in an attempt to claim his birthright. This self-imposed odyssey eventually brought him to Wahteem, where he hopes the reopening of its tombs will allow him to directly interact with the past. And now he seeks to grab hold of the future, as well—to realize his dreams and forge a new dynasty.

Physical Description: Asep possesses the regal bearing of a true noble with steely brown eyes, sun-bronzed skin, and a close-shaven head covered by a gold-and-cerulean cowl held in place with a narrow, ornate circlet shaped like a small cobra. He wears a long, white tunic cinched with a gold-embroidered belt bearing an ornate scabbard for his wand and dagger. Each wrist includes a bronze bracer and his feet are shod in matching, banded, calf-length sandals. At the impetuous age of 18, he stands 6 feet, 2 inches tall, weighs 175 pounds, and wields his war spear like a trained soldier.

Personality: Supremely confident and borderline arrogant, Asep draws inspiration from the legacy of his noble bloodline. It fuels his inner psyche and potent sorcery, driving him to ever greater accomplishments which he hopes will add to the amazing tales of his rise to glory. Born to privilege, he seeks nothing less than the highest standing in his culture, believing himself destined for god-like status. Even so, he knows his journey will require smaller steps along the way, and he seeks allies who can help him grow his personal power. He values genuine friendships and sage advice, but still struggles to place the well-being of others ahead of his own. Luckily his personal goals often coincide with his fellow adventurers and he supports those who show him the proper respect.

ADVANCEMENT

With each new level, Asep advances as a sorcerer with the imperious bloodline, expanding his power in equal measure with his dominant personality. He always increases his skill ranks in Intimidate, Knowledge (arcana), and Spellcraft. At 2nd level, he softens his controlling attitude by adding new ranks in Diplomacy and Sense Motive, alternating these choices thereafter with Bluff, Fly, Knowledge (history), Knowledge (nobility), Linguistics, and Use Magic Device. He also adds *mage hand* to his known spells. At 3rd level, he may draw upon the heroic echo bloodline power and gains Light Armor Proficiency in preparation for Arcane Armor Training so he can wear greater protection and enchant it as he grows more powerful. He also adds *enlarge person* and *moment of greatness* to his known spells. At 4th level, Asep increases his Charisma by 1 and adds *prestidigitation* and *scorching ray* to his known spells. He also looks to add a masterwork spear, better armor, and more wands to his arsenal.

ROLEPLAYING IDEAS

- In keeping with the legends of his ancestors, Asep likes to think of himself as a capable warrior in addition to a natural leader and arcane master. Sometimes, this bravado causes him to make rash decisions when engaging the enemy, leading him to favor hand-to-hand combat over ranged spells.
- Asep believes he deserves the best of everything and spares no expense in ensuring he receives it so he can look the part of an ascendant pharaoh. Over the course of his adventures, however, he also learns the importance of friendship, growing to care greatly for his people and companions. This could lead him to set aside his self-centered arrogance and change his alignment to Lawful Good.

- A student of history, Asep reveres the old ways of his native culture. Even when exploring the tomb of the Undead Pharaoh, he feels a kinship with the mummy's restless spirit. In reality, this monstrous villain shares Asep's bloodline, and destiny will soon pit them against one another.
- Asep loves a good challenge, both physical and mental. He's drawn to riddles, mysteries, and cerebral banter, routinely debating philosophy, religion, and historical interpretations with any scholar. This includes fellow companions like Dorian Masuud, Kephenes Enterra, Merradine Feist, and Ziyadi Sahrebe.

SCALING THE PC

Under a 15-point buy, Asep reduces his Strength by 2 and Dexterity by 1. This lowers his melee attacks, ranged attacks, AC, CMB, CMD, and Reflex saves, as well.

DORIAN MASUUD

"You don't understand the danger you'll unleash on those living here. Let the dead lie in peace lest their unrest lead them back to us with a curse upon their parched lips. For centuries, my kind stood guard over these tombs, unflinching in our sacred duty. We protected against those whose greed would delve too deeply for the treasures of our people. And, yet, we also opposed the dead things that would claw their way from the sand to walk the world again. If you can honor these goals, as well, I'll proudly stand with you. But, if you seek to thwart them, I'll raise my hand against you, too...and then lay you to rest in the same catacombs you chose to disturb."

—the words of Dorian Masuud, dedicated grave warden
and slayer of the undead



DORIAN MASUUD

Male human slayer (grave warden^{ACG}) 1

NG Medium humanoid (human)

Init +3; **Senses** Perception +4

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +0

OFFENSE

Spd 30 ft.

Melee falcata +4 (1d8+2/18–20) or light mace +3 (1d6+2) or dagger +3 (1d4+2/19–20)

Ranged shortbow +4 (1d6/x3)

Special Attacks studied target +1, +1 on weapon damage rolls vs. undead

STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 16

Feats Exotic Weapon Proficiency (falcata), Weapon Focus (falcata)

Skills Acrobatics +5, Climb +4, Disable Device +6, Intimidate +5, Knowledge (local) +6, Knowledge (religion) +6, Perception +4, Stealth +5, Survival +4 (+5 to follow tracks)

Languages Asiri, Common, Gnoll

SQ track +1, trap finder, undead slayer

Gear leather lamellar, buckler, falcata, light mace, dagger, shortbow with 20 arrows, backpack, bedroll, flint and steel, trail rations (3 days), traveler's outfit, waterskin, whetstone, 35 gp, 8 sp, 8 cp

SPECIAL ABILITIES

Trap Finder (Ex) Forgotten dungeons and ancient tombs have always concerned Dorian, especially since the ruling pharaoh recently gave foreigners permission to search them for treasure. Aside from the sense of adventure in exploring and honoring such marvels, as well as the recovery of the ancient knowledge they hold, he also bears a great responsibility to seal away or put down any undead which might emerge from such places to threaten the living. His experience in traversing the tombs of his homeland has made him skilled at spotting and disabling hidden traps, giving him a +1 trait bonus on Disable Device checks, and that skill is always a class skill for him. In addition, Dorian can use Disable Device to disarm magic traps like a rogue.

Undead Slayer (Ex) Instructed at a young age in the tenets of his faith, Dorian views the undead as abominations which must be destroyed so their souls can journey to the afterlife for judgment. As a result, he gains a +1 trait bonus on weapon damage against undead.

Background: Dorian Masuud (DOHR-ee-UHN MAH-sood) views himself as a servant of the Goddess of Death, having pledged himself to her doctrine 5 years ago. Since that time, he's worked for a society of secret grave wardens in the Land of the Pharaohs, training in

techniques to combat the undead so their souls can be sent to their final rest for judgment. The recent opening of the tombs of Wahteem drew his interest and concern, as he fears explorers may unwittingly disturb something there which they don't understand and unleash a curse or plague or undead uprising on the innocent. As a result, he plans on inserting himself into any groups venturing there to actively guard against such things.

Originally, Dorian's parents hailed from overseas, immigrating to the Land of the Pharaohs from a powerful satrapy in the east. They established themselves as successful spice merchants in just a few years and raised a large family, giving birth to seven sons, of which, Dorian is the seventh. His father always encouraged him to join the family business, but Dorian's fascination with the great pyramids constantly drew him away. As a child, he even created a stir when he ventured inside one of the tombs and got lost. A kindly grave warden found him and returned him to his parents, but Dorian impressed him with his bravery and keen observations about the traps and hieroglyphs inside. Ultimately, the warden established a lasting friendship with Dorian, eventually recommending him to the secret society he serves today.

Since that time, a growing unease has formed in Dorian as he's served the brotherhood's interests. He holds a great respect for his mentors, the priesthood of the Lady of Graves, and all they've taught him, but fears the wardens may have larger political goals than just carrying out the will of their goddess. With what little he's learned of their inner hierarchy, it seems the more experienced brothers hire themselves out as sacred assassins just as often as guardians of the grave, and he dreads the day his senior leadership asks him to take an innocent life. Such an assignment would undoubtedly compromise his personal beliefs and force him to leave their ranks.

Physical Description: A white headscarf and hood attached to Dorian's tunic usually keeps his face well-hidden, but once removed, it reveals a close-cropped beard, dark curly hair, and hard brown eyes. An unusual set of lamellar-plated leather armor covers his torso and shoulders with matching greaves for his forearms and shins to maximize his mobility. A distinctive metal buckler bearing divine runes of protection is always strapped to his left arm, which he wields in combination with his ranged and melee weapons. He keeps a heavy falcata and dagger close at hand and also carries a shortbow and quiver of arrows on his back. At the age of 25, he's already seen a lifetime of violence as evidenced by a number of old scars. Coupled with his 6-foot, 180-pound frame, he presents the imposing image of a skilled combatant.

Personality: Dorian presents an aloof stoicism, almost always suppressing his emotions to focus on the task at hand so he can fulfill his sacred duty. He takes oaths—particularly religious oaths—very seriously, and he makes promises only to those he greatly respects. Combat fills him with an elation like no other, as it's an opportunity to put all his weapons training to use—no matter the opponent. Even so, he reserves his greatest efforts for fighting the undead, feeling little desire to spill the blood of the living who may yet turn from evil to embrace a righteous path. Indeed, Dorian often takes time to counsel his friends on living a good life, demonstrating his beliefs by always helping the poor and downtrodden. His most outspoken moments occur when compelled to confront evil men and monsters.

ADVANCEMENT

With each new level, Dorian advances as a slayer with the grave warden archetype, increasing his skill ranks in Disable Device, Intimidate, Knowledge (religion), Perception, Stealth, and Survival. He alternates his remaining skill choices among Acrobatics, Climb, Diplomacy, Knowledge (history), Knowledge (local), and Sense Motive. At 2nd level, he gains the holy water sprinkler class ability, picking up several vials of holy water to use against the undead. At 3rd level, he gains the ability to sneak attack and selects Toughness as his newest feat. At 4th level, Dorian increases his Constitution by 1 to give himself even more staying power on the front lines of battle. He also gains Two-Weapon Fighting as part of the ranger combat style granted by his slayer talent, eventually discarding his buckler in favor of Two-Weapon Defense.

ROLEPLAYING IDEAS

- Dorian keeps a charm depicting the spiraling comet of the Goddess of Death on him at all times. While he doesn't openly wear it, he often holds it when praying for guidance—a ritual he performs five times a day with at least one observance after dark so he can consult the nighttime sky for ill omens such as falling stars, unusual planetary alignments, and other portents.
- Outward signs of disease and terminal illnesses unnerve Dorian, particularly if they involve a physically debilitating condition. He greatly values his stamina and athleticism after watching many in his family pass away from sickness. As a result, he believes his own death will involve similar circumstances and wishes to avoid it as long as he can.
- Dorian values planning ahead, always volunteering to scout out situations before diving headlong into battle. After gathering as much information as possible, he shares it with his companions, even advising them on

key roles they can play in whatever strategy he's devised to ensure a shared victory.

- While Dorian's ever-watchful eye guards against the undead, it also looks with trepidation on some of his more unique traveling companions. The wasting disease endured by Ziyadi Sahrebe and the half-vampiric nature of Merradine Feist greatly concern him. He always keeps his weapons close to hand anytime they show an outward sign of their unnatural condition.

SCALING THE PC

Under a 15-point buy, Dorian reduces his Dexterity and Intelligence by 1 and his Charisma by 2. This lowers his AC, Reflex saves, CMD, and ranged attacks by 1, as well as any corresponding Dexterity- and Charisma-based skills.

KEPHENES ENTERRA

"I've died before. It's no great mystery. It proved finite like everything else, because my god returned me to who I am...or, perhaps, who I'm meant to become. It's an uneasy state, but one I've grown comfortable with over the years. Today, I straddle the line between the living and the dead, wielding the divine magic of an arcane god. I act as his seer and prophet, calling down his power from the heavens even as I keep one foot in the grave. Through me, his power serves two purposes. It either gives life, or takes it away. So, tread carefully, and keep that in mind when dealing with me. Kindle my anger and I promise you won't live to regret it...in this lifetime, or the next."

—an oath of swift retribution from Kephenes Enterra, resurrected priest of the All-Seeing Eye



Bob Garganstein

KEPHENES ENTERRA

Male middle-aged human cleric of the God of Magic (ecclesitheurge^{ACG})₁

N Medium human (humanoid)

Init +1; **Senses** Perception +3

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 10 (1d8+2)

Fort +4, **Ref** +2, **Will** +6; +2 vs. death effects

OFFENSE

Spd 30 ft.

Melee quarterstaff +0 (1d6) or dagger +0 (1d4/19–20)

Ranged hand of the acolyte (quarterstaff) +3 (1d6)

Special Attacks channel positive energy 7/day (DC 12, 1d6), hand of the acolyte (6/day)

Domain Spell-Like Abilities (CL 1st; concentration +4) 6/day—resistant touch

Cleric Spells Prepared (CL 1st; concentration +4) 1st—*inflict light wounds* (DC 14), *sanctuary*^D, *shield of faith* o (at will)—*detect magic*, *read magic*, *stabilize*

D Domain spell; **Domains** Magic, Protection

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 14, **Wis** 17, **Cha** 15

Base Atk +0; **CMB** +0; **CMD** 11

Feats Extra Channel, Selective Channeling

Skills Heal +7, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +6, Use Magic Device +7

Languages Asiri, Common, Draconic

SQ aura, blessing of the faithful, dangerously curious, domain mastery (Magic), ecclesitheurge's vow, resurrected

Gear quarterstaff, dagger, backpack, bedroll, flint and steel, hooded lantern, oil (3 flasks), trail rations (3 days), traveler's outfit, waterskin, whetstone, wooden holy symbol, 44 gp, 8 sp, 8 cp

SPECIAL ABILITIES

Blessing of the Faithful (Su) As a standard action, Kephenes can bless one ally within close range (25 ft. + 5 ft./2 levels). A blessed ally gains a +2 sacred bonus on attack rolls, skill checks, ability checks, or saving throws or to AC until Kephenes' next turn. Kephenes can also expend 1 use of his channel energy ability when activating the blessing to increase its duration to a number of rounds equal to the number of dice of his channeled energy.

Dangerously Curious (Ex) Magic has always intrigued Kephenes. Even as a child, he spied upon the Pharaoh's arcane practitioners, sneaking into their laboratories to tinker with spell components and magic items. After causing quite a few headaches through these endeavors, his parents turned him over to the priesthood of the All-Seeing God of Magic to cultivate his curiosity in a more structured environment. As a result, he gains a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for him.

Domain Mastery (Ex) As an ecclesitheurge, Kephenes has designated the Magic domain as his primary domain

and the Protection domain as his secondary domain. As a result, he can use his non-domain spell slots to prepare spells from the Magic domain's spell list. In addition, each day when he prepares spells, he can select a different domain granted by the God of Magic (i.e., Destruction, Knowledge, or Rune) and gain access to that domain's spell list instead of the Protection domain's spell list. He does not lose access to the Protection domain's granted powers or gain access to the other domain's granted powers. This ability alters the typical cleric's domains ability.

Ecclesitheurge's Vow (Ex) Kephenes made a vow to the God of Magic to protect himself solely with his faith rather than armor or shields. If he ever wears armor or uses a shield, he cannot call upon his blessing of the faithful ability, his cleric domain powers, or spells.

Resurrected (Ex) Kephenes recently died of an arcane curse he accidentally unleashed in a laboratory. Its residual power somehow brought him back to life again a few hours later—a miracle which his fellow priests ascribe to direct intervention by the God of Magic. This experience—and his subsequent rebirth—has given Kephenes a fascination with death and magic's ability to overcome it. He now hopes to find further insight into the nature of mortality by exploring the tombs of Wahteem's famous necropolis. As a result of his near-death experience, Kephenes gains a +2 trait bonus on saving throws against death effects. In addition, he cannot die until his hit points drop to a negative amount equal to or lower than his Constitution score + 4.

Background: Ever since his accidental death and resurrection, Kephenes Enterra (KEHF-uh-NEES en-TAYR-uh) has felt different from his peers—as if the God of Magic gave him a newly enlightened path to follow, and every moment exploring it is done on borrowed time. As such, Kephenes opened himself to new experiences, including the exploration of Wahteem's tombs at the side of an eclectic group of adventurers, and a possible romance with his dhampir companion, Merradine Feist. By fully embracing the life-altering power of magic, Kephenes hopes to keep himself and his companions alive so he can explore the nature of life, death, and even undeath. Living in Wahteem, he's devoted himself to learning more about the arcane and divine magic of the pharaohs' ancient past. Fully aware that the All-Seeing God of Magic once ruled the Land of Pharaohs as a god-king, he relishes the idea of following in his patron's footsteps, both as a means of closer communion and ascension into his divine servant and herald.

Note: For maximum roleplaying impact, if there's another PC in the group wrestling with a life or death experience or an undead bloodline (and no one plays Kephenes' love interest, Merradine), that person, with their consent, should be chosen as the recipient of Kephenes' potential romance instead.

Physical Description: With his boyish good looks and slim figure returned to him as a result of his resurrection, Kephenes belies his 35 years of age, standing 5 feet, 6 inches tall and weighing a healthy 150 pounds. His shoulder-length, black hair is held back from his face with a simple leather string, and he enhances his dark eyes with black kohl liner artistically extending to his temples. He prefers to dress in the modern Asiri fashion for a priest, garbed in a short, white robe belted with the animal skin of a leopard. He holds an ornately carved quarterstaff resembling a two-toned, black-and-white serpent in his hand and always keeps a decorative dagger belted at his waist.

Personality: Kephenes exhibits a worldly wisdom and thoughtful intelligence—a fact which becomes readily apparent to anyone who spends time conversing with him. While he lacks the polished charm and easy grace of a social extrovert playing to a crowd, he proves more talkative in smaller settings with trusted friends. Kephenes values faith and intellect above all else, seeing no dichotomy between the two, and deriving enlightenment from both in equal measure. Likewise, life and death are mysteries which he feels compelled to examine and resolve. While this leaves little time for cultivating relationships, he holds hard-won allies in high regard.

ADVANCEMENT

Kephenes advances as a cleric with the ecclesitheurge archetype with each new level, always adding ranks in Knowledge (arcana), Knowledge (religion), Spellcraft, and Use Magic Device. He alternates his remaining skill choices among Diplomacy, Heal, Knowledge skills, Linguistics, and Sense Motive. At 2nd level, he adds *create water* and *hide from undead* to his prepared spells. He also looks to acquire a *wand of cure light wounds* to augment his role as a healer. At 3rd level, he bonds with his holy symbol in the same manner as a wizard's arcane bond. He also acquires the Turn Undead feat, and adds *augury*, *shield other*, and *spiritual weapon* to his prepared spells. At 4th level, Kephenes increases his Wisdom by 1, and he adds *bless* and *lesser restoration* to his prepared spells.

ROLEPLAYING IDEAS

- Fascinated by the half-dead nature of his adventuring companion—the beautiful dhampir explorer, Merradine Feist—Kephenes grows fonder of her as they adventure together. He always prepares negative energy spells to heal her in battle while also selectively excluding her from his channeled positive energy. At higher levels, he selects the Versatile Channeler feat to further support her.

- Kephenes' curiosity for magic grows as he explores the tombs of his people, leaving no riddle or mystery unexamined, and routinely assessing every recovered artifact for magical properties.
- Like the God of Magic, Kephenes feels a certain duality for having died and returned again from his recent accident. More than anything, he wants to understand how it happened, and seeks every bit of lore he can unearth to widen his understanding of necromancy and conjuration (healing) magic.

SCALING THE PC

Under a 15-point buy, Kephenes reduces his Strength, Wisdom, and Charisma by 1. This lowers his melee damage, CMB, and CMD by 1.

MERRADINE FEIST

"I've always felt beholden to my father. He raised me when my mother abandoned me, and he kept me safe from those who would have forcibly taken their fill of my blood. As a vampire, he suffers an affliction with no known cure, and that's why he sent me here—in hopes of finding one. Now I walk beneath a sun he can't tolerate, searching the tombs of its greatest pharaohs to recover the oldest secrets of necromancy. But, the longer I'm here—the more time I spend in the light—and the more alive I feel. I'm afraid I've fallen in love with this land and its people. And now, I'm no longer certain I want to go home."

—the torn allegiance of Merradine Feist, dhampir explorer of forgotten tombs



MERRADINE FEIST

Female dhampir bard (archaeologist^{UC}) 1

CN Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +2; +2 vs. disease and mind-affecting effects

Defensive Abilities negative energy affinity, resist level drain

OFFENSE

Spd 30 ft.

Melee rapier +3 (1d6+1/18–20) or whip +3 (1d3+1 nonlethal) or dagger +3 (1d4+1/19–20)

Ranged light crossbow +3 (1d8/19–20) or dagger +3 (1d4+1/19–20)

Special Attacks archaeologist's luck (6 rounds/day)

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*expeditious retreat*, *hypnotism* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *know direction*, *mage hand*

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Appraise +6, Bluff +8, Diplomacy +6, Disguise +7, Knowledge (engineering) +9, Knowledge (history) +7, Knowledge (religion) +7, Perception +6 (+8 to find concealed or secret doors), Stealth +5; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Abyssal, Asiri, Common

SQ bardic knowledge +1, dayborn^{ARG}, fate's favored, inquisitive archaeologist, manipulative, undead resistance

Gear studded leather armor, buckler, rapier, dagger, light crossbow w/ 10 bolts, whip, backpack, belt pouch, trail rations (3 days), traveler's outfit, waterskin, whetstone, 64 gp, 3 sp, 6 cp

SPECIAL ABILITIES

Dayborn (Ex) Unlike most dhampirs, Merradine was born during the day under the blessings of pious priests, enriching her blood to weaken its ties to her undead bloodline. As a result, she's unhindered by daylight and loses the light sensitivity and spell-like ability racial traits of a normal dhampir.

Fate's Favored (Ex) The fates watch over Merradine. Whenever she's under the effect of a luck bonus of any kind, that bonus increases by 1.

Inquisitive Archaeologist (Ex) Merradine has studied an enormous array of architectural styles and cultures during her young lifespan, but none have fascinated her like the ancient pyramids and monuments of the Land of Pharaohs. Hearing that a famed necropolis recently opened for exploration, she's come to obtain firsthand knowledge of the lost secrets of its ancient builders. As a

result of these insights, Merradine gains a +2 trait bonus on Knowledge (engineering) checks, and that skill is always a class skill for her. In addition, she gains a +2 trait bonus on Perception checks to find concealed or secret doors within such structures.

Manipulative (Ex) As a dhampir, Merradine gains a +2 racial bonus on Bluff and Perception checks.

Negative Energy Affinity (Ex) Though a living creature, Merradine reacts to positive and negative energy as if she were an undead creature—positive energy harms her, while negative energy heals her.

Resist Level Drain (Ex) Merradine takes no penalties from energy drain effects, though she can still be killed if she accrues more negative levels than she has Hit Dice. After 24 hours, any negative levels she takes are removed without the need for an additional saving throw.

Undead Resistance (Ex) Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Background: Merradine Feist (MAYR-ruh-DEEN FIYST) hails from the Immortal Principality, a gothic, landbound nation far to the north where undead horrors still lurk in the shadows of a decadent nobility. The supposed 'daughter' of a vampire lord, she came to the Land of the Pharaohs at her father's behest, acting as his agent in search of ancient tombs for insights into the earliest forms of necromancy—all in hopes of finding a cure for vampirism. Shortly after arriving in Wahteem, Merradine sought the assistance of the local priesthood of the All-Seeing God of Magic, spending almost a year researching historical records in their library. This brought her into contact with her fellow adventuring companion, Kephenes Enterra, and they've been fast friends ever since.

In her youth, Merradine struggled with her own nature, occasionally filled with the same bloodlust as a vampire. She resisted those urges with every fiber of her being, and nights spent under the stars always helped calm her. In time, she came to revere the Goddess of Constellations, Luck, and Dreams. While not especially devout in a religious sense, she still counts on Lady Luck seeing her through each adventure, threat, or challenge. Likewise, her dream of finding a life away from the darkness of her homeland still haunts her. She counts herself lucky to have an assignment so far removed from her father's kin, but she wrestles with the knowledge that should she find a cure, she'll have to return to him once more—a fate she wishes the goddess would remove from her.

Note: For maximum roleplaying impact, if there's another PC in the group capable of using negative energy spells or with ties to an undead influence (and no one plays Merradine's love interest, Kephenes), that person, with their consent, should be chosen as the recipient of Merradine's potential romance instead.

Physical Description: Exceptionally attractive, Merradine turns heads wherever she goes, with her fiery red hair framing a pair of seductive, dark eyes. She stands 5 feet, 7 inches tall and weighs a compact 150 pounds. Although she's already seen 41 years as a dhampir, she seems only half that age to most humans. She typically dresses in black, tight-fitting, studded leather armor with knee-high boots and an angled chest-piece to deflect blades and arrows. A long, dark cloak usually completes this outfit at night, but she removes it for a lighter, white wrap and headscarf to ward off the sun during the day. A well-tooled leather belt hangs from her waist, holding a stylish rapier, dagger, and whip, and she keeps a light crossbow and quiver strapped to her back. She also wields a small, ornate buckler—a memento from her homeland—on her left arm.

Personality: Merradine has a confident, playful air about her, always challenging herself with new physical endeavors and social interactions. She relishes trading barbs and jokes just as much as a good swordfight, and she easily makes friends with her charm and adventurous spirit. Despite her outward demeanor, however, darker secrets and experiences from her time in the Immortal Principality still weigh upon her heart. She feels a great responsibility to enable her father's wish to rid himself of vampirism. But, the more time she spends away from him and her homeland, the less importance she puts on such loyalty, wishing to live a more fulfilling life abroad rather than contemplating death and necromancy so often.

ADVANCEMENT

Merradine advances as a bard with the archaeologist archetype with each new level, always progressing her skills in Bluff, Diplomacy, Perception, and Stealth. She alternates her other skill ranks among Acrobatics, Climb, Disable Device, Disguise, various Knowledge skills, and Use Magic Device. At 2nd level, she gains the clever explorer and uncanny dodge class abilities, becoming even more capable at navigating the dangers of ancient tombs. She also adds *sift* and *vanish* to her known spells. At 3rd level, Merradine gains trap sense and selects Extra Performance as her bonus feat so she can use her archaeologist's luck ability more often. She also adds *read magic* and *charm person* to her known spells. At 4th level, Merradine increases her Charisma by 1 and gains the trap spotter rogue talent. She also adds *blood biography* and *suggestion* to her known spells.

ROLEPLAYING IDEAS

- Since meeting her adventuring companion Kephene Enterra, Merradine feels she's found a kindred spirit. His arcane resurrection, curiosity with the veil between

life and death, and duality of faith mirror her own identity. As they adventure together, she depends on his ability to heal her with negative energy, and grows fond of his sharp wit and intelligence.

- Ever conscious of the unease her dhampir heritage elicits in others, Merradine often disguises herself to look more human. She also avoids mirrors and holy symbols like a true vampire, despite neither having any adverse effect on her.
- Raised among vampires, Merradine doesn't have a squeamish bone in her body, but the sight of blood still attracts her in ways she finds disturbing. She fights this feeling whenever it manifests, but sometimes needs a moment to refocus her thoughts.

SCALING THE PC

Under a 15-point buy, Merradine reduces her Strength by 3 and Constitution by 1. This lowers her melee damage, CMB, CMD, hit points, and Fortitude saves by 1, as well.

NAMALA IKENWE

"Sha-hada, il'ponu, traveler. May the wind always keep the sand from your eyes. I'm Namala, a daughter of the deep jungle, on a pilgrimage to see the world and all the places that touch the sky. I know the way of the bow and the storm, and one day I hope to fly like my ancestors before me. For now, I cross the desert on foot, summoning water when I need it, hunting when I'm hungry, and keeping to the cooler shadows of the night for safe passage. I came here hoping to learn the secrets of the Sky Lords, as recorded in the tomb of an ancient pharaoh, but I'm not averse to making new friends along the way if you're of like mind."

—an optimistic greeting from Namala Ikenwe, native arcanist and lore seeker



NAMALA IKENWE

Female half-elf arcanist (school savant^{ACG}) 1

LG Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +3

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Spd 30 ft.

Melee dagger +0 (1d4/19–20)

Ranged longbow +2 (1d8/x3)

Spell-Like Abilities (CL 1st; concentration +3)

Constant—*know direction*

1/day—*create water*

Arcane School Spell-Like Abilities (CL 1st; concentration +4)

6/day—lightning flash (1d6 plus dazzled for 1d4 rounds, Reflex DC 14 half)

At will—*feather fall*

Arcanist Spells Prepared (CL 1st; concentration +4)

1st—*gravity bow*^{APG}, *shocking grasp*, *windy escape*^{ARG}

0 (at will)—*detect magic*, *flare* (DC 13), *mage hand*, *message*, *read magic*

Opposition Schools Earth, Fire, Water

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 12

Feats Martial Weapon Proficiency (longbow), Nature Magic^{ACG}

Skills Bluff +2 (+3 vs. sphinxes), Diplomacy +2 (+3 vs. sphinxes), Knowledge (arcana) +8, Knowledge (history) +7, Knowledge (nature) +7, Linguistics +7, Perception +3, Spellcraft +7; **Racial Modifiers** +2 Perception

Languages Auran, Common, Draconic, Elven, Polglut, Sphinx

SQ air supremacy +2, ancestral arms, arcane reservoir (3), arcane training, consume spells, elf blood, lore seeker, school focus (air), sphinx riddler

Gear dagger, longbow with 20 arrows, backpack, blanket, flint and steel, spell book (all prepared spells plus: 0—all; 1st—*endure elements*, *floating disc*, *shock shield*^{APG}), spell component pouch, trail rations (3 days), traveler's outfit, waterskin, whetstone, 71 gp, 7 sp, 8 cp

SPECIAL ABILITIES

Air Supremacy (Su) As an air school savant, Namala gains a +2 enhancement bonus on Fly skill checks. This bonus increases by +1 for every five arcanist levels she possesses. In addition, she can cast *feather fall* on herself at will. At 5th level, she can cast *levitate* on herself at will. At 10th level, she can cast *fly* on herself at will. At 20th level, whenever she makes a Fly skill check, assume the roll resulted in a natural 20.

Ancestral Arms (Ex) Because of her elven heritage, Namala received training in archery as well as the arcane arts. As a result, she receives Martial Weapon Proficiency (longbow) as a bonus feat at 1st level. This trait replaces a normal half-elf's adaptability racial trait.

Arcane Training (Ex) Namala sought tutoring from a renowned school to help her master the magic in her blood. She has only one favored class as an arcanist, and she can use arcanist spell trigger and spell completion items as if one level higher. This trait replaces the multitalented racial trait of a normal half-elf.

Lore Seeker (Ex) The secrets of the ancient Sky Lords, and their association with flight and creatures of the clouds, have always intrigued Namala. She's studied their magical traditions and culture with great intensity, hoping to add their arcane knowledge to her own. Retracing their known legacies, her studies led her into the region, where she chose Wahteem as a base of operations further away from the bigger cities and greater competition in examining the historical records and ancient monuments of the Land of the Pharaohs. Namala gains a +1 trait bonus on Knowledge (arcana) checks, and Knowledge (arcana) is always a class skill for her. She's also particularly adept at casting *floating disc*, *message*, and *shocking grasp*, so they function at +1 caster level when she casts them, and their save DCs (if any) gain a +1 bonus.

Sphinx Riddler (Ex) Namala has always been fascinated with the ancient race of sphinxes, inspired by them to love puzzles and riddles, and enjoys solving difficult dilemmas. Like so many others, she's come to Wahteem with an interest in exploring the ancient necropolis, but she's also heard that sphinxes occasionally visit one of the ruins in town, and she hopes to meet and talk with a sphinx herself! Because of her studies, Namala gains 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, she gains Sphinx as a bonus language.

Background: Namala Ikenwe (NUH-MAH-luh EYE-ken-WAY) had a different name at birth, but changed it with the expiration of her apprenticeship in the great Meyghambia—the oldest arcane school in the world. The daughter of an elven huntress and a Mongi warrior, she spent her youth among the tribes of the Great Jungle, only venturing to the desert kingdoms on rare occasions to trade. While a skilled archer, her interests soon turned to mastering the magic of her elven heritage, and so she sought out the greatest of arcane masters. During her tutelage, she learned another bloodline had also sharpened her affinity for magic. For her father's people descended from a powerful eldritch tradition, as well, drawn from the Sky Lords whose cities once soared among the clouds. Fascinated with this insight, she dedicated herself to learning more about them and retracing their history. Since journeying to Wahteem, she's kept a level head about her while exploring the culture of the Land of

the Pharaohs. Their history and magical traditions pique her interest, as well, and she's already found instances of Sky Lord visitation during their ancient past.

Physical Description: Athletic, lean, and dark-skinned, Namala stands 5 foot, 11 inches tall and weighs 145 lbs. Her close-cropped hair highlights the angular ears and sharp cheekbones of her half-elven ancestry, and her exotic eyes are an unusual sky blue. At 35 years old, she's already experienced her fair share of adventures crossing the desert, having left her people long ago to explore the world. She dresses in a tight linen wrap about her torso and a short, functional skirt to move more freely when she runs the desert and wields her longbow. A light pack completes her travel gear, and she keeps both a small dagger belted at her waist and a lightning-shaped bracer on her right forearm.

Personality: Namala has a guarded, optimistic outlook, but proves perfectly willing to take on new adventures and experiences in hopes of broadening her knowledge of the world. Achievement-oriented, she has a bit of a competitive streak to her, especially where it concerns magic. According to the stories of her ancestors, they once ruled the skies over the deserts and jungles of the entire continent, and she has aspirations just as lofty for herself. Though focused intently on her personal goals, Namala's kind-hearted tribal upbringing taught her the importance of following rules and respecting boundaries. She quickly becomes frustrated by those who fail to do the same.

ADVANCEMENT

With each new level, Namala advances as an arcanist with the school savant archetype, always increasing her skill ranks in Knowledge (arcana) and Spellcraft. She alternates her other skill choices among Appraise, Fly, other Knowledge skills, and Use Magic Device. At 2nd level, she prepares the *dancing lights* cantrip, and acquires a masterwork longbow to improve her accuracy in battle. At 3rd level, she prepares *true strike* as a new spell and gains the Point-Blank Shot feat. At 4th level, Namala increases her Intelligence by 1 and prepares *ghost sound*, *gust of wind*, and *aggressive thundercloud*^{ACG} as new spells.

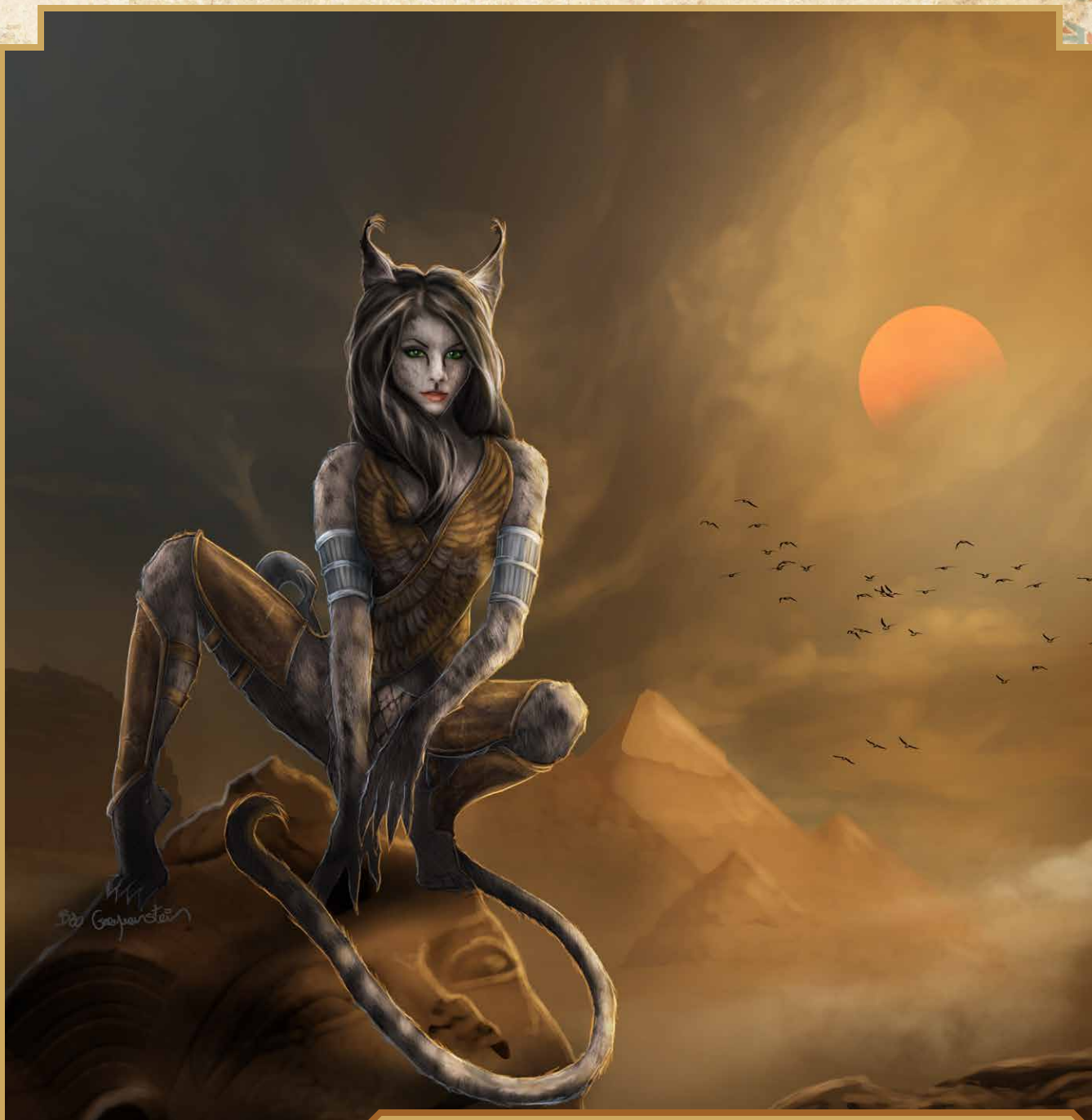
ROLEPLAYING IDEAS

- In battle, Namala prefers hit-and-run tactics with her bow, but reserves her lightning flashes and *shocking grasp* for more tenacious opponents. At higher levels, once she learns the Precise Shot feat, she always supports her companions with well-placed arrows and devastating spells from afar.

- Namala has an ancient piece of jewelry supposedly recovered from the crash site of a Sky Lord city. It matches the stylings of a sphinx from the Undead Pharaoh's era and includes an etching on the reverse side which she believes represents a map. She'd like nothing more than to follow it in hopes of discovering more about their lost civilization.
- With her affinity for the arcane school of elemental air and the ability to *feather fall* at-will, Namala has become a bit of a thrill-seeker when it comes to aerial acrobatics, jumps, and dives. She enjoys the rush of adrenaline obtained by throwing herself into the wind or experiencing a freefall, counting on her magic to slow her descent at just the right moment.

SCALING THE PC

Under a 15-point buy, Namala reduces her Wisdom and Charisma by 2. This lowers her Will saves and corresponding skill scores by 1.



PARVANAH LISAY

"You thought you'd double-cross me? The one who led you here and showed you where to step and what to avoid? That's funny, outlander. With all your fancy equipment and bravado, you'd never find your way out again without me. That's because I've been doing this far longer than you. And I'm better at it, too. For instance, that trap I disarmed at the last intersection was just a temporary bypass. I reset it when we moved on. You know...in case you tried something stupid. Which you did. And now I'm afraid I'll be taking that idol back. Not to sell it. I've got a personal interest in that one. It'll go in a museum or I'll keep it for myself to honor the Old Gods. Of course, I have no problems leaving you behind, and I suspect you'll be stuck here for a very long time."

—a confident threat from Parvanah Lisay, catfolk tomb raider

PARVANAH LISAY

Female catfolk rogue (cat burglar^{ARG}) 1

CN Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 11 (1d8+3)

Fort +2, **Ref** +5 (+1 vs. traps), **Will** +0; +1 vs. divine magic

OFFENSE

Spd 30 ft., climb 20 ft.

Melee short sword +3 (1d6+1/19–20) or dagger +3 (1d4+1/19–20)

Ranged shortbow +3 (1d6/x3)

Special Attacks sneak attack +1d6

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +5, Climb +12, Disable Device +6 (+7 vs. traps), Knowledge (local) +6, Knowledge (religion) +7, Perception +6 (+7 vs. traps), Sleight of Hand +6, Stealth +8, Survival +7; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Catfolk, Common, Gnoll, Sylvan

SQ cat's luck, climber, devotee of the old gods, orphaned, trapfinding +1

Gear studded leather, short sword, dagger, shortbow with 20 arrows, backpack, bedroll, belt pouch, caltrops (1 bag), flint and steel, thieves' tools, trail rations (3 days), traveler's outfit, waterskin, whetstone, 81 gp, 27 sp, 30 cp

SPECIAL ABILITIES

Cat's Luck (Ex) Once per day when Parvanah makes a Reflex saving throw, she can roll the saving throw twice and take the better result. She must decide to use this ability before the saving throw is attempted.

Climber (Ex) Parvanah excels at hunting prey from high vantage points, giving her a climb speed of 20 feet (along with an accompanying +8 racial bonus on Climb checks). This trait replaces a normal catfolk's sprinter racial trait.

Devotee of the Old Gods (Ex) The history of the Land of the Pharaohs covers 8,000 years, and the modern deities worshiped today are not the same as those revered in its ancient heyday—deities with names like Anubis, Osiris, Ra, and Set, among others. Following her escape from slavery, Parvanah gravitated to these ancient traditions, devoting herself to Bastet—the goddess of cats and secrets. As a result of her newfound faith and interest in the past, Parvanah gains a +1 trait bonus on Knowledge (history) and Knowledge (religion) checks, and Knowledge (history) is always a class skill for her. In addition, the blessing of Bastet gives her a +1 trait bonus on saving throws against divine magic, and she believes it has a great influence on her luck when exploring the sanctified tombs of Wahteem.

Orphaned (Ex) Parvanah grew up without her birth parents,

an escaped slave living on the streets of Wahteem, and always having to look out for herself. As a result, she gains a +1 trait bonus on Survival checks, and Survival is always a class skill for her.

Background: Parvanah Lisay (PAR-VAHN-nuh LEE-say) hails from the storied grasslands of the southern half of the continent, the youngest daughter of nomads who journeyed north to trade in the eclectic Bazaar of the Bizarre. Gnolls attacked their caravan when she was just 9 years old and she lost both parents, dragged away to a life of misery and slavery in the high mountains, and eventually sold to a merchant in the Land of the Pharaohs. Her innate skills in stealth and deception helped her eventually escape, and she's lived on the streets of Wahteem since the age of 13, stealing and pickpocketing just to survive.

Exposure to the local culture, and especially the prevalence of cats in the ancient faiths of the pharaohs, fostered a natural curiosity in Parvanah. The goddess Bastet fascinated her, and she applied herself to learning more about the ancient traditions of her new home. The best artifacts and neglected shrines of Bastet often lay within the oldest tombs and pyramids. So, Parvanah developed a new career as an explorer of such places, repeatedly demonstrating her, resourcefulness, nimbleness, and keen intellect for these endeavors. The treasures gained from such expeditions—no matter how small—enabled her to find better lodgings off the street, but she still struggles to make ends meet, always spending her hard-earned coin on one bauble or another.

With the recent opening of the necropolis in Wahteem, Parvanah believes it could present her with her greatest opportunity ever. She hopes to align herself with a fellow team of explorers to examine these older tombs, certain that her expertise will prove a tremendous asset. She knows better than to trust just anyone, of course, and watches carefully for the right partners to join.

Physical Description: As a tawny-colored catfolk with dark, leopard-like spots, Parvanah resembles an Egyptian mau with expressive green eyes and elongated, triangular ears. The fur on her hands and feet is almost completely black, however, and her long tail resolves into darker bands, as well. At just 17 years old, she weighs 130 lbs. and stands a diminutive 5 feet, 2 inches tall. She protects herself with supple studded leather armor when expecting trouble or participating on a tomb-raiding expedition, and wields a sharp shortsword and bow against those with ill intentions who cross her path. She also wears a narrow, choker-style collar with a small pendant depicting the face of a cat—a family heirloom associated with the goddess, Bastet.

Personality: Orphaned at an early age, Parvanah constantly evaluates everything in terms of personal survival and looking after her own needs. Even so, she also understands the value of true friendship, allowing her to more easily trust and support her adventuring companions, but she always keeps a close eye on them, prepared to bolt for safer refuge. In the past, Parvanah has had several run-ins with the law, and she's grown to resent their heavy-handed authority. Instead, she favors those looking to bend the rules, eagerly concocting schemes alongside them or volunteering to dupe those abusing such power. Parvanah also holds a deep reverence for the older faiths of the pharaohs, and she reveres the ancient gods even as she disturbs the tombs and holy sites associated with them.

ADVANCEMENT

With each new level, Parvanah advances as a rogue with the cat burglar archetype. She always increases her skill ranks in Acrobatics, Climb, Disable Device, Perception, and Stealth, but alternates her remaining choices among Bluff, Diplomacy, Knowledge (history), Knowledge (local), Knowledge (religion), Sense Motive, Sleight of Hand, and Survival. At 2nd level, she gains the evasion class ability and selects the canny observer rogue talent to better enable her Perception checks when looking for traps, secret doors, or concealed objects. At 3rd level, she gains the trap sense class ability and takes the Black Cat^{ARG} feat, which changes her fur to all black and gives her greater protection against those who would harm her—a manifestation which she attributes to the blessings of Bastet. At 4th level, Parvanah increases her Dexterity by 1 and gains the phantom presence class ability as a cat burglar. She also selects the fast stealth rogue talent to aid her combat mobility among the shadows.

ROLEPLAYING IDEAS

- Parvanah loves valuable, shiny objects, pursuing them by any means, leaping chasms and scaling walls, regardless of the risks to herself. Even guarded treasures often find their way into her paws as she stealthily circles back to reclaim them.
- With her faith in the Old Gods (especially Bastet), Parvanah enjoys ancient depictions of cats in hieroglyphs or statues. She also feels a kinship with many sphinxes, honoring their reverent history in the Land of the Pharaohs.
- Parvanah loves to stalk prey from higher ground, relying on her natural climbing skills to get above opponents so she can strike with her bow from a hard-to-reach position, or to leap upon them with a sneak attack. At higher levels, she invests in the Dodge and Mobility feats to more easily maneuver out of melee situations and attain more advantageous terrain.

- Among her adventuring companions, Parvanah often finds herself at odds with Dorian Masuud. The grave warden's stoicism and unwillingness to risk disturbing old tombs sometimes clashes with her cat-like curiosity and larcenous spirit. She shares an affinity for risk-taking and thrill-seeking with Namala Ikenwe, however, and the two soon strike up a friendly competition when navigating old ruins and trying to recover hard-to-reach artifacts.

SCALING THE PC

Under a 15-point buy, Parvanah reduces her Constitution and Charisma by 1, and her Wisdom by 2. This lowers her hit points, Fortitude saves, Will saves, and corresponding skill scores by 1, as well.

"VAL" VALDESEER HARRINGER

"Get behind me! They're coming up fast, but I bet they didn't count on running into a scattergun. I'll soften 'em up with the first blast, then cut 'em down with another. That should clear a path so you can run for it. Don't worry about me and don't look back! I've no plans to die in another guy's tomb, so I'll be right behind you. Just take the tablet and keep running 'til you see daylight. Then, get those camels ready and we'll race 'em back to town. Once we get the hieroglyphs translated, we'll have what we need and be long gone on a ship by the time they catch up."

—the heroic words of Valdeaser Harringer, unorthodox paladin, veteran explorer, and protector of the innocent



"VAL" VALDESEER HARRINGER

Male human paladin (holy gun^{UC}) 1

LG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 14 (1d10+4)

Fort +3, **Ref** +2, **Will** +3

OFFENSE

Spd 30 ft.

Melee longsword +3 (1d8+2/19–20) or dagger +3 (1d4+2/19–20)

Ranged blunderbuss +3 (1d8/x2)

Special Attacks +1 on damage rolls vs. undead, grit (1)

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +1; **CMB** +3; **CMD** 16

Feats Amateur Gunslinger, Dodge, Gunsmithing, Toughness

Skills Intimidate +4, Knowledge (nobility) +4, Knowledge (religion) +5, Sense Motive +5

Languages Common

SQ aura, black powder bravado, code of conduct, deeds (deadeye), have gun, undead crusader

Gear leather lamellar, longsword, dagger, blunderbuss w/ 30 bullets and 10 grapeshot, backpack, bedroll, black powder horn (40 doses), trail rations (3 days), traveler's outfit, waterskin, whetstone, 26 gp, 12 sp, 8 cp

SPECIAL ABILITIES

Black Powder Bravado (Ex) Val is particularly successful when using deeds. Once per day, he can reroll an attack that misses while performing a deed. He must take the second result even if it is worse.

Have Gun (Ex) As a holy gun, Val gains the Amateur Gunslinger feat and Gunsmithing as a bonus feat. He also receives a battered gun at 1st level identical to the one gained by the gunslinger class. This ability replaces a typical paladin's detect evil ability.

Undead Crusader (Ex) For many years, Val has dedicated his life to eradicating the scourge of undead from the world. He's spent countless hours studying the undead and has trained endlessly in the best ways to defeat them. If any undead emerge from the tombs of Wahteem in the Land of the Pharaohs, he stands ready to destroy them! As a result, Val gains a +1 trait bonus on damage rolls against undead creatures. In addition, he gains a +1 trait bonus on Knowledge (religion) checks, and that skill is always a class skill for him.

Background: Valdeseer Harringer (VAL-duh-SEER HAYR-en-JUHR) prefers to go by Val, reserving the more pretentious Valdeseer for just his closest friends and family back home. He also avoids giving his noble last name, as it's well known in many countries, and, in trying to distinguish himself from it, he doesn't wish to bring

attention to it. As a result, many are surprised to learn that such a rough-and-tumble adventurer stems from a long line of aristocrats in the decadent empire to the north. He resents being compared to his vain parents and siblings, but gruffly tries not to show it.

Leaving his former life behind, Val traveled south to the Land of the Pharaohs, taking naught but his armor, weapons, and a few coins. He prides himself on being self-sufficient and living life as it comes. As a result, he's encountered a wide range of cultures, religious beliefs, and interactions, but none of them have affected his own internal compass with how he treats people. Since reaching Wahteem, he's found a comfortable place to stay awhile. The recent opening of the city's necropolis to outside explorers definitely attracted his attention, both for its historical significance and the lure of treasure. He plans on forming a reputable adventuring party as soon as possible to be first in line to explore the ancient chambers below.

Unbeknownst to Val, his younger brother, Bertrim, plots against him from afar. If Val were to meet an unfortunate end in the Land of the Pharaohs, the family's title and holdings would fall to Bertrim. So, his opportunistic sibling has hired a number of other cut-throats to seek out his brother on foreign soil to murder him. Some of these miscreants have inserted themselves into rival adventuring parties also intent on exploring the tombs of Wahteem. Once their paths cross, it will surely reveal his brother's treachery.

Physical Description: Val represents the epitome of a foreign explorer in the Land of the Pharaohs. At 21 years old, 6-feet 3-inches tall, and 190 lbs., he cuts an imposing—even dashing—figure. The leather straps of his trusty blunderbuss and powder horn cross the chestpiece of his exotic leather-lamellar armor, and he keeps a well-used longsword on his belt and a backup dagger in his boot. Rather than advertise his faith in the Goddess of Valor, he usually keeps the small, sword-shaped pendant representing her holy symbol tucked inside his white tunic. Rugged, brown leather boots guard his feet and he keeps a ready pack with his bedroll always close at hand in case he needs to move quickly. Many find his steely-gray eyes, sandy-blonde hair, and matching, close-cut beard attractive, but he pays little attention to his appearance while on expedition, giving him a more rugged look in the field.

Personality: Despite his personal goals for getting ahead in life—and without necessarily meaning to—Val embodies the life of a big damn hero in every sense of the word. He doesn't consciously think about intervening in cases of injustice. He just reacts when things aren't

right. Likewise, he never stops to think through the disadvantages of helping someone in need. It just feels wrong when he knows he has the means of making a situation better, but withholds his assistance. So, despite his sometimes rough and roguish nature—and his protests to the contrary—a noble spirit guides Val's chivalry, and he simply can't unlearn such lessons. Even as he seeks his fortune in a faraway land and aspires to a better life when he returns home, circumstances always seem to arise where his skills, gun, and good-natured heart are needed. Luckily, the friends he makes along the way—and the incredible treasures he unearths—make it all worthwhile.

ADVANCEMENT

With each new level, Val advances as a paladin with the holy gun archetype, increasing his skill ranks in Intimidate and Sense Motive. He alternates his remaining skill choices among Diplomacy, Knowledge (nobility), Knowledge (religion), Perception, and Ride. At 2nd level, he gains the smiting shot deed as well as the divine grace and lay on hands class abilities. At 3rd level, he selects Rapid Reload as his new feat and gains an aura of courage, divine health, and the ability to remove the shaken condition with his mercy power. At 4th level, Val increases his Wisdom by 1, gains the ability to channel positive energy, and prepares *bless weapon* as his first divine spell, using it to great effect with his firearms and ammunition. He also looks to add a brace of pistols to further augment his blunderbuss. And, at higher levels, he may consider adding levels in the gunslinger class to increase his grit and combat options with firearms.

ROLEPLAYING IDEAS

- Because of his noble upbringing, Val still values the finer things in life. Once he's helped the less fortunate with a suitable tithe, he spends the rest of his money on upgrading his equipment—starting with his battered blunderbuss, then his armor, longsword, and pistols. He also indulges himself in a fine bottle of spirits when he can, though he avoids imbibing to the point of drunken behavior.
- Val left home on less than hospitable terms due to frequent arguments with his parents. As a result, he wants nothing more than to prove himself worthy of his noble title before returning to manage the family estate, hopefully with a lot more gold to win back everyone's good graces and pay off their longstanding debts.
- While adventuring alongside his fellow companions, Val's innate heroics always surface as he aids them in battle and uses his divine powers to undo the afflictions perpetrated by the Undead Pharaoh. He develops quite

a rivalry with this growing menace and dedicates himself to putting down the mummy's evil once and for all.

- Val had no romantic inclinations when he left home to seek his fortune in the Land of the Pharaohs. Yet, in the course of these shared experiences, he might unexpectedly fall for an adventurous fellow companion like Namala Ikenwe, Merradine Feist, or even a local NPC supporting him. He likely masks or denies these feelings until some close encounter or harrowing experience grants him greater self-awareness.

SCALING THE PC

Under a 15-point buy, Harringer reduces his Strength, Wisdom, and Charisma by 1. This lowers his melee attacks and damage, CMB, CMD, and corresponding skill scores by 1.

ZIYADI SAHREBE

"I expected to die young. It's the curse of our family line. When we reach a certain age, we just start wasting away—like ripe fruit left too long in the sun. That's why we marry early. It's the only way to raise a family and enjoy the limited time we have with our children before we pass on. But all my children are long gone now...and my siblings and their children as well. I outlived them all and now their spirits haunt me. It's a far more terrible curse than I'd ever wish on anyone. But I also know that I linger in this world because there's a divine power inside of me. It clings to life even when it would be far easier to lay down and die. So, I press on, hopeful that this curse will finally end with me—that I'll either find a cure, or die in the attempt as the last of my line."

—the haunted words of Ziyadi Sahrebe, noted historian and seer



ZIYADI SAHREBE

Male middle-aged human oracle (dual-cursed^{UM}) 1

NG Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)
hp 10 (1d8+2)

Fort +1, **Ref** +1, **Will** +4; +2 vs. curses, curse effects, and mummy's aura of despair

OFFENSE

Spd 30 ft.

Melee light mace +1 (1d8+1) or dagger +1 (1d4+1/19–20)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks channel positive energy 6/day (1d6, DC 13
Will negates)

Oracle Spells Known (CL 1st; concentration +4)

1st (4/day)—*bless*, *cure light wounds*, *detect undead*

o (at will)—*ghost sound* (DC 13), *light*, *mage hand*, *resistance*,
stabilize, *virtue*

Mystery Life

STATISTICS

Str 13, **Dex** 12, **Con** 12, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +0; **CMB** +2; **CMD** 12

Feats Extra Revelation, Skill Focus (Knowledge [history])

Skills Bluff –1, Diplomacy +3, Disguise –1, Heal +6,
Knowledge (history) +9, Knowledge (nobility) +7,
Knowledge (religion) +7, Sense Motive +6, Spellcraft +6

Languages Asiri, Common

SQ child of the temple, focused study, mummy-cursed,
oracle's curse (haunted, wasting), revelations (channel,
energy body)

Gear scale mail, heavy wooden shield, light mace, dagger,
light crossbow with 10 bolts, backpack, bedroll, blanket,
trail rations (3 days), traveler's outfit, waterskin, whetstone,
wooden holy symbol, 41 gp, 8 sp, 8 cp

SPECIAL ABILITIES

Child of the Temple (Ex) Ziyadi served in the great library of a local temple where he studied the various faiths and lineages of his people (as well as every potential cure for his affliction). As a result, he gains a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks, and Knowledge (nobility) is always a class skill for him.

Focused Study (Ex) All humans are skillful, but Ziyadi has specialized in a handful of skills rather than being a generalist. At 1st, 8th, and 16th level, he gains Skill Focus in a skill of his choice as a bonus feat. This racial trait replaces the typical bonus feat for a human.

Mummy-Cursed (Ex) One of Ziyadi's ancestors ran afoul of a mummy's curse while exploring an ancient tomb many years ago. It was passed down through later generations, causing them to waste away and die well before reaching an old age. Over time, however, his family became more resistant to other curses, and now he's eager to explore Wahteem's untouched necropolis in hopes of finally removing his own. While he hopes he

won't have to face a real undead mummy in the process, at least he has some defense if he does. Ziyadi gains 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.

Background: Ziyadi Sahrebe (ZUH-YAH-dee SAH-reeb) once held a prominent position as a budding young historian and sage in the great library of his people. Unfortunately, when he reached adulthood, a terrible curse took effect, passed down for generations in his family's bloodline ever since his great grandfather disturbed the tomb of an ancient paramour of the Undead Pharaoh. The curse inflicts a terrible wasting disease that prematurely ages all who acquire it, cutting their lifespan well short of what a normal human would expect. For Ziyadi, it meant that he outlived every one of his relatives and children, a fact that doubly-cursed him to a haunted existence as their spirits now torment him in their zeal for vengeance against the mummy that cut them down in the prime of their life.

But despite all that Ziyadi has lost—his family, his physical and mental health, as well as his livelihood—he still clings to his faith in the Sun Goddess, hopeful of healing and redemption for the trespass of his great grandfather. And, failing that, he'll settle for vengeance against the Undead Pharaoh on behalf of his children. It cost Ziyadi years of his life trying to research all the possible records of this ancient enemy—and unfortunately, most of them seem purged from existence. Utterly determined, he now believes he must find such information by going directly to the source—venturing into the same tombs and ruins as his great grandfather. And so, he's come to Wahteem in the hopes that some lost relic, hieroglyph, or spirit might give him the insight he needs to end his curse and defeat the mummy.

Physical Description: Ziyadi often wears an ornate mask and linen wraps for his hands, arms, and neck—all of which resemble those used to bury the mummified remains of pharaohs. He uses these things to hide the peeling skin of his affliction, desperate to remove the shame of the curse he bears. Beneath the mask, his dark eyes remain hard and attentive, and a wig covers his head, having lost his hair several years ago. The rest of his ensemble includes a short robe under studded leather armor. He also wields a wooden shield, light mace, and crossbow when outside his temple library. Standing 5 feet, 9 inches tall and weighing an emaciated 130 lbs., he's 44 years old.

Personality: Despite hiding every facial expression behind a mask, Ziyadi still has a delightful personality. He bears the weight of his ravaging disease with quiet

dignity, setting it aside to engage others with thoughtful discourse and even optimism. His burdens are his own and he doesn't wish to inconvenience others by sharing them, but doesn't mind doing so if he thinks they'll provide a greater lesson about the unexpected hardships of life. He possesses a keen, educated mind, especially on matters of faith and the history of the Land of the Pharaohs. He enjoys sharing these insights with others and always uses his divine powers for the greatest good, feeling a great personal responsibility to heal his friends so they'll never suffer the kind of wounds or afflictions he's known his entire life.

ADVANCEMENT

With each new level, Ziyadi advances as an oracle with the dual-cursed archetype, always increasing his skill ranks in Heal, Knowledge (history), Knowledge (religion), and Sense Motive. He alternates his other skill choices among Diplomacy, Linguistics, various Knowledge skills, and Spellcraft. At 2nd level, he adds *create water* and *ill omen* to his known spells, while upgrading his equipment to better face the challenges ahead. At 3rd level, he adds *endure elements* to his known spells and gains the misfortune revelation from the dual-cursed oracle archetype. He also selects Toughness as a new feat to bolster his withering constitution. At 4th level, Ziyadi increases his Charisma by 1 and adds *mending*, *oracle's burden*^{APG}, and *spear of purity*^{UM} to his known spells. He also looks to upgrade his armor, while adding a more powerful weapon in the form of a divine wand.

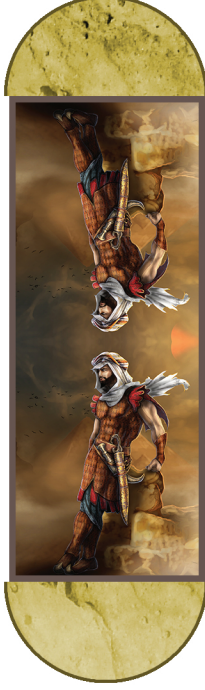
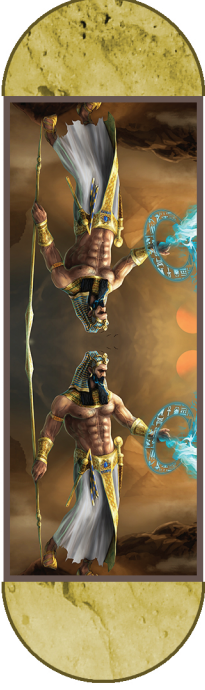
ROLEPLAYING IDEAS

- Ziyadi often casts his *virtue* orison as part of a ritual he believes will stave off the wasting disease inflicted by his curse. This causes him to mutter such prayers in moments of stress, particularly if heading into battle.
- Not yet realized by Ziyadi, his dual curses emanate from the Undead Pharaoh. Long ago, the mummy cursed one of his ancestors, creating the circumstances for the wasting disease that still afflicts his family. At the same time, the spirits of those who died from the disease (especially his own children) now haunt him as part of his oracle's curse, as well, and they constantly urge him to use his unexpectedly longer lifespan to put down the monster and avenge them.
- Ziyadi thoroughly enjoys academic pursuits and philosophical debates, having worked as a sage in the past. He gets along well with like-minded companions such as Asep Arukhet, Dorian Masuud, Kephenes Enterra, and Merradine Feist, staying up late to converse with them on such subjects.

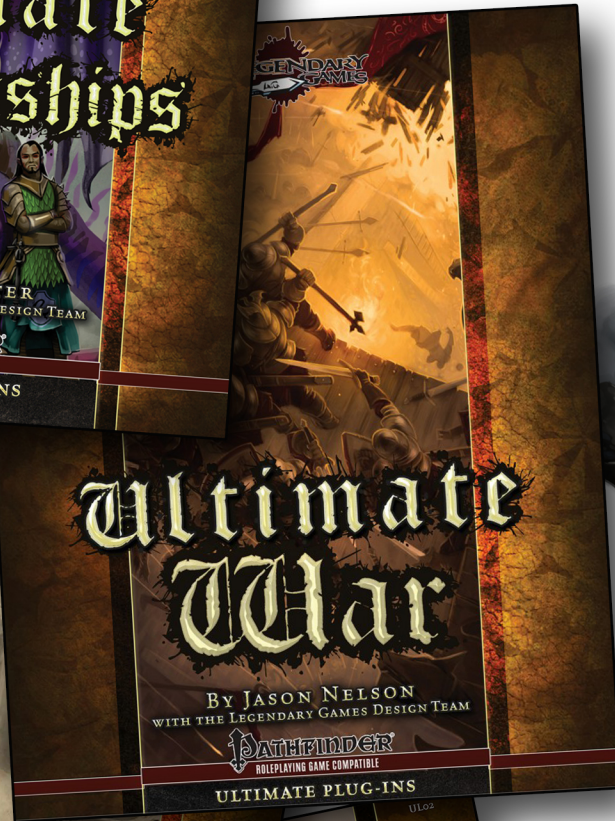
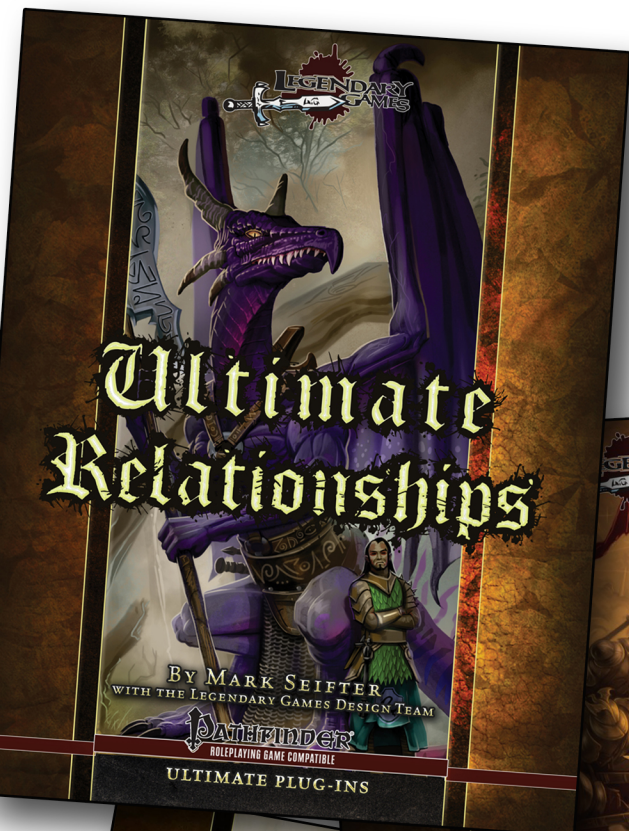
- Despite his general optimism and positive attitude, feelings of melancholy and survivor's remorse often afflict Ziyadi. Having outlived his own children, he represents the last of his line. At the same time, he fears time is running out on his opportunity to lift the Undead Pharaoh's curse, and he becomes increasingly agitated and frustrated with any delays in finding and opposing the mummy.

SCALING THE PC

Under a 15-point buy, Ziyadi reduces his Strength and Constitution by 2 to better reflect the wasting disease of his curse. This lowers his melee attacks and damage, CMB, CMD, hit points, and Fortitude saves by 1.



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