

Porphyra



Heroes of the Siwathi Desert

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Heroes of the Siwathi Desert

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A Day in the Siwathi Desert

Shimmering heat, visible waves seeming to come from the ground itself, made seeing difficult for Khamal, not that there was anything to see. Golden sand, outcrops of yellow stone, dirty gravel- and nothing. He stumbled on, remembering what his bapu told him about keeping the sun on his left... or was it his right? Damned featureless hell-hole. In Wathisia they at least tried to cultivate the dunes, made an effort. It was as though these Siwathi didn't want to make their land better, like they kept it barren for a reason! Hadn't they heard of magic? They supposedly had magicians, one heard stories...

Gods, it was hot. Khamal was tempted to rip off the burnoose he wore, get the sweaty hood off of his suffering head, but again, his bapu's lessons kept him from doing so. Perhaps if his bapu had been there at that cursed meeting with the smugglers, things might not have come to pass so. Siwath didn't have much that the rest of the world wanted, maybe that was why the sand-blasted zendiqi were left it. All Khamal wanted was a few desert relics, they were always digging them up from the dunes- and they were alamut relics, Deist artifacts for Tomas' sake! The northerners in Dal'malus were crazy for war-pieces of any kind... a pitted blade with a mark from the Twenty-Seven would fetch top dollar, Khamal could claim he took it from the quivering hand of a zendiqi mahlana and the gold- but that was all in the sandpit, now. Seven Blixian Money-guarders to keep an eye on a ragged pack of Buktu steel-sniffers, everything would have gone well if the numistian fools wouldn't have taken the bowshots at that miser-jackal, that jittering scavenger... But how were they to know it was the lead of a hunting pack for an anpur noble?

Khamal shook his hand at the sky, at the sun just past its zenith, on a long, slow slide into afternoon. He still carried his waterskin, and, stubbornly, the sack of Meynoni gold that was to have been the smugglers' due. The laughter of the guards, the horrified looks of the smugglers, who scattered to their camels... the anpur came over the ridge into the supposedly-hidden dry riverbed in a wave, jackal-headed warriors with slings and strange blades preceding some sort of sand-sled pulled by an enormous blue-black beetle. Like out of some story even his bapu would not have heard in his tent-bed! While his guards fell, their sand and coins falling into the dust like they were always there, Khamal had side-mounted his fine Keshite mare and sped into the desert like Rajuk himself had asked him to dance...

The horse had died two hours after dawn, and that was two hours ago, by Khamal's reckoning. Now he knew why his ancestors had fled to the Calinsur Mountains, had chased goat and tumble oxen and lived in huts rather than

remain in proud exile in this forsaken place plentiful only in sand and things that want to kill you in interesting ways. But Khamal knew he was almost to the river, the Oliti which flows from the Great Sunbright Glacier, Father to lakes and rivers and oceans and oceans of cool water...

And water there was. A lovely little pool, situated in the shade of a few worn rocks. People must forage here, for a few cacti stood nearby, and what looked like a crude hitching post. And... Toma be praised, is that a bird? A noble eagle, like which flies over the Lake of Coins! Khamal stumbled on blistered feet to the shining, improbable pool- and it may have been that he tried to drink the substance of the shimmering, ooze-like organism that squeezed the life, and the water from him. The coins that sprinkled from his ruptured bag were not lost upon the two zendiqi nomads that rested in their tent, a dun color so similar to the sands they might be made of it. They would take the water of his body, laid out by the mutarga, the mirage menace, with their dip-poles, and lure it out to take the northerner's gold. It would pass the cool of the evening, before they rode on to the Tent City of the Grand Wazir, due in these parts any day now, if the anpur were quiet.

Purple Duck Note: *The mirage menace can be found in Monsters of Porphyra.*

Races of the Desert

The following is a description of the major racial populations within the Desert of Siwath. Traits are listed alongside each race appropriate for the race and region.

Anpur

When you do not fear death, you are quick to choose the violent path. This is the rule that all those who deal with the anpur must remember. The anpur are the last vestige of a civilization that was ancient even to the old zendiqi. In days before memory, they built great pyramids as tombs for their kings. These tombs were built to provide every comfort for the interred in the afterlife based on complicated systems of metaphysics. The system of faith was built so that every successive generation would care for the needs of their forefathers in the underworld and be given the same honor by their children when they died in turn. All anpur would one day walk the silent streets of the necropolis.

However, after the Calling, Porphyra is a much changed place. The zendiqi returned to their ancestral home of the Siwath, and encroached on the anpur's ever expanding City of Tombs. Now, the anpur must fight

for territory or risk offending the long silent rulers of the city of the dead.

Indeed, their situation has made the anpur hasty to anger and quick to draw the sword. They fight for their way of life and death, and believe in postmortem rewards if they fall in their philosophy's defense. As such, the anpur are at stark odds with their neighbors. They worship the god Shankhil, whom they call Lord Ankh, which sets them against the strictly anti-deist zendiqi. (In truth, the anpur have worshiped an entity or an idea) called Lord Ankh for a time since before the Calling. Only after Shankhil's ascension to divinity did the philosophical idea become clothed in heavenly flesh, the Twilight Man coming to physically represent that which the anpur had long believed in.

The anpur are fierce foes of the gnolls, their cousins. The gnolls do not keep the anpuri religion and are therefore seen as little more than faithless dogs. What mercy could be given to those who do not even build death-houses for their fathers, and offer no food to the spirits of their grandsires? The anpur would weep for the starving ghosts of the gnolls, if they had tears to shed for those so wicked.

The City of Tombs is the center of the anpur's world. It must be maintained by the priests and cult-slaves, so that the long-dead kings and honored dead may continue to find joy and solace in death. It must be expanded if the now-living warriors will have a place to go after their service is completed. The anpur will do anything to ensure that this ancient city has a place in the future.

Anpur Racial Characteristics

Anpur player characters are defined by class levels—they do not possess racial hit dice. All anpur player characters possess the following racial characteristics.

- **+2 Strength, +2 Wisdom:** Anpur are powerful, observant, and ordered in their thinking. They are quick to act and have strong predatory instincts.
- **Humanoid:** Anpur are humanoids of the gnoll subtype.
- **Medium:** Anpur are medium humanoids with no penalty or bonus due to size.
- **Speed:** Anpur have a basic speed of 30 ft.
- **Darkvision:** Anpur can see in the dark up to 60 ft..
- **Ancestor Worship:** Anpur revere their an-

cestors who refused to descend into savagery. Anpur are treated as one level higher when casting spells of the divination school or using granted powers of the Ancestors subdomain, the bloodline powers of the Destined bloodline, and revelations of the oracle's Ancestor mystery. This ability does not give them early access to level-based powers; it only affects the powers they could use without this ability.

- **Desert Runner:** Anpur gain a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.
- **Fearless:** Anpur gain a +2 racial bonus on all saving throws against fear effects.
- **Weapon Familiarity:** Anpur are proficient with temple swords and flails.
- **Languages:** Anpur characters begin play speaking Common and Gnoll. Anpur with high intelligence can choose from Aquan, Auran, Ignan, Old Porphyran, Sphinx and Terran.



Racial Traits

The following are race traits specifically for anpur player characters, who may take one race trait.

Fear Not Death: Death is merely a journey into just reward. You fear it not, but serve its cause willingly while you dwell in this world. You gain a +2 trait bonus on saves against death effects, and when you do make a successful save against a death effect, the resulting religious ecstasy grants you a +1 trait bonus on attack rolls for the next minute.

Mummifier: You have spent your life preparing the dead and tending to their needs. You have built an immunity against death and disease. You gain a +1 trait bonus on Fortitude saves against diseases. Against a disease inflicted by an undead (such as mummy rot), this bonus increases to a +3 trait bonus.

Gnolls

The anpur might rule in their silent pyramids and the zendiqi might rule in their tent cities, but the gnolls rule the no-man's land of the desert wastes.

As the wind blows the sands of the desert, so too does it blow the myriad tribes of gnolls. The nomadic bands claim no permanent territory. Many tribes wander seasonal paths, following fresh water and merchant caravans. The gnolls do sparse trading, but prefer to simply raid for what they need.

They raid for many things, but slaves are their most coveted possession. Gnolls tend to be extraordinarily lazy, so slave labor is highly prized. Moreover, non-gnoll slaves bring skills and knowledge into the pack that the gnolls themselves do not possess. Slaves educated in the arts of weaving, pottery making, healing, and brewing are most highly prized. Pack leaders are willing to spill much of the blood of their pack in raids to kidnap such slaves.

Nobody realizes the sheer number of gnolls dwelling in the desert of Siwath, as nobody has had the opportunity or means to count them. The number is truly staggering. If the disparate tribes were assembled under one banner, if the gnolls were stirred to unification, the desert would be stained red with the blood of their foes – the Siwath itself could not contain them, and they would undoubtedly spill past the porphyrite borders into the rest of the world.

Luckily for Porphyra, this has not yet happened. The gnolls' tribal feuds, as well as their inherent lack of ambition, ensure that their battles remain petty and their

goals minor. Month after month, year after year, the gnolls raid each other for the same slaves and the same few coins, trading them each back and forth.

Gnoll Racial Characteristics

Gnolls are hyena-like humanoids of the gnoll subtype. Gnoll player characters from the Siwath have a Racial Point array of 8, rather than 6 points, to reflect their specialization regarding that location. Gnoll player characters are defined by class levels—they do not possess racial hit dice. All gnoll player characters possess the following racial characteristics.

- **+2 Strength, +2 Constitution:** To survive in the desert, gnolls are strong and physically tough.
- **Humanoid:** Gnolls are humanoids of the gnoll subtype.
- **Medium:** Gnolls are medium creatures and have no penalties or bonuses due to size.
- **Speed:** Gnolls have a base speed of 30 feet.
- **Camouflage:** With their sandy, dappled fur, Siwathi gnolls gain +4 to Stealth checks while in desert terrain.
- **Darkvision:** Gnolls can see 60 feet in the dark.
- **Natural Armor:** Gnoll hides are remarkably tough, granting them a +2 natural armor bonus.
- **Stalker:** Siwathi gnolls are consummate hunters of the deep desert, and always have Perception and Stealth as class skills.
- **Languages:** Siwathi Gnoll player characters begin play speaking Gnoll. Characters with high intelligence can choose to speak other languages from the following: Auran, Common, Old Porphyran and Sphinx.

Racial Traits

The following are race traits specifically for gnoll player characters, who may take one race trait.

Canine Kinship: You were raised alongside hyena pups. You think of them as part of the pack. You gain a +3 trait bonus on Handle Animal checks to handle hyena and canine animals (including wolves, dogs, and coyotes). Handle Animal is always a class skill for you.

Pack Fighter: Every battle you've ever fought, you've fought with your pack. Every wound you've suffered, your pack has suffered with you. Every victory you've won has been the pack's victory. You gain a +1 trait bonus to all attack rolls and skill checks the turn after you successfully benefit from a Teamwork Feat.

Pack Hierarchy: Submission and dominance has been bred and beaten into you. You gain a +2 trait bonus on Intimidate checks against creatures whose challenge rating is lower than your character level.

Zendiqi

The zendiqi people are the last tribal remnant of the native Porphyran humans who cling to the indigenous elemental worship that was common pre-Calling. The term zendiqi means ‘orthodox’ in Old Porphyran, the term first applied to the tribal whole when humans returned to their ancestral home in the Desert of Siwath. At their peak when the Deist incursion took place, zendiqi were the eventual, total losers in the NewGod War, and the only pure strains of the faith-based race exist in Siwath and their neighboring desert states.

Fiercely anti-deist and xenophobic, zendiqi bring swift retribution against any foolish enough to enter their domain. From the sprawling Tent City of the Grand Wazir to the four elemental houses at the far corners of the desert, enmity is brought to bear against unsanctioned outsiders who wander past their border stones. Dwarves and gnomes almost universally suffer their wrath, as the zendiqi see these new-comers to Porphyra as freaks. Elves and other god-worshippers often face an even grimmer fate at their hands. Only the northern-sponsored Serenity Guard act with impunity in their lands, and the zendiqi chafe fiercely at their leashing.

The zendiqi at present are in a precarious position. Their current Grand Wazir, Ha’roun al-Rashid, is at the end of his years, and the reforms that he has put in place might die with him. During his reign, the ritual immolation of outsiders dwindled to a scant few per year, and the raids of the thousand camel armies rarely swept out from the desert. Relations with outsiders (heretics though they be) have improved markedly, and many zendiqi have profited from the increase in visiting merchant caravans.

For the most part, manners and respect protect Ha’roun al-Rashid from being supplanted by right of combat. There is an undercurrent of the zendiqi, though, that would not be unhappy to leave the road the Grand Wazir has led them down. A faction of younger zendiqi is especially eager to bring the cleansing flame to the muhartik, and they fantasize about a coming holy war.

Zendiqi Racial Characteristics

Zendiqi are a pure blooded strain of aboriginal humans native to Porphyra, with the following characteristics: Zendiqi player characters are defined by class levels—

they do not possess racial hit dice. All zendiqi player characters possess the following racial characteristics.

- **+2 bonus to any one ability score:** Zendiqi are human and gain +2 to any single ability score.
- **Desert Runner:** The arid ancestral home of the zendiqi has caused them to adapt over the millennia, and they receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or other ill effects from running, forced marches, starvation, thirst, or hot or cold environments.
- **Death to the Stunted Ones:** Dwarves and gnomes are seen by the zendiqi as invaders and freaks, not native to Porphyra; they gain a +1 racial bonus to attack rolls against creatures of these types.
- **Infidel Destroyers:** Zendiqi bear special enmity for the clerics of the gods of the Calling, who cast down their elemental overlords in the NewGod war. Against those proven to be clerics, by bearing holy symbols, casting divine spells or being ‘smelled’, zendiqi gain a +2 dodge bonus to AC, and gain a +2 racial bonus on combat maneuvers to grapple clerical enemies. At the GM’s discretion, this can include inquisitors and oracles proven to be divine spellcasters, though neither class bears an aura.
- **Smell the Muhartik:** Once per day, a zendiqi can use a spell-like power similar to detect evil/good/chaos/law but only detects the aura of divine spellcasters such as clerics, paladins, and antipaladins. Smell the Muhartik behaves in all other ways as detect evil.
- **Strength of the Kafir:** The zendiqi philosophy of Kafir requires a refusal to accept the existence of the New Gods. Zendiqi gain a +2 racial bonus to saving throws vs. divine spells and effects, and apply -2 per character level on both healing, and damage caused by channeling positive or negative energy; this includes cure spells, though a zendiqi would be unlikely to allow one to be cast upon them.
- **The Old Way:** Zendiqi still cling to the veneration of the elemental lords, silent though they may be. When they come of age, zendiqi choose a bayit, or home element, and gain resistance 5 to that particular energy type: acid (earth-ard), cold (water- targ), electricity (air- gana) or fire (fire- nar).
- **Languages:** Zendiqi are xenophobic and begin play speaking only Old Porphyran, a human language unrelated to the Common tongue. Zendiqi with high intelligence can choose languages from the following list: Common, Gnoll, Sphinx, Sign Language and one of the elemental tongues; Aquan, Auran, Ignan or Terran. skill.

Racial Traits

The following are race traits specifically for zendiqi player characters from the Deserts of Siwath.

Ancient Logograms: You know the hieroglyphic script practiced by early humans who first lived in the Desert of Siwath; though unintuitive and difficult to use as a writing system, the abstract pictures are able to constrain much information into a small space. By compounding your spells with logograms, you are able to inscribe a spell on a single page of your spellbook, regardless of the spell's level.

Camel Rider: Your camel is well trained and can sniff out heretics almost as well as you can. Whenever you charge while riding a camel, you suffer only a -1 penalty to AC, and gain +1 to any subsequent Ride checks.

Sand Sympathizer (Social Trait): You have been convinced by heritage or propaganda that the Elementalists cause is righteous, and should rise again! You take 1 less point of healing or damage from positive energy and negative energy.

Whirling Fighter: Spinning and whirling, scimitars glinting in the sun's light, zendiqi can thwart their opponents with dance-like maneuvers. Whenever you move at least 10 feet in a round, you gain a +2 trait bonus on disarm combat maneuver attempts. Disarm attempts still provoke attacks of opportunities, without other appropriate abilities.

Purple Duck Note: *More information on the zendiqi can be found in Fehr's Ethnology: Zendiqi, available from Purple Duck Games, including more class options, feats, alternative traits, and a sample character.*

Elemental-Kin in the Deserts of Siwath

The prevalence of geniekind in the empires of the Old Porphyrans Elementalists essentially, over time, led to the growing caste of the human-bred elemental-kin, in their Common Tongue titles; Ifrits, from fire elemental beings, primarily efreeti, Oreads, from earth elemental beings, primarily shaitan, Sylphs, from air elemental beings, primarily djinni, and undines, from water elemental beings such as tritons and marids. They were honored beings in the sheikdoms and caliphates of the pre-Calling days, though they were forbidden from holding titles of hereditary power, unlike their more urbane kin in the Ghadab. This taboo was to avoid favoritism



among the local Elemental Lords, who preferred dealing with humans as subordinates, being elementally neutral, at least physically. Despite this taboo, elemental-kin filled many appointed positions of power, as military and community leaders, tribal elders, trade guilds, and leaders of magical training madrassas.

During the early years of the NewGod Wars, the elemental-kin were at the forefront of boosterism and recruiting, and most were confident quick victory would come to the powerful elemental forces. What they did not count on was the military readiness of the deist nations, as they were used to fighting amongst themselves, and were quickly able to combine forces to destroy the elementalists, with massive waves of outsiders- even devils and angels fighting side by side. The elemental-kin among the defeated forces took the brunt of deist persecution, often because of their resemblance to aasimar and tieflings, even moreso their representation of deliberate elemental incursion, the impunity of primitive forces thinking they can live like men- or gods. Evil deists killed elemental-kin prisoners outright, or subjected them to foul experiments, good deists outlawed them in their territories, or executed them with no less painful methods than their parallel allies in evil.

Thus, today, elemental-kin do not often travel far from

the ancestral lands of the elementalists, where they still can get a fragment of respect from the natives there. But, always, there are those with a burning desire to see the world and all of its wonders, and the exotic nature and appearance of the elemental-kin often open doors in foreign parts that find their skills useful or wish to know more about their disparaged kind, whom they know of often only in boring sermons from self-righteous preachers of staid scripture. Due to millennia of interference with mortals, the step-children of the genies and other elementals will appear in bloodlines for further millennia to come.

It is important to note that elemental-kin are not of the humanoid type, and thus not susceptible to any spell that targets a 'humanoid', typically a spell with the word 'person' in the title. Note the special exceptions under the spell-like ability information for Ifrits.

Purple Duck Note: *Regarding race creation game mechanics, all four races have been brought up to a total of 10 RP [‘race points’] as presented in the Advanced Race Guide.*

Ifrits

Ifrits in the Deserts of Siwath were once the self-appointed 'chosen ones' among the elemental-kin, most fit for positions of troop-leader, tribal sorcerer, or high ambassador to other tribes and clans. A 'madu', as they are called in Old Porphyran, that accepted a subordinate position was thought a little odd or mad. They mostly deserve their positions of high rank, as these sons of the efreeti are nothing if not ambitious, and far less inclined to live by the letter of their infernally law-abiding progenitors. Though a settlement of elder ifrit maintains a nexus at Mount Nar, at the southern terminus of the Calinsur mountains, Siwathi madu come and go constantly, as restless as the flickering flames of a desert campfire. Many ifrit have made the passage to Korech in the Ghadab, but madu there find them-selves a second-class race, losers in the war the Korechi would rather forget.

And lose they did, the generals and champions of the elemental forces, confident in their own abilities, but unsure or ignorant of the will and ability of their forces against the alien awesomeness of those from Beyond. Generally straightforward strategists, the myriad powers of outsiders proved the stratagems of generals such as Sheik J'hak Rhaynara and Caliph Awarath to be utterly outmatched. The reputations of madu ferocity did make an impression of the deist forces, and "mad as a madu" is still part of military parlance in many northern deist

countries. Siwathi ifrits never did recover as a cohesive group, and they are found acting alone or in small groups- not necessarily other ifrits- that they have bullied or dominated. This racial denial of defeat sometimes leads madu to hold on to ancient knowledge from the NewGod Wars and before- a tempting lure to those who would tame the firestorm.

Ifrit Racial Characteristics

Ifrit player characters are defined by class levels—they do not possess racial hit dice. All ifrit player characters possess the following racial characteristics.

- **+2 Dexterity, +2 Charisma, -2 Wisdom:** Ifrits are passionate and quick, but also impetuous and destructive.
- **Elemental-kin:** Ifrit are outsiders with the native subtype.
- **Medium:** Ifrits are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Ifrit have a base speed of 30 feet.
- **Darkvision:** Ifrits can see in the dark up to 60 feet.
- **Spell-like ability:** *Burning hands* 1/day or *enlarge/reduce person* 1 day, (caster level equals the ifrit's total Hit Dice). The spell-like ability choice must be made at character creation. If *enlarge/reduce person* is chosen, the ifrit can affect itself and other ifrits as though they were humanoids.
- **Elemental Resistance:** Ifrits have fire resistance 5.
- **Desert Mirage:** Siwathi ifrits are comfortable in high degrees of heat, and gain +2 on Stealth checks in desert environments, and on saves to resist starvation and thirst.
- **Fire in the Blood:** Siwathi ifrits gain fast healing 2 for 1 round anytime they take fire damage (whether or not this damage overcome their fire resistance, if any). A madu can heal up to 2 points per level per day with this ability, after which it ceases to function.
- **Memories of War:** Siwathi madu can choose one of elf, human or orc subtypes. They gain a +4 dodge bonus against the chosen humanoid subtype.
- **Languages:** Madu begin play speaking Old Porphyran and Ignan. Ifrits with high intelligence can choose from the following: Aquan, Auran, Common, Dwarven, Elven, Giant, Gnoll, Ignan and Terran.

Traits

The following traits are available for ifrits from the Deserts of Siwath.

Firecaster: If the zendiqi expect a fire show, be happy to give them one! You gain a +1 trait bonus on damage rolls for any spell you cast with the fire descriptor. Spells that do not deal damage do not benefit from this trait.

Smoky Jack's Child: The blood of Mal'Eket runs through you, you nasty thing. If you can use *enlarge/reduce person* as a spell or spell-like ability, you may also use it on yourself, as though you were a humanoid.

Oreads

Associated mostly with an affinity for the vast desert sands, oreads are likely the most common elemental-kin in the Deserts, unobtrusive but omnipresent, and prone to isolationism and retreating to their own insular communities when not conscripted by elementalists leaders. Their name in Old Porphyran is 'Rimal', and they were and are prized as front line soldiers and shock troops in any large-scale conflicts. Though oreads can be found nearly anywhere in the Siwath, they have a homeland of sorts, at Mount Ard, the immense flat-topped mesa in the lonely Pynian Arm of the desert. Colonies of rimal have been there for a millennia or more, and do a small amount of mining for extremely rare and precious metals and gems, which are worked and sold- and valued the world over.

During the NewGod War, rimal typically were slow to fight, and had to be wheedled by recruiters or otherwise convinced to join. On the front, however, they faced the enemy stoically and craftily, and when given free reign, could prepare excellent traps even in the most barren parts of the desert. Quicksand, collapsing dunes, pit traps, rockslides- all were signature works of oread engineers at work. "Fight iron with sand" was the motto of Siwathi rimal, and it was hoped it would allow more of the earth-kin to return to their small desert colonies. For the most part, it was not to be, as Landed dwarves soon caught on to rimal constructions, and every deist troop has a squad of 'Sandbeards' to probe for rimal traps and, eventually, their hidden camps. No quarter was given or asked in grim, dark battles beneath the graveled wadis of the Siwath. Surviving Siwathi oreads have returned to Mount Ard, and caravan busily from there to markets and to Creeper's Rift, where there is a thriving expatriate community of miners in Argentum. As such, some rimal have become fairly proficient glass-sailors, an odd

sight, to be sure, in the eastern Siwath.

Oread Racial Characteristics

Oread player characters are defined by class levels—they do not possess racial hit dice. All oread player characters possess the following racial characteristics.

- **+2 Strength, +2 Wisdom, -2 Charisma:** Oreads are strong, solid, stable and stoic.
- **Elemental-kin:** Oreads are outsiders with the native subtype.
- **Medium:** Oreads are Medium creatures and have no bonuses or penalties due to their size.
- **Slow Speed:** Oreads have a base speed of 20 feet.
- **Darkvision:** Oreads can see in the dark up to 60 feet.
- **Treacherous Earth:** Once per day, a Siwathi oread can will the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain, centered on an area the oread touches. This lasts for a number of minutes equal to the rimal's level, after which the ground returns to normal.
- **Energy Resistance:** Oreads have acid resistance 5.
- **Earth Affinity:** Oread sorcerers with the elemental (earth) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Oread clerics with the Earth domain use their domain powers and spells at +1 caster level.
- **Memories of War:** Siwathi rimal can choose one of elf, human or orc subtypes. They gain a +4 dodge bonus against the chosen humanoid subtype.
- **Stone in the Blood:** Oreads from the Siwath gain fast healing 2 for 1 round anytime they take acid damage (whether or not this damage overcomes their acid resistance, if any). A Rimal can heal up to 2 points per level per day with this ability, after which it ceases to function.
- **Languages:** Rimal begin play speaking Old Porphyran and Terran. Oreads with high intelligence scores can choose from the following: Aquan, Auran, Common, Dwarven, Elven, Giant, Gnoll, Ignan and Undercommon.

Traits

The following traits are available for oreads from the Deserts of Siwath.

Folk of the Dust: Rimal can go for days without drink, squatting in the dust like it was a soft cushion. You gain +2 to any save vs. petrification or the effects of thirst.

Sandspray: Rimal are so much a part of the sands, they can fling part of themselves at their enemy, hampering his aim. Once per day, you can fling sand at a living melee opponent that has visual senses, making him -1 on all attacks in the next round.

Sylphs

The race of djinn among the geniekind has always been difficult for their masters- the elemental lords- to tame, as much for their inherent benevolence as their chaotic nature. Those of the sylph race in the Siwathi, called 'habu' in the Old Porphyran tongue, were and are somewhat less difficult, as they are of this Material Plane, without the freedom of the 'eternal falling' of the Plane of Air. There is always wind in the Siwath, though, and electrical storms to thrill the blood of the mercurial sylphs. They possess a racial cynicism and sadness, some say, because of their 'abandonment' by their djinn progenitors. The Vale of Gana, a wide depression surrounding a large oasis south of the gnoll lands is their ancestral territory, though these days it is most often in the hands of one or another of the gnoll tribes, and, rarely, an anpur incursion. Siwathi habu have, in the past several centuries, established an enclave on the very cliffs of Typhoon Cove, due east of Gana- right under the gnolls' noses.

In the NewGod Wars, Siwathi sylphs continued their tradition of sacrificing the freedom of the few for the comfort of the many- sending those of rare martial intent or inherited debt to serve as scouts, spies and saboteurs for the Elementalist forces. The desert hawks served them then, as now, and they love the birds as members of their own families- to brag of slaying one is to invite the wrath of the storm, quick and final. Few habu survived their dangerous missions, and the lore of the Wars among the Siwathi sylphs is paltry and felt best forgotten. They did learn traditions of arcane wizarding power, both from theft of magic documents and items, and taking prisoners- and for that, the northern nations have long memories. Today in the Siwath, habu often set up shop as wizards-for-hire to the zendiqi, selling information, or guiding through the gnoll-infested lands south of the Oliti. They are fairly common in Buktu, and unafraid of venturing north into 'infidel' lands- uncannily more so than other elemental-kin, for some reason.

Sylph Racial Characteristics

Sylph player characters are defined by class levels—they do not possess racial hit dice. All sylph player characters possess the following racial characteristics.

- **+2 Dexterity, +2 Intelligence, -2 Constitution:** Sylphs are quick and insightful, but slight and delicate.
- **Elemental-kin:** Sylphs are outsiders with the native subtype.
- **Medium:** Sylphs are Medium creatures and have no bonuses or penalties due to their size.
- **Darkvision:** Sylphs can see in the dark up to 60 feet.
- **Energy Resistance:** Sylphs have electricity resistance 5.
- **Breeze-kissed:** A habu surrounds herself with swirling winds, gaining a +2 racial bonus to AC against nonmagical ranged attacks. The sylph can calm or renew these winds as a swift action.
- **Memories of War:** Siwathi habu can choose one of elf, human or orc subtypes. They gain a +4 dodge bonus against the chosen humanoid subtype.
- **Sky Speaker:** Siwathi habu can use speak with animals once per day to speak to birds or other flying animals. Caster level is equal to the sylph's Hit Dice.
- **Storm in the Blood:** Sylphs from the Siwath gain fast healing 2 for 1 round anytime they take electricity damage (whether or not this damage overcomes their electricity resistance, if any). A Habu can heal up to 2 points per level per day with this ability, after which it ceases to function.
- **Languages:** Habu begin play speaking Old Porphyran and Auran. Sylphs with high intelligence scores can choose from the following: Aquan, Auran, Common, Dwarven, Elven, Giant, Gnoll, Ignan and Undercommon.

Traits

The following traits are available for sylphs from the Deserts of Siwath.

Cliff Climber: The largest habu colonies are on the Cliffs of Gana, east of the Oasis- right under the noses of the scabrous gnolls! You gain +1 to Climb, and Climb is always a class skill for you.

Winds Go Everywhere: The whispers of the wind tell you things of many places, even if you have not been there. You gain +1 to Knowledge (geography) and Knowledge (geography) is always a class skill for you.

Undines

As strange as it may seem that an aquatic race should hail from a area dominated by deep, harsh desert, undines are now, more than ever, movers and shakers in the Deserts of Siwath. The Siwath is bordered on two sides by the ocean; Hyena Bay to the northwest, and the vast Coast of Bones to the south. Each large oasis in the desert is also attended, traditionally, by a muhit pilgrim (muhit being the traditional name of undines in Old Porphyran) from an old, old pact from pre-Calling days. A visit from the muhit was a great honor in the old days of the elementalists, and they were an essential part of the War effort, coordinating with kinfolk in the Rainbow Isles, infiltrating pale-skin camps with their abilities, and providing sustenance for troops in the hot wadis of the desert battlefields. Only the attacks on their offshore cities brought undines from the the battlefields, to defend them, and so the elementalists fell to the two-pronged attack by the invading deists.

Muhit -Siwathi undines-still make their pilgrimages to Lake Targ on the borders of the Glass Sea, and to the designated oases in the deep desert. Some of martial mind and vengeful memory join zendiqi bands of raiders, usually in a support role- but some hailing from Hyena Bay are reviving the cult of The Poison Wave, or hiring themselves out to the anpur in navigating and plumbing the depths of the Oliti in the north. Undines also have been found proficient in navigating border raids into The Pynian Coast, through the pestilent jungle and its many pools, streams and swamps. The children of the ancient and powerful marids always know that the seas will welcome them, even if the land is especially hostile to their kind.

Undine Racial Characteristics

Undine player characters are defined by class levels—they do not possess racial hit dice. All undine player characters possess the following racial characteristics.

- **+2 Dexterity, +2 Wisdom, -2 Strength:** Undines are both perceptive and agile, but tend to adapt rather than meet force with force.
- **Elemental-kin:** Undines are outsiders with the native subtype.
- **Medium:** Undines are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Undines have a base speed of 30 feet on land. They also have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.
- **Darkvision:** Undines can see in the dark up to 60

feet.

- **Flesh Chameleon:** A muhit can change her coloration to match human skin tones. As a standard action a Siwathi undine can change her natural blue hue to match any normal human skin tone, and revert as a free action. This grants a +4 racial bonus on Disguise checks to appear human.
- **Hydrated Vitality:** Undines from the Siwath gain fast healing 2 anytime they submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. A muhit can heal up to 2 points per level per day with this ability, after which it ceases to function.
- **Memories of War:** Siwathi madu can choose one of elf, human or orc subtypes. They gain a +4 dodge bonus against the chosen humanoid subtype.
- **Spell-like ability:** *Hydraulic push* 1/day (caster level equals the undine's level)
- **Water Affinity:** Undine sorcerers with the elemental (water) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Undine clerics with the Water domain cast their Water domain powers and spells at +1 caster level.
- **Languages:** Muhit begin play speaking Aquan and Old Porphyran. Undines with high Intelligence scores can choose from the following: Auran, Common, Dwarven, Elven, Giant, Gnoll, Ignan and Terran.

Traits

The following traits are available for undines from the Deserts of Siwath.

Cold Sea Dweller: Once, before they were needed for the War, undines lived in peaceful cities beneath the frigid waters of the Easter Cold Sea. You gain cold resistance 2.

Water Carrier: An undine with a desert party guaranteed no one would go thirsty, not even the camels. You can use your *hydraulic push* as a *create water* orison with the same effects.



Government of the Siwath

As one of the primary residences of the defeated peoples of the NewGod Wars, the 'government', as such, in the region of the Siwath, are subject to a certain amount of foreign interference and imposition, especially by the theocratic machinery of the Codion, highest priest of the Church of Gerana. The military arm of the Church, the Codionic Knights, even has a special branch of their order, the Serenity Guard, that is charged with "keeping an eye" on the zendiqi and the southern defeated regions. In Siwath, that is the Serenity Guard of the Sands, and many members of the Impervious Knights of the Code are among their number, extremely hard men and women who would like nothing better than to purge the sands and turn the entire region into a version of the Northlanders' gulags. Every village of consequence, and even some of no consequence, has a member of the Serenity Guard there as a 'guide' to proper participation in the Peace. That many of the Serenity Guard do much good in the often-impooverished communities is a bright light in a sometimes dark situation, as dark as the moonless desert at night. Healing is hard to come by in Siwath, and if it can be delivered with a minimum of proselytization, the better. The negative report of a Serenity Guard, or, worse yet, the assassination of one, can have a wide variety of results, from a heavy trade penalty or payment, to the decimation of a random nomad band in the desert by way of summoned demon or angel. Needless to say, the rebel organization of the 'Sandmen', a brotherhood of anti-northern activists and saboteurs, does not do open business in the Siwath, preferring to take the struggle to "the enemy". So persists a quietly seething triangle of influence: northern (primarily Landed territories such as Blix, Meynon and The Middle Kingdoms) interests, often clerical, embodied in inspectors, factors and Serenity Guard- and their sympathizers among southern Porphyrans- versus the tribal elders, warriors, and underground Elementalists seeking more autonomy for their people to try to expand agriculturally and economically, versus the Daamati of the Sandmen, fanatics that want to drive out the northerners, and replace the "cooperative" acting governments.

All three groups have their merits and flaws: the Guard and their sympathizers truly do keep military invasion from sweeping down upon the Deserts, and it is often a difficult job to convince warhawks from doing so. The Guard can be harsh and dogmatic, however, and is accused of limiting economic and agricultural expansion with the agenda of keeping the south poor and underpopulated. The tribal and village governments, under

the loose auspices of the Wazir, do their best to unify the peoples of the Siwath, and limit the very real possibility of intertribal skirmishes, and the occurrence of splinter groups and factionism. The magical resources of the prodigiously arcane people of the desert is concentrated in the ruling class, and they have enough noblesse oblige to improve the lot of people where they can- instead of turning their powers toward war- as they did in the Calling/NewGod Wars era. They are, however, a proud and somewhat primitive lot, extremely tradition-bound and possess a great deal of class snobbery. The Sandmen are secretive by their very definition, a loose, cell-based brotherhood noted for their willingness to die by internally-generated body dissolution into sand if captured- a religious, as well as necessity based event. They give a voice to oppressed and disaffected zendiqi, and outlet for dissident youth, and often move to expose northerner abuses unknown to the 'collaborative' tribesmen. But the Daamati too often let their contempt for the non-resisters made known, and collateral damage in their pursuits almost always falls on the innocent as well as the infidel.

Settlements of the Deserts of Siwath

Many of the settlement qualities are taken from *Cityscapes: New Settlement Options* by Skortched Urf' Studios for the *Pathfinder Roleplaying Game*. Both permanent villages and temporary camps are common in the Siwath, almost always situated around an oases, or sometimes a massif of rock jutting from the sands as a source of shelter. A typical village would have not more than 100 people and few amenities, though almost all (90%) have a spellcaster of some sort present, most likely (70%) a sorcerer of levels 1-4, of the elemental bloodline, or one of its wildblood variants. Equal (5%) chances can be given to bards, oracles, summoners, witches, wizards or a more obscure class, such as rooks, spellcasting rangers or mediums. 5-10 more martially minded classed characters would be present, as well, primarily fighters (70%), but with good (10% each) chances of cavaliers, rangers, or some other more obscure class such as barbarian, gunslinger, or monk. Generally speaking, a village or camp will have at least an unfriendly attitude to visible foreigners, but do not automatically attack, depending on the makeup of the community.



New Governments and Qualities

These qualities and government types were created by *Skortched Urf Studios* and reprinted here.

Dynasty (Government)

Power is concentrated in the hands of a single family or a small group of closely related, inter-married families. These elites have ruled the settlement since its inception, and manipulated the power structure to ensure they remain in power.

ADJUSTMENTS

Increase Corruption +1, Law +1. Decrease Society -2.

City of the Dead (Quality)

The settlement abuts a massive, historically significant graveyard, massive tomb or mausoleum complex. Its monuments are well maintained, and a powerful ancestor cult exists within the city, either in replacement or addition to traditional religions.

ADJUSTMENTS

Decrease Economy -2, Increase Lore +2, Law +1. Add the settlement's Lore modifier to Knowledge (history) and Knowledge (nobility) checks.

Majestic (Quality)

The settlement is known for its dramatic, sweeping architecture, monumental statuary and is built to a scale alien to most Medium size humanoids. Perhaps the settlement was once a domain of giants, or simply a human metropolis hewn to an epic scale for the sake of grandeur.

ADJUSTMENTS

Increase spellcasting by +1 level. Add +1d8 to the number of the most expensive category of magic items the settlement offers for sale, as determined by its size

Mobile: Frontlines (Quality)

The entire settlement can move, albeit slowly, not much faster than an average man could walk. Perhaps it floats on a cushion of magical air, hundreds of feet above the landscape, is a fortresscastle growing from the back of some impossibly large creature, or is some kind of enormous steampunk or magi-tech tank. This city is designed to patrol its kingdom or territory, responding to threats and offering the city's defenses to those in need.

ADJUSTMENTS

Reduce Corruption -1, Economy -1, Society -1. Increase the Base Value and Purchase Limit of the settlement by 25% when trading weapons and armor.

Racial Enclave (Quality)

The settlement is dominated by a single race: a pleasant Halfling farming community, an Elven capitol, a collection of Half-Orc yurts on the open plains, ect.

ADJUSTMENTS

Decrease Society -1. Members of one or more races, chosen when the settlement is founded, is especially welcome in the tightknit and homogenous settlement. Members of this race can purchase goods and services in the settlement at a 25% discount.

Royal Accommodations (Quality)

One or more members of a royal dynasty call the settlement home. As such, security is extremely tight, and the local economy has taken flight, as merchants catering to the nobility have sprung up.

ADJUSTMENT

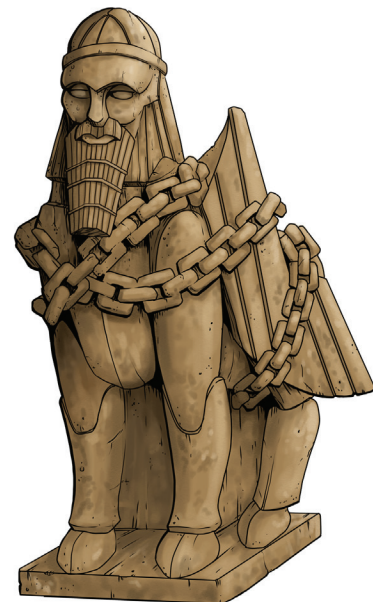
Increase Economy +1, Law +2. Decrease Society -1. Increase the purchase price of high quality or luxury items, such as jewelry, fine clothes or food, entertainment, weapons and all magical items purchased in the settlement by +10% due to widespread inflation.

Sacred Animals (Quality)

In this settlement there is a great taboo (punishable by death, exile or other severe penance) about killing a particular breed of beast. Depending on the settlement, the sacred animal might be innocuous (house cats, ravens), irritating and mischievous (monkeys) or a stubborn hazard on the roads (horses, cattle). The animals have free run of the settlement.

ADJUSTMENTS

Decrease Corruption -1, Economy -1. Increase Lore +1.



AR'ROK

The smoke of camel-dung fires greeted Rostam as he emerged from his tent in the Visitor's Grounds. Back in Ghadab they had charcoal, at least, but beggars could not be choosers, and for the moment, the glass-merchant was beggared by circumstance.

"Rostam, peace be upon you, the hand of the Four be your guide," said Wali, a seedy-looking, blue-skinned man with finny ears. What did they call them here? He sold ice and lemon water out of a small dugout, and gouged prices.

"Ummm, Wali, peace be upon you," Rostam said. Faith was a much more personal expression back home. These westerners were quite mad, in his opinion. "Do you think the mahлана will be back today, to hear my case?"

"Most assuredly," Wali said, for the fourth day in a row. "Justice is Sharif Al-Khai's bread and meat. Would you like some ice water? First sale of the day, three simbi!"

At home a simbi would get you a gallon, but Rostam was dizzy from thirst. He paid three shells, a third of what he had left, and would not take the cup until it brimmed at the top.

"By the Four, I thank you," he said, and guzzled the cup, handing it back. A line of mahdi went past, veiled and muffled, a huge mawgriff in tow, loaded down with bundles.

The undine regarded the procession. "The mahdeen are wealthy and pious, it is true..." Wali said sagely. Rostam listened, arms crossed, still thirsty. "It is said they can smell metal, did you know that? Why, a fellow was saying the other day that there were such things as... glass knives? I imagine you knew that though... more water?"

Ar'Rok

NE village

Corruption +0; **Crime** -5; **Economy** -1; **Law** +1; **Lore** +0; **Society** +1

Qualities racially intolerant (elves, orcs), superstitious
Danger +0

DEMOGRAPHICS

Government Autocracy

Population 200 (180 zendiqi, 20 elemental-kin)

NOTABLE NPCS

Crotchety Headman Sharif Al'khai (N zendiqi bard 5)

Erratic Alchemist Ali Khabu (NE zendiqi alchemist 4)

Fanatic Prophet Zerath Zelkarr (NE ifrit oracle 4)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4+1; **Medium Items** 1d4+1; **Major Items** (50% of 1)

The village of Ar'Rok (often called Arrook in the north) is not much different than dozens of others scattered throughout the Siwath, perhaps a little bigger, but is included here because it is one that most every educated northerner remembers. For less than a league east of here is where the final end to the NewGod Wars took place. The Grand Wazir of that time, the ifrit madu Shebn Raziel capitulated before a vast Deist host after learning of the simultaneous siege of Mount Nar, ancestral home of the ifrits; a masterful two-pronged attack penetrating deep into the heart of the Siwath from south and north. How the Deist forces landed on the Brown Coast so easily, and surprised the fierce madu ifrits is a story for another day, but suffice it to say it was the end of the two-centuries-long conflict. The ifrit Wazir immediately proceeded to the small Temple to the Four in Ar'Rok and ceremonially immolated himself, not an easy task for an ifrit, and the war, for the most part, was over. The Headman of Ar'Rok was horrified and relieved, in equal parts; his village would be spared annihilation as the overmatched Elementalist forces beat a retreat, pursued by the Deists, but by the same token, he had visions of the subsequent treaty and remembrance of surrender being the "Battle of Ar'Rok" or "Treaty of Ar'Rok" or, The Four forbid, his village renamed as "Raziel's Pyre". So the courageous Headman, nameless for eternity, went to the encamped Deists, with flags of parley, on his knees to beg: do not name the place of the treaty! Give no details of the signing, and the circumstances forthwith. Let your victory be faceless, and he would tell the Great General some hard facts about how best to rule over the conquered zendiqi people. Let them seethe. Give your people a 'bogeyman' to fear, and heroes to admire. Leave us in our world of sand and memories, and both our troubles will be few. The nameless General and the nameless Headman played a game of Arbakampsi- and history does not tell us the winner. They drank Vinterroise Sacramental, and gifts were exchanged in the age-old manner of host and guest.

It would be quaint to say that life in Ar'Rok is the same as it was a thousand years ago, but it is constantly changing, as all things do. Goats and camels are staples of the economy, as are dates from cultivated groves, but fruit from the north has been a good crop there for several generations. Agriculture is a small guarantee against depredation, as one does not kill the desert hawk that lays gems on the sand. An ironic industry of Ar'Rok is called "sand-farming" in those parts; finding relics of the battles that raged in the sands between the village and the Brown Coast. A brisk black market thrives in the

area, as the Aroki have developed closely-guarded secrets in the trade, and lead expeditions according to documented battle sites to find ancient plunder- even the impromptu burial sites of powerful Deists in the gravel pans and wadis.

The current Headman of Ar'Rok is Sharif Al'Kai, a dour muzzein who is careful to rule as his forebears have done. He does have one weakness- firearms! There has been a local fad for the exotic northern weapons, and Sharif has fallen deeply. Jealousy of the tinkers of Buktū probably plays some part in it, as would starting a new industry in the moribund economy. Religion, such as it is locally, has not raised any alarms, as it is seen to be somehow anti-deist. In the southern desert there come cold rains from the Eastern Cold Sea, called there "Tears of the Muhiteen"- they are uncomfortable and often exacerbate illnesses of the old and infirm, but they bring life, much like change in Ar'Rok. Another unique property of the village is that the Tent City of the Grand Wazir keeps a wide berth from the place, and the most zealous of the zendiqi muhartik slayers stay away, from some kind of ancestral fear, one reckons. Religion and elementalism is virtually ignored here, except for those like Al'Kai, and a token fire-hermit in the Grotto of Im-molation. But if you are to visit that place, you might notice a dusty object in the corner- an ancient bottle of wine...

BUKTU

The column of riders came over the rise, the light of the dawn glinting off their steel shields, a dozen or so. Ali, dozing in anticipation of such a signal, nearly fell off the parapet as he awoke.

"A bunch of fruit! Ripe fruit!" he called down to the wall. He did so in Fire-talk, his bayit, in the agreed-upon code, for he knew the approaching riders were Serenity Guard. They had the smug knowledge that their disappearance, now that they had made it to Buktū, would bring the wrath of the North down upon the dusty, walled town. The time for 'accidents' was past, when gnolls, or shebbah could be blamed for casualties. Ali slithered down the sally-rope to the ground in front of Buktū's Wall Eternal.

"Greetings, honored guests, my tent is your tent! I am Ali ben Ali!" he called in the tongue of the Landed ones. A little hospitality went a long way.

"My camels are thirsty, my tales need telling, I thank you a thousand times, by air, by earth, by fire and by water.." the leader of the outsiders spoke Old Porphyran perfectly, his tone like the Wazir himself. The northerner had yellow hair like sulfur from Nar's Pit, and eyes a natural blue, unlike

the bayit-blue of the targ-bayit.

"You are welcome here," Ali said lamely, trying to delay the column, which rode past on Northerner horses, huge and sweaty.

"No, we're not," the stranger said, matter-of-factly. "We're here to see that you sand-eaters keep the Peace, and steer clear of those heretical 'Lords' that becalmed you in this wasteland. If we were welcome here, we wouldn't be here."

He never even met Ali's gaze, and the gate opened silently and obediently, knowing that to force the Guard to knock upon it would break the Conventions, and cost lives of Buktū innocents.

"Get out of my way, sand rat," the Guard said, in a bored tone.

Buktū

N small town

Corruption +2; **Crime** +1; **Economy** +3; **Law** +2; **Lore** +1; **Society** -3

Qualities defensible, strategic location

Danger +0

DEMOGRAPHICS

Government Dynasty

Population 2,000 (1,500 zendiqi, 500 elemental-kin, a few others)

NOTABLE NPCS

Dynastic Leader Sheik Dajaan Serra (N zendiqi aristocrat 8)

Arrogant Northerner Serenity Guard Shem (N human wizard 5)

Wise Wanderer Brother Lithicus (LN oread monk 3)

MARKETPLACE

Base Value 1,100 gp; **Purchase Limit** 5,500 gp; **Spell-casting** 4th; **Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

"Tougher than a Buktū brothelkeeper" is a saying that has survived the ages since the NewGod Wars, though most who say it have not been within a week's camel-ride from the rugged town of shrewd survivalists. The town was once the stronghold of an Elemental Lord, who angered his fellows to the degree that they collectively erased the existence and all references to the Lord – even his name- and gave the walled site to a clan of itinerant tradesmen, the Clan Serra. Their dynasty has led the community for at least two thousand years. The spider-holes, hidden passageways, clandestine under-halls and secret doors of Buktū only serve to increase the dire muttering in the beards of the desert devout, on a hive of questionable behavior and mentality.

The story-or myth-or legend-of the Hundred Concubines is one example; one amazing woman, Shekyrah Azroeli, is supposed to have had one hundred (a doubtful number) husbands, yet was said to lay with each only once a year! Aided by the labyrinths of Buktu, a complicit desert oracle/matchmaker, and the grateful women of a hardscrabble town.

Bearing thick shaitan-built walls upon a desert butte, overtop a deep aquifer, Buktu has withstood the test of aeons, sandstorms, siege by both gnolls and anpur, cultic fads and assault by Deist forces on several occasions. The attitude of the Buktuni has always been that of endurance, of hunkering down against the storm, for it will pass. A legendary exception is, of course, during the NewGod Wars, when an enormous army of Pynnian conscripts struck at Buktu, and their cunning general, Klash Chuud, went to the legendary Sheik Al-Genn Serra to submit demands for surrender. Serra conceded that Klash's army was vast, but said that his defenders were stronger. He motioned for one of his sentries, and told him to leap from the wall. The man did so, and Chuud understood the lesson, leaving, instead, with a hefty bribe. That the sentry was rumored to be a desert sylph who was known to float from most heights like a butterfly is indicative of Buktu's practicality.

It is a reality of the Siwath that orthodox attitudes toward taboos, northernism, and superstition are far more common with nomadic groups than town- and village-based life. Fanaticism is acknowledged as having its place in Siwathi society- though just "Take your sword to the sand!" is a common saying. In Buktu, survival is most important, but commerce is a close second- leaving the pronouncements of the desert mahdeen as a tolerated third. The narrow path between piety and pay is as much a game and pastime as arbakampsi, the dice-and-gambling obsession of the zendiqi people. The northern Deist presence in Buktu is also a hard reality, a six-century lingering example of memory and implacability that gives even the proud zendiqi pause. Rather than sending washed-out bureaucrats to Buktu as a punishment detail, the Codion's Council often sends zealots and powerful spymasters as chef de mission there, in a fortified and magically protected embassy called North House. A cordial détente has developed, broken only by horrifying fanatical acts on both parts- but that is part of the simmering feud.

Buktu today is a haven of low-resource innovation, a bright example of doing much with very little, be it manufacturing black powder from camel dung, refurbishing magic items left in the sand during the NewGod

Wars, or even moderately successful attempts at desert agriculture. The nomadic people of the area, both elemental-kin and zendiqi, bring their goats and sheep, and occasionally stranger herd-beasts to the meat-yards of Buktu. The taste of roasted scorpion and grilled solifugid has not quite caught on in the south, but many desertman's survival rations will include arachnid-flesh as the food of last resort. Economic sustainability notwithstanding, Buktu is a dangerous place, especially for identifiable northerners, clerics of the New Gods, elves, dwarves, orcs, drunks, children, old ladies...

CITY OF TOMBS

The view was quite spectacular from Murfee's cell, in the so-called High Den Tower, in the fabled City of Tombs. The halfling 'entrepreneur' shifted on his pile of straw and smiled to himself. He need not stand on his furry toes to see that view again. But something stirred at him, today was different, somehow. First, he had gotten bread to eat. Bread! Anpur did not bake, as far as he knew, and weren't big traders. Fresh straw last night, no interrogation in their yapping, tongue. Maybe the jackal-headed rat-eaters were finally starting to buy his line of being sent from Lord Ankh himself, which he figured had kept him alive since they found him helping himself to trinkets in an outer tomb on the north end of this graveyard-town.

Tiptoeing to the window, Murfee took a peek. The monument/ buildings, sealed tombs of bones or bakeries, spread out in the waning light- and not an anpur in sight! He slid out a cloth-wrapped wad of grease and rubbed it on his body. He swiftly pushed himself up and twisted, feet first, at an angle at the slot window that he had eyeballed for the month he had been here. He slid halfway through, scraping his body badly, finally losing a patch of scalp and hair, dropping to his fingertips on the window-ledge. Using wads of sticky straw, he slid down the slight slant of the tower, flipping at the end of the thirty-foot slide to land, puffing, on his feet in an alley... face to face with a full dozen anpur, shorn of their golden accoutrements, the glinting eyes of their drooling jackals reflecting the dying light. The lead one, tall and tawny furred, spoke in harsh Common;

"It is bleeding. Good. Now our sport shall begin..."

City of Tombs

LN small city

Corruption -1; **Crime** +0; **Economy** -1; **Law** +5; **Lore** +5; **Society** +0

Qualities city of the dead, holy site, insular, majestic, racial enclave (anpur)

Danger +5

DEMOGRAPHICS

Government Theocracy

Population 5,500 (5,000 anpur, 500 eventuals, aasimar, tieflings)

NOTABLE NPCs

Scheming General Vizier Barrik Yark (LE tiefling ranger 6)

Powerful Cleric-bureaucrat Iry-Pat Qa'a (LN anpur cleric 8/lore-master 3)

Vain Princess Divine Adoratrice Chuk Cha'ok (LN anpur aristocrat 7)

MARKETPLACE

Base Value 4,000 gp; **Purchase Limit** 25,000 gp;

Spellcasting 9th; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6 +1d8

The ancient race of the anpur have been known to engage in crusades and colonization efforts of their own, and have small colonies across the southern deserts of Porphyra, staying to the north desert regions such as the Silverlands north of Argentum, the Plains of Ruach (both in Simoon) and the Salt Flats and Glass Sands of Ghadab. All of these colonies attempt to imitate, on a small scale, the majesty that is the City of Tombs, called 'HreHa-Aroo' in the Anpur-Gnoll dialect. The City is unlike any community of any other race on Porphyra, though some of the ruins in Ghadab suggest the same style, and Kama Rue in the Clandoms of the Fourlands is a similarly grand scale. Five sectors each surround a massive pyramid, approaching 480 feet in height, with sub-pyramids, warehouse-like mastabas, and separate quarters and buildings for the various ritual processes involved in the anpur philosophy/religion of preparing for the afterlife. Buildings grow smaller and more utilitarian near the shore of the Oliti River, as the lower-castes tend to the business of tending to the needs of the living there, raising gardens of herbs and forage, and tending to nests of "meerum", a type of desert rodent the size of a small dog. [Use the statistics for 'donkey rat' from Ultimate Magic, replacing the Swim skill with Acrobatics +15] These sandy-colored, semi-domesticated beasts are both pet and livestock to the anpur, and each family group keeps a dozen or so, tithing one to the priesthood

and aristocracy every month. Lacy towers serve the purpose of observing stars and the moon, the forte of their adopted god, and for keeping flocks of desert hawks, serving as another source of food, sport and watch-beast. The anpur race is still feeling the aftershocks of The Calling, which has revitalized the race in strange ways-making the transition from a culture that believed in a sustained post-death existence as a preserved and catered-to mummy, to a religion striving for an orderly afterlife as a spirit being the Outer Planes of The Great Beyond. Sectarian conflict is all-too common in the City, and factions are subtle and quarrelsome. The anpur worship Lord Ankh, an avatar or interpretation (depending on the sect one follows) of the New God Shankhil. Lord Ankh's Temple is the most recent grand construction in the City of Tombs, in a controversial location between the Great Pyramid Tombs of honored death and the burrows and sheds of undignified mortal existence. Observances and services for Lord Ankh often take place in the streets, outside the temple, as it seems to placate the lower-class masses more than secretive services in the Temple. It is probably more likely that factionism and political by-play demands each side see what the other is up to... Forays into the desert are committed by warriors (who quarter in towers connected the low city walls) and by aristocrats who wish to hunt. Aristocrats are the only anpur who will travel under some other being's power, drawn in polished sand-boats by large scarab beetles, sacred gold-painted guard-beasts of the Homes of the Ancients, the 5 central pyramids.

As for the aristocrats themselves, Iry'Pat Qa'a is the currently ascendant religious leader, of the Avatarist faction, one of the more conservative of the various sects of Lord Ankh. A tall, lean anpur with snow-white fur, he has advocated cautious isolationism, responding only to outlanders proven to be adherents of Lord Ankh's "lesser incarnations". Even this is a softer line than some warhawks who would see the desert and the borderlands stained red with the "snoutless ones". If the Iry'Pat were to bend a closer ear to the sinister vizier Barrik Yark, who embraces his hell-born ancestry, it would definitely be so. The vizier's commandos often raid the border with New Wathis and have given the anpur a bad reputation. Foreigners who wish to penetrate the City of Tombs had best do so only if they can prove their devotion to Shankhil, their prowess against the desert gnolls, or have some extravagant present for the Adoratrice Cha'ok, a spoiled princess in the vein of any non-jackalheaded humanoid found anywhere else in the Multiverse. Packs of prowling desert gnolls come and go from the site of the

City, spoiling for a fight- and sometimes the anpur give it to them, if only to catch a glimpse of the promised Door Of Lord Ankh, the door to the promised Beyond, and a promise to lay in the Home of the Ancients forever.

TENT CITY OF THE GRAND WAZIR

"Make way! Make way! The Har'shursi comes, the Captain of the Har'shursi comes, bow down, make way..."

The muzayn brayed the phrase he was requested, and the busy people moved to and fro through the carpeted 'streets' of the mobile city, the city of the aging Grand Wazir- so old that the talk of succession dominated all others. Through the half-dozen bodyguards in their blue, red, yellow and brown plowed the form of Hazim al-Hizar, Captain of the Har'shursi. Stocky and frenetic, and spoiling for recognition.

"Muzayn! I thought you were the loudest in this splendid part of the desert, why do the cattle not flee before your clanging?" His men chuckled dutifully and hefted their long spears. Those lending half an eye and ear swiftly became busy elsewhere. The muzayn gulped and tried again; he altered his voice magically to impose his will, and all retreated from the square, except a dusty beggar.

"Hmph. How does a beggar come to be in the City-That-Walks?" crowed Al-Hizar. "When mahlana-bey Duruk comes to the Carried Throne such stupidity will end, I guarantee! Sweep this garbage away, Ali."

So Ali tried, using his weapon to push the figure on- but a hand shot out of the rags and snapped it like a twig. With the training of teamwork the other five moved forward, thrusting butt-ends and blocking the path to Al-Hizar. Only one found its mark, the other four were swiftly broken- and then a bronzed, weathered face had the guard that had struck it in a headlock.

"Al-Hizar. So confident, so stupid. When these are my men they will learn to respect the people," he dropped the stunned guard. "And as for you..."

"Duruk! I did not know..." Al-Hizar fell and groveled.

Tent City of the Grand Wazir

N large town

Corruption -2; **Crime** +0; **Economy** -1; **Law** +3; **Lore** +3; **Society** -3

Qualities mobile: frontlines, racial enclave (zendiqi), royal accommodations, sacred animals (camels)

Danger +5

DEMOGRAPHICS

Government Autocracy

Population 4,000 (3,500 zendiqi, 500 elemental-kin)

NOTABLE NPCS

Aging Despot Grand Wazir Ha'roun Al-Rashid (NG zendiqi sorcerer 9)

Ambitious Warchief Bey Hazim Al-Hizar (LE zendiqi cavalier 7)

Mysterious Power Broker Fisset Del Arma (N sylph rogue 5/ bard 3)

MARKETPLACE

Base Value 2,000 gp; **Purchase Limit** 10,000 gp; (foreigners pay +25%); **Spellcasting** 6th; **Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

There are those in the north that say that the Tent City of the Grand Wazir is a myth; that at best, it was eradicated by the Deist crusaders during the NewGod Wars, and more likely was never more than a bigger-than-average raggedy awning in the desert. The crusaders knew, they saw, and if it did not impress them as much as the alabaster domes of Sanctus Templum did, they bore no imagination at all. Depending on the historian, the City was destroyed – scattered would be a better term- several times by commando incursions, or was never attacked once, as many Deists could not tell one desert camp from another. Like flowers in the desert, the City would bloom again, watered by the blood of its people.

A fluid, varying collection of tents, wagons, camel caravans – even a Fourlander airship and a pair of portable minarets- the variety of the Tent City is difficult to describe. From a probable low of near 2,500, to close to 8,000 for Grand Wazir Haroun Al-Rashid's bayit-la, representatives of all the clans of the Siwath, plus a great many elemental-kin and emissaries of some few other lands, the City often seems to give off a sense of tense tranquility, a bubble of soap ready to drift or pop. This is perhaps due to the high number of warriors present, a shifting brotherhood known as the Har'shursi- the "Kings-guard" in dismissive northern parlance. They are pledged to protect the life of the aged Wazir, and serve him in any other way. Indeed, the city is a battle waiting to happen, which helps to keep the peace of the desert, merely knowing that the mobile City is on its way.

Some of the more-or-less permanent features of the Tent City include the Houses of Dark and Light; the collected wagons of resident wizards (Dark House) and sorcerers (Light House) who serve at the behest of the Wazir. The Houses are a recent phenomenon, since the end of the NewGod War, and serves mostly for Al-Rashid to keep an eye on those that would succeed him, for only an arcane magic-user may hold the Sandstone Chair of the Siwath. A strangely typical intrigue circles the Houses that would be familiar to most royal courts

of the north. As well, the Tower of Weeping which calls the faithful to their elemental observances four times a day, standing forty feet high from the sands, a complicated levitation process keeping it stable and moving it when need be. Desert bards (muzayn) control this place, under the Machiavellian direction of the beautiful habu bard Fisset Del Arma, and through her network of spies and minstrels, also coordinate the entertainments and communication networks for the Wazir, to the ire of the Two Houses. The Rootless Garden is a moving collection of palm-treants tended by a cadre of desert druids who have the important task of supplying water to the City, a near-interminable task. Disliked by the other magical orders, once can begin to see the byzantine politics that make the Tent City such a thrilling, complex place.

Food and drink are not cultivated by the City, and its needs are largely supplied by magic; the Wazir exclusively consumes the provisions of hero's feast, to avoid poisoning, the common folk of the City (technically all servants of the Wazir) subsist on goodberries, gathered dates, and the masses of goats that follow the City and graze where they may. The Har'shursi warriors prefer the ascetic pleasures of dream feast; the wild-eyed dervish bey Hazim Al-Hizar insists on this diet of phantoms. AL-Hizar is always on the verge of declaring some holy war against one heretic or another- Del Arma is busily trying to recruit him as a stage actor!

The Wazir is very old, now, approaching a century of life, and the Tent City is quivering with anticipation of his announcement regarding his successor; Fisset Del Arma is a logical choice, though a female elemental-kin as Wazira would be unusual, to say the least. Al-Hizar has been looking very smug lately, and rumor has it he has prepared a hermitic sorcerer from the deep desert as a dark horse candidate, a "pure" zendiqi uncontaminated by comfort or northern ideas. The swiftly rotated Serenity Guard there supports a druidic middle candidate, but their say is smiled at, fawned over, and forgotten. Haroun's time is short, and a change after sixty years of his mostly neutral rule is likely to be memorable.

Class Options

The following is a list of optional archetypes, class features and prestige classes available to characters from the Deserts of Siwath.

Five Spirits Master (Prestige Class)

The genies remember the reign of the elementals, and also remember still the ancient martial arts that were used in their service. In the current age, they will sometimes agree to teach worthy students their techniques. A five spirits master has spent years mastering an equal command of each of the genie styles, from the whirling, dance-like fighting of the janni style to the aggressive, explosive forms of the efreeti style. Giving each style due diligence is a holy necessity for the zendiqi: each spinning kata is a prayer to the fallen elemental lords, each battle a holy rite.

In zendiqi society, a five spirits master is revered as a living saint. They see the practice of the genie styles as a form of active meditation. Entering a genie stance allows the masters to forego their ego and desires, and employing them in combat dedicates that battle to the glory of the lost elemental lords.

As they hone this spiritual and physical discipline, the five spirit master becomes a champion of the elemental fist technique. Almost every strike explodes in a burst of elemental energy. They channel these blasts into retributive attacks, leveraging all the bitterness and resentment of a defeated people.

Hit Die: d10

Requirements

To qualify to become a Five Spirits Master, a character must fulfill all of the following criteria:

Skills: Knowledge (planes) 11 ranks

Feats: Djinni Style, Elemental Fist, Efreeti Style, Janni Style, Marid Style, Shaitan Style

Languages: Ignan, Terran, Auran, and Aquan

Class Skills

The five spirits master's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Bonus Feats: Starting at first level, and every level thereafter, a five spirits master gains a bonus feat. These feats must be style feats with either Djinni Style, Janni Style, Efreeti Style, Marid Style or Shaitan Style as their prerequisite. The five style master must be able to meet all

Table: Five Spirits Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+1	Bonus Feats, Elemental Fist Mastery, Unarmed Strike, Genie Stride
2nd	+2	+1	+1	+1	Five Directions Stance
3rd	+3	+2	+2	+2	Elemental's Revenge
4th	+4	+2	+2	+2	Elemental's Bitterness
5th	+5	+3	+3	+3	Elemental's Retribution

the prerequisites of the feat in order to gain it as a bonus feat.

Elemental Fist Mastery (Ex): For every level of five spirits master, a character gains 2 additional uses of elemental fist per day.

Unarmed Strike (Ex): A five spirits master does damage with her unarmed strikes as if she were a monk of the same level. If the five spirits master has levels in monk, this ability stacks with monk levels to determine how much damage she can do with her unarmed strikes.

Genie Stride (Ex): The five spirits master has gained a mastery over the elements so much so that she can stride through hot coals or walk over water easily. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using this ability, the five spirits master ignores any mechanical traps that use a location-based trigger.

Five Directions Stance (Ex): At 2nd level, a five spirits master can fuse two of the five genie (Djinni, Janni, Efreeti, Marid and Shaitan) styles. He can have these styles active at the same time. At each subsequent level, he may fuse another style simultaneously, combining all five genie styles at 5th level. The five spirits master can adopt all stances for these styles simultaneously with a

swift action.

A five spirits master cannot have any other styles active while using this ability.

Elemental's Revenge (Ex): At 3rd level, when you an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a free action to make an Elemental Fist counterattack against that opponent. This attack uses one of your daily allotments of Elemental Fist and is resolved after the triggering attack of opportunity.

Elemental's Bitterness (Su): At 4th level, whenever a five spirits master hits with an attack of opportunity, he may add an additional 1d6 of acid, cold, electricity, or fire damage.

Elemental's Defiance (Ex): At 5th level, when an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a swift action to activate one of the following feats, as long as you know the feat and can expend the requisite number of Elemental Fist uses, per the feat description: Djinni Spin, Efreeti Touch, Marid Coldsnap, Shaitan Earthblast.

Norris Stonewalker (CR 13; XP 25,600)

Oread talented monk 11/five spirits master 3

LE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 18, flat-footed 19

(+2 deflection, +2 monk, +1 natural, +4 Wis)

hp 111 (11d8+3d10+42)

Fort +11, **Ref** +9, **Will** +13

Defensive Abilities memories of war (orc); **Immune** disease, fatigue, poison; **Resist** acid 5

OFFENSE

Speed 50 ft.

Melee unarmed strike +20/+15/+10 (2d6+5) or flurry of unarmed strikes +18/+18/+13/+13/+8 (2d6+5)

Special Attacks elemental fist 23/day (+2d6 plus additional style-based effects), elemental's revenge, five directions stance, specialty attack bonus, treacherous earth

STATISTICS

Str 17, **Dex** 10, **Con** 15, **Int** 13, **Wis** 18, **Cha** 6

Base Ark +11; **CMB** +15; **CMD** 36

Feats Djinn Style, Efreeti Stance, Efreeti Style, Elemental Fist, Improved Initiative, Improved Unarmed Strike, Janni Style, Marid Style, Shaitan Earthblast, Shaitan Stance, Shaitan Style, Toughness, Weapon Focus (unarmed strikes)

Skills Acrobatics +6 (+17 jump), Climb +15, Knowledge (history) +15, Knowledge (planes) +12, Linguistics +3, Perception +16, Perform (dance) +4, Sense Motive +15

Languages Aquan, Auran, Ignan, Old Porphyrin, Terran

SQ elemental fist mastery, genie stride, stone in the blood

Gear *amulet of mighty fist* +2, *belt of might constitution* +2, *ring of protection* +2, 2,800 gp in gems

Purple Duck Note: *For this character I decided to start with a talented monk from Rogue Genius Games. When creating a talented character you must select from a host of potential talents and edges that replace traditional class abilities. Below is the list of talents and edges I selected for Norris Stonewalker.*

Monk Talents: bastion stance, deadly strikes, devoted guardian, elemental fist, extreme endurance, improved elemental fist, leaping mastery, maneuver training, no-shadow strikes, physical resistance, purity of body; **Advanced** Aspect Master (aspect of the oni), diamond body

Monk Edges: basics, fast movement, flurry of blows, iron monk, unfettered kata

As well as the text of the talents and edges.

Edges

Basics: The monk's martial arts training has emphasized many of the basics of combat training. The monk may select a combat feat for which he meets the prerequisites, and receive this as a bonus feat. A monk may take this edge more than once. Each time, it grants a new feat as a bonus feat.

Fast Movement (Ex): The monk's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is not carrying a heavy load. Apply this bonus before modifying the monk's speed because of any load carried or armor worn (though like all monk talents fast movement cannot be used by a monk in armor without the light armor kata or medium armor kata edges). This bonus stacks with any other bonuses to the monk's land speed.

Flurry of Blows (Ex): When attacking with weapons to which he can apply his special attack bonus, the monk can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using a weapon for which he has taken the fighting style edge or adaptive fighting talent. All the monk's attacks for the round, including the additional attack, suffer a -2 penalty to their attack rolls. All the attacks the monk makes in the round must be with weapons with which he can use his special attack bonus. The monk may make all the attacks with a single weapon, or may make them interchangeably with any qualifying weapons he is wielding.

At 8th level, the monk can make a second additional attack when he uses flurry of blows, taking an additional -3 penalty to the attack roll of this additional attack. At 15th level, the monk can make a third additional attack when he uses flurry of blows, taking an additional -7 penalty to the attack roll of this additional attack.

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made unarmed, with an off-hand weapon, or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows.

A monk may only use one edge or talent with flurry in its name on any given round.

Iron Monk (Ex): The monk gains a +1 natural armor bonus.

Unfettered Kata (Ex): Many monks learn a fighting style that focuses on being free of needing any weapon or armor in combat.

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks

or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. This is true even if he has an edge or talent that allows him to use other monk edges and monk talents when wearing armor.

A monk that selects this edge also gains the Improved Unarmed Strike feat as a bonus feat, and is treated as having the fighting style edge with his unarmed strikes (but not other natural attacks he may have). His unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

Talents

Bastion Stance (Ex): The monk becomes like stone, nearly impossible to move when he stands his ground. If the monk starts and ends his turn in the same space, he cannot be knocked prone or forcibly moved until the start of his next turn, except by mind-affecting or teleportation effects.

Deadly Strikes (Ex): The monk is a master of using his superior body control to deal surprising amounts of damage with weapons. The monk may be able to replace its base damage dice, depending on the weapon and the monk's level.

Deadly strikes depends on the monk to easily adapt his own superior body control through weapon blows, and thus is easier to use with more basic weapons. When using a weapon that only threatens a critical hit on a natural 20 and that has only a x2 crit multiple (including unarmed attacks), the monk compares the die listed on Deadly Strikes Table 1 for a monk of his level and size to the weapon's base damage die. If the table's die is superior, the monk uses it instead of the weapon's normal damage die whenever the monk deals damage with that weapon.

For example, Kethrie is a 4th level small monk who has taken the fighting style edge with the unarmed weapon group. Normally an unarmed attack for a small character deals 1d2, and has a threat range of 20 and a x2 crit multiplier. However looking at Deadly Strikes Table 1, a small 4th level monk has base damage of 1d6 listed. Thus whenever Kethrie deals unarmed damage, she uses 1d6 instead of 1d2.

When using more complex weapons (which are often more effective as weapons, but more difficult to improve with the monk's superior control of his own move-

ments), deadly strikes aren't quite as effective. Instead of the die values on Deadly Strikes Table 1, the monk checks the dice listed on Deadly Strikes Table 2.

Deadly Strikes Table 1

Monk Level	Monk Size		
	Small	Medium	Large
1st-3rd	1d4	1d6	1d8
4th-7th	1d6	1d8	2d6
8th-11th	1d8	1d10	2d8
12th-15th	1d10	2d6	3d6
16th-19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

The Deadly Strikes Table 2 is not needed for this character and has not been reprinted.

Devoted Guardian (Ex): The monk can always act in a surprise round even if he does not notice his enemies, though he remains flat-footed until he acts. The monk gains a bonus on initiative rolls equal to 1/2 his monk level.

Elemental Fist (Su): The monk receives Elemental Fist as a bonus feat, even if he does not meet the prerequisites. A monk may attempt an elemental fist a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Extreme Endurance (Ex): The monk gains immunity to fatigue.

Improved Elemental Fist (Su): The monk increases the damage of his Elemental Fist by 1d6. This increases again at 10th level and every 5 levels thereafter (2d6 when this talent is taken, 3d6 at 10th level, 4d6 at 15th level, and so on).

A monk must have the elemental fist feat to take improved elemental fist.

Leaping Mastery (Ex): The monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. If the monk has a ki pool, by spending 1 point from his ki pool as a swift action he gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Additionally, when within arm's reach of a wall the monk can use it to slow his descent taking damage as

if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves to 30 feet at 6th level, and by an additional 10 feet at every even level thereafter to a maximum of a 90 foot reduction at 18th level. At 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

Maneuver Training (Ex): The monk uses his special attack bonus in place of his base attack bonus when calculating his Combat Maneuver Defense. Base attack bonuses granted from other classes are unaffected and are added normally.

No-Shadow Strikes (Ex): The monk can make attacks on the same point so quickly, his shadow can't keep up with him. When the monk takes a full-attack action and makes multiple attacks on the same target, he adds all the damage done to that target in the round together before applying any DR or hardness the target has. The attacks' total damage is not combined for purposes of massive damage, if those optional rules are in use.

For example, Durthor Stonefist is a 4th level dwarven monk who fights unarmed. He wants to smash down a dungeon door with hardness 10, and makes a full-attack with flurry of blows, successfully hitting the door twice. He deals 1d8+3 damage on each strike, and resulting in 7 and 11 points of damage. He adds the totals together for 18 points, and then applies the door's 10 hardness, resulting in dealing 8 points of damage to the door

Physical Resistance (Ex): If the monk suffers any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 1 point. This talent may be taken more than once. Its effects stack—each time it is taken, it reduces the effect of ability damage, ability drain, or temporary ability score penalties by an additional point.

Purity of Body (Ex): The monk gains immunity to all diseases, including supernatural and magical diseases. A monk must be at least 4th level to select this talent.

Advanced Talents

Aspect Master (Su): The monk chooses an aspect of one of the great spirits of the world. This spirit grants the monk a new appearance and new abilities, as well as changing or augmenting the monk's personality in some way. Once this choice is made, it cannot be changed. The monk must abide by the alignment restrictions of

the aspect. If the monk ever changes his alignment to something outside the aspect's alignment restrictions, he loses this ability and cannot regain it unless his alignment later changes again to match that of the aspect.

This advanced talent may be taken more than once. Each time it is taken the monk selects a new aspect and adds its abilities and some of its appearance (subject to GM approval).

Aspect of the Oni: The monk's skin becomes pitch black, and his hair turns white, black, red, or violet. He can assume gaseous form (as the spell) as a standard action for 1 minute per day per monk level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The oni is treacherous and deceitful, and it hungers for the pain and death of living creatures—a monk must be evil to take on the aspect of the oni.

Diamond Body (Su): The monk gains immunity to poisons of all kinds.

Genie Binder (Summoner archetypes)

At the Game Master's discretion, a zendiqi may take the shaitan binder summoner archetype despite the fact that they are not oreads, given their enduring faith in the elemental lords. Moreover, the additional archetypes are available to zendiqi summoners.

Djinn Binder (Summoner Archetype)

The djinn binder is an archetype of the summoner class, available to zendiqi and sylph summoners.

Djinn binders call upon a reflection of the air genies to serve as their eidolons.

Class Features

A djinn binder has the following class features:

Base Form

At 1st level, if a djinn binder's eidolon has the biped base form, it gains a +2 bonus to one ability score. The djinn binder must make this choice at 1st level. If at any time the djinn binder's eidolon has another base form, it loses this bonus until it returns to biped form. A djinn binder's eidolon does not gain the share spells ability.

Djinn Magic (Su): At 4th level, a djinn binder's eidolon gains the basic magic evolution as a free evolution. At 6th level, it gains the minor magic evolution.

At 8th level, it gains the major magic evolution as

a free evolution, and adds the following to the list of available spells for that evolution: wind wall and gust of wind.

At 12th level, it gains the ultimate magic evolution as a free evolution, and adds the following to the list of available spells for that evolution: ball lightning and hurricane blast.

Although the djinn binder gains the standard versions of these evolutions for free, he must pay the normal cost to upgrade them to the improved versions. This ability replaces shield ally and greater shield ally.

Air Mastery (Ex): At 10th level, if a djinn binder's eidolon has the flight evolution, all airborne creatures take a -1 penalty on attack and damage rolls against the eidolon. This ability replaces aspect.

Whirlwind (Su): At 18th level, a djinn binder may select the whirlwind universal monster ability as a 4-point evolution. This ability replaces greater aspect.

Noble Eidolon (Sp): At 20th level, a djinn binder's eidolon gains the ability to grant its summoner's wishes. Once per day, the eidolon can cast *limited wish* as a spell-like ability. The eidolon's caster level is equal to its level. The wish must be spoken aloud by the djinn binder, beginning with the words "I wish," and cannot duplicate a wish the eidolon has granted within the past 24 hours. If the eidolon uses this ability to duplicate a spell with a costly material component, the djinn binder must provide that component. This ability replaces twin eidolon.

Sample Djinn Eidolon (8th)

CG Medium outsider (extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSES

AC 21, touch 13, flat-footed 18

(+2 Dex, +1 dodge, +8 natural)

hp 39 (6d10+6)

Fort +6, **Ref** +4, **Will** +5; +4 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee 2 claws (1d4+4 plus 1d6 electricity)

Spell-Like Abilities (CL 6th; concentration +8)

3/day—*obscuring mist*

1/day—*dancing lights*, *see invisibility*

STATISTICS

Str 19, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 22

Feats Combat Reflexes, Dodge, Wind Stance

Skills Diplomacy +18, Fly +17, Knowledge (planes) +7, Sense Motive +9

SQ evolutions (air mastery, basic magic, claws, energy attacks [electricity], flight, limbs [arms, legs], major magic, minor magic, skilled [Diplomacy]), link

1-Point Evolutions

Air Mastery (Ex): Airborne creatures take a -1 penalty to attack rolls and damage rolls against an eidolon. The eidolon must have the flight evolution before selecting this evolution.

Efreeti Binder (Summoner Archetype)

The efreeti binder is an archetype of the summoner class, available to zendiqi and ifrit summoners.

Efreeti binders call upon a reflection of the fire genies to serve as their eidolons.

Class Features

An efreeti binder has the following class features:

Base Form

At 1st level, if an efreeti binder's eidolon has the biped base form, it gains a +2 bonus to one ability score. The efreeti binder must make this choice at 1st level. If at any time the efreeti binder's eidolon has another base form, it loses this bonus until it returns to biped form. An efreeti binder's eidolon does not gain the share spells ability.

Efreeti Magic (Su): At 4th level, an efreeti binder's eidolon gains the basic magic evolution as a free evolution. At 6th level, it gains the minor magic evolution.

At 8th level, it gains the major magic evolution as a free evolution, and adds the following to the list of available spells for that evolution: continual flame and pyrotechnics.

At 12th level, it gains the ultimate magic evolution as a free evolution, and adds the following to the list of available spells for that evolution: fire trap and wall of fire.

Although the efreeti binder gains the standard versions of these evolutions for free, he must pay the normal cost to upgrade them to the improved versions. This ability replaces shield ally and greater shield ally.

Change Size (Sp): At 10th level, twice per day, an efreeti binder's eidolon can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the eidolon chooses when using the ability), except

that the ability can work on the eidolon as well. A DC 20 Fortitude save negates the effect. This ability replaces aspect.

Radiant Heat (Su): At 18th level, an efreeti binder may gain radiant heat as a 4-point evolution.

Whenever an eidolon with the radiant heat evolution suffers a melee attack, the attacker suffers 2d6 points of fire damage. This ability replaces greater aspect.

Noble Eidolon (Sp): At 20th level, an efreeti binder's eidolon gains the ability to grant its summoner's wishes. Once per day, the eidolon can cast *limited wish* as a spell-like ability. The eidolon's caster level is equal to its level. The wish must be spoken aloud by the efreeti binder, beginning with the words "I wish," and cannot duplicate a wish the eidolon has granted within the past 24 hours. If the eidolon uses this ability to duplicate a spell with a costly material component, the efreeti binder must provide that component. This ability replaces twin eidolon.

Efreeti Eidolon (8th)

LE Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 39 (6d10+6)

Fort +6, **Ref** +4, **Will** +5; +4 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee 2 claws +11 (1d4+5 plus 1d6 fire)

Spell-Like Abilities (6th; concentration +6)

1/day—*burning hands* (R-DC 11), *flare* (F-DC 10), *scorching ray*

STATISTICS

Str 21, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +6; **CMB** +11; **CMD** 23

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Bluff +11, Disguise +11, Fly +17, Sense Motive +9

SQ evolutions (basic magic, claws, energy attacks [fire], flight, limbs [arms, legs], minor magic, major magic, self-destruct), link

3-Point Evolutions

Self-Destruct (Su): An eidolon can explode, killing itself, and it automatically explodes when other creatures kill it. Select acid, cold, electricity, or fire. When the eidolon explodes, it deals 1d6 points of damage of the

selected type per HD it possesses in a 20-foot radius. Those caught in the explosion can attempt a Reflex saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) for half damage.

Marid Binder (Summoner Archetype)

The marid binder is an archetype of the summoner class, available to zendiqi and undine summoners.

Marid binders call upon a reflection of the water genies to serve as their eidolons.

Class Features

A marid binder has the following class features:

Base Form

At 1st level, if a marid binder's eidolon has the biped base form, it gains a +2 bonus to one ability score. The marid binder must make this choice at 1st level. If at any time the marid binder's eidolon has another base form, it loses this bonus until it returns to biped form. A marid binder's eidolon does not gain the share spells ability.

Marid Magic (Su): At 4th level, a marid binder's eidolon gains the basic magic evolution as a free evolution. At 6th level, it gains the minor magic evolution.

At 8th level, it gains the major magic evolution as a free evolution, and adds the following to the list of available spells for that evolution: frost fall and buoyancy.

At 12th level, it gains the ultimate magic evolution as a free evolution, and adds the following to the list of available spells for that evolution: ride the waves and ice storm.

Although the marid binder gains the standard versions of these evolutions for free, he must pay the normal cost to upgrade them to the improved versions. This ability replaces shield ally and greater shield ally.

Water Mastery (Ex): At 10th level, the marid binder's eidolon gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. This ability replaces aspect.

Whirlwind (Su): At 18th level, a marid binder may select the whirlwind universal monster ability as a 4-point evolution. The whirlwind appears as a funnel of swirling water. This ability replaces greater aspect.

Noble Eidolon (Sp): At 20th level, a marid binder's eidolon gains the ability to grant its summoner's wishes.

Once per day, the eidolon can cast limited wish as a spell-like ability. The eidolon's caster level is equal to its level. The wish must be spoken aloud by the marid binder, beginning with the words "I wish," and cannot duplicate a wish the eidolon has granted within the past 24 hours. If the eidolon uses this ability to duplicate a spell with a costly material component, the marid binder must provide that component. This ability replaces twin eidolon.

Marid Eidolon (8th)

CN Medium outsider (planar)

Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 23, touch 14, flat-footed 18

(+4 Dex, +1 dodge, +8 natural)

hp 45 (6d10+12)

Fort +6, **Ref** +6, **Will** +5; +4 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 30 ft., swim 50 ft.

Melee 2 claws +10 (1d4+4 plus 1d6 cold)

Spell-Like Abilities (CL 6th; concentration +6)

1/day—*invisibility* (self-only), *obscuring mist*, *ray of frost*

STATISTICS

Str 19, **Dex** 19, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +6; **CMD** +9; **CMD** 21

Feats Combat Reflexes, Dodge, Swim-By Attack

Skills Diplomacy +9, Knowledge (planes) +9, Sense Motive +9, Stealth +13, Swim +12

SQ evolutions (ability increase [Dex], basic magic, claws, energy attacks [cold], limbs [arms, legs], luminescence, minor magic, major magic, mucous cloud, swim, water mastery), link

1-Point Evolutions

Luminescence (Ex): An eidolon grows a gland similar to a firefly, glowing brightly enough to provide light in a 20-foot radius. The eidolon can turn this light on or off as a swift action. An eidolon that is glowing when it falls unconscious continues to glow for 1d6 minutes after falling unconscious.

Water Mastery (Ex): An eidolon gains a +1 bonus to attack rolls and damage rolls if both it and its opponent are touching water. If neither the opponent nor the eidolon is touching the water, the eidolon takes a -4 penalty to attack rolls and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the

elemental is initiating or resisting these kinds of attacks. The eidolon must have the swim evolution to select this evolution.

2-Point Evolutions

Mucus Cloud (Ex): While underwater, an eidolon can exude a cloud of transparent slime as a standard action. All creatures adjacent to the eidolon must succeed on a Fortitude saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) or lose the ability to breathe air (but gain the ability to breathe water) for 1 hour. Renewed contact with the eidolon's mucus cloud and failing another saving throw extends the effect for another hour.

Purple Duck Note: *The shaitan binder summoner archetype was originally published in the Advanced Race Guide and was used as a template for the Djinni, Efreeti, and Marid binders. The new evolutions come from a Rogue Genius Games product called Advanced Options: Extra Evolutions. It is a must have book for summoners.*

Guardian Path (Psychic Warrior Path)

The anpur maintain a special caste of warriors to guard their ancient temples and the tombs of their forgotten kings. Their minds dedicated to this singular task, they unlock curious powers of spirit and body, seeming one with the tombs themselves.

Powers: biofeedback, stomp

Skills: Autohypnosis, Perception, Knowledge (religion)

Bonus Class Skill: Knowledge (religion)

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain a +2 competence bonus to your CMD and become immune to fear. Furthermore, each ally within 10 feet of you gains a +2 morale bonus on saving throws against fear effects. These bonuses increase by 1 for every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, you can expend your psionic focus to make an attack of opportunity against a foe that moves into any square threatened by you, regardless of whether or not that movement would normally provoke an attack of opportunity. At 8th level and every five psychic warrior levels thereafter, you gain a +1 competence bonus on the attack and damage rolls made for this attack.

Guardian Path Psychic Warrior

Grrrr... none shall intrude upon the sleep of the holy ancestors- and that goes for the lands of the anpur, as far as we shall wish!

Khotep the Keeper (CR 4; XP 1,200)

Anpur psychic warrior 5

LE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 37 (5d8+11)

Fort +5, **Ref** +1, **Will** +5; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee +1 temple sword +8 (1d8+4/19-20)

Ranged javelin +4 (1d6+3)

Powers Known (ML 5th; concentration +9; 18 PP)

2nd—*detect hostile intent*, *wall walker*

1st—*biofeedback*^A, *burst*^A, *catfall*^A, *expansion*^A, *stomp*^A
(R-DC 15)

A augment possible

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 16

Feats Dodge, Power Attack, Psionic Body, Psionic Dodge, Ready Response, Weapon Focus (temple sword)

Skills Autohypnosis +10, Knowledge (religion) +10, Perception +10, Spellcraft +8

Languages Common, Gnoll

SQ guardian path maneuver, guardian path trance, weapon familiarity

Combat Gear *dorje of offensive prescience* (40 charges)

Other Gear +1 temple sword, hide armor, 6 javelins, golden torc of office (150 gp)

Mahdi (Cleric archetype)

An available archetype mahdi (plural, mahdeen) for zendiqi and other elementalists, which allows for the use of the 'cleric' class. They do not have auras, cannot use spells that utilize evil, good, chaos or law, or that summon outsiders other than from the elemental planes. Mahdi are implacable enemies of northern paladins, and the Invincible Order of the Code of Gerana has orders to slay them on sight. Serenity Guard vary according to the individual's attitude towards the zendiqi; a zealot might call for a purge of a village harboring a mahdi, whereas one with sympathy for the oppressed southerners might

tolerate a mahdi engaged in helping the desert people.

Mahdi (Cleric)

The xenophobic, antideist zendiqi have struggled as a people with the disadvantages of lacking a clerical caste, but the fierce will of the people has generated another; the mahdi. They serve the absent will of the Elemental Lords and provide healing for the people, or death to outsiders, as the "Will of the Four" dictates. They can be identified by the ornate earmuffs, veils and gags that they wear at all times outside of their personal tents, shutting the tainted world outside, and focusing their powers inward.

Aura (Ex): Mahdi do not have a clerical aura, and cannot use any spells or abilities that require the presence of one.

Channeling (Su): Mahdi can select, at will, whether to channel positive or negative energy as a cleric, but receive one fewer channel than they are entitled to, according to their Charisma, class, and feats.

Spells (Sp): Mahdi cannot cast spells with the good, evil, law or chaos descriptors, or summon or negotiate with outsiders other than those with the elemental subtype. When casting spells with the air, earth, fire or water descriptor, mahdi cast them at +1 caster level.

The Shields of Faith (Ex): The earmuffs, veils and gags of the mahdi enforce a penalty of -1 per two levels of cleric to Appraise and Perception. Mahdi are considered flat-footed for the first round of any combat. The Shields also confer a +1 bonus per two levels of cleric to saves vs. all mind-affecting effects.

Collective Will: A mahdi can select, daily, any one domain he wishes, except for Good, Evil, Law or Chaos. They may not select subdomains. They also may cast one fewer spell per level, thus, 0 1st spells at 1st level (plus a domain spell, and any spells granted by high Wisdom).

Mahdi

"To not see that which is foul to see, to not hear the unheard, to not speak the profane—there you find true power..."

Imamadu Zahn (CR 4; XP 1,200)

Zendiqi cleric (mahdi) 5

NG Medium humanoid (human)

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

DEFENSE

AC 13, touch 9, flat-footed 13

(+4 armor, -1 Dex)

hp 36 (5d8+10)

Fort +7, **Ref** +1, **Will** +9; +2 vs. divine spells

Defensive Abilities liberation (5 rounds); **Resist** acid 5

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +4 (1d8)

Ranged darts -2 (1d4)

Special Attacks channel energy 6/day (3d6-2 either; W-DC 13), death to the stunted ones, infidel destroyers

Spell-Like Abilities (CL 5th; concentration +6)

1/day—*smell the muhartik*

Spells Prepared (CL 5th; concentration +9)

3rd—*remove curse*^D, *wind wall*

2nd—*aid*, *remove paralysis*^D, *weapon of awe*

1st—*bles*, *fairness*, *read weather*, *remove fear*^D

0th—*create water*, *detect magic*, *detect poison*, *read*

magic

D domain spell; **Domain** liberation

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 12, **Wis** 18, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 12

Feats Break Bondage, Extra Channel, Selective Channeling

Skills Diplomacy +9, Heal +12, Knowledge (religion) +9; **Class Modifiers** -2 Appraise, -2 Perception

Languages Gnoll, Old Porphyran, Terran

SQ desert runner, strength of the kafir

Combat Gear *potion of invisibility*, *wand of command*

(50 chargess); **Gear** 5 darts, blinders, *cloak of resistance*

+1, dagger, earmuffs, gag, mwk heavy mace, +1 *studded leather armor*, wooden holy symbol

Break Bondage

You can infuse a burst of positive energy with the spiritual power of liberty, literally breaking bonds.

Prerequisite: Cha 13, channel energy class feature, liberation domain.

Benefit: You can channel energy to deal damage to any

physical bonds currently restraining a creature, such as ropes, chains or manacles. Roll your channel damage normally against all restraints in range, ignoring half the restraint's hardness. If a restraint is reduced to half its normal hit points or less, it gains the broken condition. If the damage you deal would reduce the object to fewer than 0 hit points it is destroyed by this power. Any magical restraint is granted a Fortitude save (DC 10 + channeling dice + Cha modifier) for half damage. If restraints have the broken condition, the DC for escape is reduced by 2. Destroyed bonds no longer restrain their captives at all.

Special: You may use the Selective Channeling feat to exclude targets as usual.

Purple Duck Note: The above feat is taken from the superb *The Genius Guide to Domain Channeling* by Andrew Marlowe and published by *Rogue Genius Games*.

Fairness

School enchantment (compulsion) (mind-affecting)

Level cleric 1, inquisitor 2, paladin 2

Casting Time 1 full-round action

Components V, S, DF

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

Target one humanoid creature per level

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

Humanoid creatures affected by this spell must trade fairly with others to the best of their knowledge. If they know the fair value (or even an estimated fair value) of a good or service, they cannot allow a trade to proceed if it would benefit one side unfairly, preventing them from cheating another while under the influence of this spell. The symbol of balance appears above the heads of those affected by this spell, making those affected and unaffected by the spell immediately apparent.

Read Weather

School divination

Level bard 1, cleric 1, druid 1, ranger 1

Casting Time 1 minute

Components V, S, F (a set of marked sticks or bones worth at least 25 gp)

Range personal

Target you

Duration instantaneous

This spell allows you to precisely forecast the weather at

your current location for the next 48 hours, providing you with advance warning of storms, blizzards, tornadoes, and other such meteorological phenomena. It applies only to the weather that would arise normally and naturally, and does not take into account any magical occurrences that might change the weather of an area.

Muhartik Slayer (Rogue Archetype)

Those who dedicate their lives to purging Porphyra from the taint of clerics, paladins, and all those who worship the gods are called muhartik slayers by the zendiqi. They train themselves to be able to resist the power of heresy and study martial methods proven effective against the muhartik.

Follower of the Narrow Path (Ex): At 1st level, a muhartik slayer is able to shake off the corrupting influences of magic that would lead him from his true path. The muhartik slayer rolls twice and takes the best result when making a Will saving throw against a mind-affecting spell. This ability replaces trapfinding.

Divine Resistance (Ex): At 3rd level, a muhartik slayer picks a single school of magic. She gains a +1 bonus on saving throws against divine spells of that school. Every four levels beyond 3rd, the muhartik slayer picks a new school and gains this bonus against divine spells of that school (to a maximum of five schools of magic at 19th level). Furthermore, each time the muhartik slayer picks a new school, the bonuses for the schools she has already chosen increase by 1. This ability replaces trap sense.

Disruptive Strike (Ex): At 6th level, the muhartik slayer gains the Disruptive feat. This ability replaces the rogue talent learned at this level.

Spellbreaker (Ex): At 10th level, the muhartik slayer gains the Spellbreaker feat. This ability replaces the rogue talent learned at this level.

The following new rogue talents may be learned by muhartik slayers. Mage Killer and Mind Clouding strike are advanced talents.

Distracting Cut* (Ex): Whenever a rogue causes a spell caster to suffer bleeding damage, the DC of the concentration check to cast a spell defensively is raised by the amount of bleeding damage the caster is suffering. For example, if the caster is currently suffering 4 points of bleeding damage per round because of a bleeding attack from the rogue, the DC to cast a spell defensively is increased by 4. A rogue must have the bleeding attack

talent before choosing this talent.

Mage Killer (Ex): A A rogue with this ability can treat a spellcaster who fails to cast a spell defensively as flat-footed. A rogue must select the Spellbreaker feat before selecting this advanced talent.

Mind Clouding Strike* (Ex) A rogue with this ability can sneak attack opponents, severing arteries and internal pathways so that their victim is left clouded and confused. An opponent damaged by one of her sneak attacks also takes 2 points of Wisdom damage.

Muhartik Slayer

No infidel shall escape me, though I smile and bow and scrape, until their blaspheming backs are turned!

Djerrin al-Shabar (CR 9; XP 6,400)

Zendiqi rogue (muhartik slayer) 10

N Medium humanoid (human)

Init +4; **Senses** Perception +12

DEFENSE

AC 21, touch 16, flat-footed 16

(+5 armor, +1 deflection, +4 Dex, +1 dodge)

hp 60 (10d8+10)

Fort +4, **Ref** +11, **Will** +4; +2 vs. enchantment, +1 vs. evocation +2 vs. divine spells

Defensive Abilities evasion, follower of the narrow path, improved uncanny dodge; **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee +1 *keen scimitar* +10/+5 (1d6+3/15-20)

Ranged light crossbow +11 (1d8/19-20)

Special Attacks death to the stunted ones, infidel destroyers, sneak attack +5d6

Spell-Like Abilities (CL 10th; concentration +11)

1/day—*smell the muhartik*

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 25

Feats Combat Expertise, Disruptive, Dodge, Iron Will, Mobility, Spellbreaker, Spring Attack, Weapon Focus (scimitar)

Skills Acrobatics +17, Climb +15, Disable Device +19, Escape artist +17, Intimidate +13, Knowledge (religion) +12, Perception +12, Ride +15, Sleight of Hand +17, Stealth +17

Languages Common, Old Porphyran

SQ desert runner, rogue talents (bleeding attack +5, distracting cut, weapon training), strength of the kafir

Combat Gear *potion of blur*, *potion of cat's grace*, alchemist's fire (2); **Other Gear** *cameleather armor*, +1 *keen*

scimitar, light crossbow with 20 bolts, *ring of protection* +1, masterwork thieves' tools, riding camel with tack and bridle, 350 gp

Order of the Sundered Spear (Cavalier Order)

The Order of the Spear was once a noble and respected fellowship of cavaliers. When their land, their lord, and their religion fell to their enemies, the last remaining war band of cavaliers splintered their spears and scarred their coats of arms. Thus arrayed, they rode forth in a wild foray, expecting never to return. They no longer rode in defense of king and country, but in revenge for all they had lost.

Today, the order of the sundered spear operates in homage to this tradition – it is joined by men who no longer have anything to fight for – save revenge. They ride to war and fight with no expectation of survival.

Edicts: The cavalier must give his enemies no quarter, for they have given him none. Show no mercy in battle against your foes. Never retreat from battle; it is better to die gloriously than live like a coward.

Challenge: Whenever an order of the sundered spear cavalier issues a challenge, he gains the ability to immediately make a counterattack the target of his challenge whenever his challenge makes an attack of opportunity against him. The cavalier receives a +2 morale bonus to attack and damage during this counterattack. These bonuses increase by +1 for every four levels the cavalier possesses.

Skills: A cavalier of the sundered spear adds Knowledge (local) (Int) and Survival (Wis) to his list of class skills. As long as he has ranks in the skill, the cavalier can add ½ of his cavalier level (minimum 1) to any skill check relating to his sworn foes.

Order Abilities: A cavalier who belongs to the order of the sundered spear gains the following abilities as he increases in level.

Stand and Fight! (Ex) At 2nd level, the cavalier can give a rallying cry and stirring speech to keep men on their feet. As a standard action, he encourages his companions to fight on, allowing any ally whose hit points are lower than 0 (but are not dead) to wake from unconsciousness and act as if disabled for one round. The cavalier can use this ability once per day.

Bloodied Defiance (Ex) At 8th level, if the cavalier has lost more than half of his total hit points, he gains a +2 bonus to damage. This bonus increases to a +3 bonus at 12th level and a +4 bonus at 17th level. This damage is multiplied on a critical hit.

Rebuke (Ex) At 15th level, the cavalier can make an attack of opportunity as an immediate action against an opponent who hits the cavalier with a melee attack, as long as the attacking creature is within his reach.

ORACLE REVELATIONS

Additional Revelations for Flames, Waves, Wind and Stone Oracles

Flames

Hotblood (Su): Your skin is forever warm, so that you are warm even in the iciest cold and are not bothered by even the hottest weather. You gain the ability to cast endure elements on yourself at will as a spell-like ability.

Furthermore, the oracle gains additional adaptations to aid him in harsh environments. Sand and dust storms do not impose any penalties to the oracle's vision. Moreover, the oracle can survive twice as long as a normal member of his species without water.

Flame Gate (Su): You step into one fire and disappear into ash, only to be created out of flame from another. When using the gaze of flames revelation, you may teleport (per the spell) with no chance of mishap to the location at which you are gazing. Your caster level for the teleport spell is equal to your oracle level. You must have selected the gaze of flames revelation and must be at least 9th level to select this revelation. You may use this ability once per day for every five oracle levels you possess.

Stone

Stonesense (Ex): The earth seems to talk to you, and you can hear its speech. You gain tremorsense 10 feet. At 6th level, your tremorsense increases to 30 feet. At 12th level, your tremorsense increases to 60 feet.

Sojourner (Ex): For the oracle, the dusty road is comforting – the earth itself shifts to aid and ease her journey. You gain the Endurance feat. At 5th level, you receive Nimble Moves as a bonus feat. At 10th level, you receive Acrobatic Steps as a bonus feat. You do not need to meet the prerequisites to receive these feats. Oracles with the lame oracle curse cannot select this revelation.

Waves

Coldblood (Su): Your skin is forever cold, so that you

are cool even in the hottest desert and are not bothered by even the ice and snow. You gain the ability to cast endure elements on yourself as a spell-like ability.

Furthermore, the oracle gains additional adaptations to aid him in harsh environments. Snow or rainstorms do not impose any penalties to the oracle's vision. Moreover, the oracle can survive twice as long as a normal member of his species without food.

Part the Sea (Su): With a command and a gesture, you can part a body of water, allowing passage by walking along the bottom of the water's bed. The oracle can part the water to allow him and as many companions as twice his oracle level to journey in this manner. The size of the body of water is non-consequential: the oracle may part a river in order to ford it easily or he may part an ocean to travel to a nearby island.

The oracle can keep the waters withdrawn from the path for a number of hours per day equal to his oracle level. These hours need not be consecutive, but they must be spent in one hour increments.

Water from Stone (Su): An oracle with this revelation can provide water for himself and his companions, no matter the harshness of the locale. By striking the earth, a stone, or another natural feature, the oracle can create a small spring of pure, fresh water. There is enough water created by the spring for as many people and domestic animals as twenty times the oracle's level. However, the pool will only remain for days equal to the oracle's level before drying up. Pools created by a 20th level oracle will never dry up, and can be used as water sources for years. An oracle can use this ability once per day.

Wind

Friend of Birds (Su): The oracle gains a kinship with birds, as they are creatures of the winds. The oracle gains the ability to speak with birds, as if under the influence of a speak with animals spell. At 7th level, the oracle gains an animal companion, which must be a bird. This ability functions like the druid animal companion ability, except the oracle's effective druid level is equal to his oracle level -3.

Speed of the Wind (Ex): Your base speed increases by 10 feet. At 5th level, you receive Deflect Arrows as a bonus feat. At 11th level, you receive Djinni Whirlwind Fists as a bonus feat. You do not need to meet the prerequisites to receive these feats. Oracles with the lame oracle curse cannot select this revelation.

Pack Lord (Fighter Archetype)

The pack lord is an archetype of the fighter class, available to gnoll and anpur fighters. The pack lord runs with his cohorts, baying and howling. The unquestioned alpha of the pack, he whips even the most cowardly cur into obedience. The pack draws their strength from the pack lord, and he, in turn, is strengthened by them. Together, they hunt down any who dares to enter their territory.

Bonus Feats: A pack lord may choose any teamwork feat in addition to Combat Feats as bonus feats.

First of the Pack (Ex): At 3rd level, the pack lord's primacy becomes evident, being able to draw the most from the aid offered to him. Whenever somebody takes an Aid Another action to aid the pack lord in combat, he gains either a +3 to his next attack roll or a +3 to his AC, instead of the normal +2. This ability replaces armor training 1.

Tactician (Ex): At 5th level, a pack lord gains the Tactician ability, which functions identically to the cavalier class feature of the same name. He may use this ability once per day at 5th level, plus one additional time for every five levels after 5th (to a maximum of four times at 20th level). If the pack lord also has cavalier levels, these levels stack for determining the number of uses per day, and he can take the better progression. This ability replaces weapon training 1.

Gather the Pack (Ex): At 7th level, the pack lord gains the Leadership feat as a bonus feat. The cohort and followers gathered must be the same race as the pack lord or of the animal type. This ability replaces armor training 2.

Investment of Command (Ex): At 11th level, the pack lord's word becomes law. As a standard action, he can issue a command, such as "Attack the minotaur," "Protect the maiden," or "Fall back and hold the line." Any who obey his command gain a +2 morale bonus on attack rolls, combat maneuver defense, AC, and skill checks for 1 round. The pack lord can issue such commands 3 + Cha modifier times per day. This ability replaces armor training 3.

Pack Lord

The hunt shall be a good one, I think, try and give Grehya a workout, she needs it...

General Grar'yeyk (CR 10; XP 9,600)

Gnoll fighter (pack lord) 11/ ranger 1

NE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16

(+4 armor, +1 deflection, +1 Dex, +1 dodge, +2 natural)

hp 98 (11d10+33)

Fort +12, **Ref** +6, **Will** +5; +3 vs. fear

OFFENSE

Speed 30 ft.

Melee +1 heavy flail +18/+13/+8 (1d10+9)

Ranged spear +12 (1d8+4)

Special Attacks investment of command 4/day, tactician 2/day, weapon training (flails)

STATISTICS

Str 18, **Dex** 12, **Con** 16, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +11; **CMB** +15; **CMD** 28

Feats Combat Reflexes, Dodge, Intimidating Prowess, Leadership, Lunge, Mobility, Power Attack, Run, Tandem Trip, Vital Strike, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)

Skills Diplomacy +5, Handle Animal +5, Intimidate +15, Perception +13, Stealth +5, Survival +4; **Racial**

Modifiers +4 to Stealth in deserts

Languages Gnoll

SQ first of the pack

Combat Gear *potion of cure light wounds, potion of expeditious retreat*; **Gear** +1 studded leather, +1 heavy flail, 3 spears, *belt of giant strength* +2, *cloak of resistance* +2, *ring of protection* +1, *horn of the huntmaster*

Grehya

Advanced dire hyena, pack lord cohort

N large animal

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 16, flat-footed 15

(+4 Dex, +6 natural, -1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +8, **Will** +4

OFFENSE

Speed 50 ft.

Melee bite +8 (2d6+8 plus trip)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 22, **Dex** 19, **Con** 19, **Int** 2, **Wis** 17 **Cha** 10

Base Atk +3; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +10, Stealth +9

Followers

8 gnoll warriors, see *Pathfinder Bestiary*.



Feats

The following feats were created, discovered or mastered within the Desert of Siwath. They are usable by those outside that region at the GM's discretion.

Antideist Healer

My flesh knits as the sand dunes heal from the footprint of a camel...

Prerequisites: Godless Healing, cannot have a patron deity, Heal 6 ranks

Benefit: You may bestow the benefits of your non-divine healing by will alone. By making a Heal check (DC 10), you can give an ally the benefits of your Godless Healing at a touch. Giving another the benefits of Godless Healing expends its use for the day. Failing the Heal check does not expend the use of Godless Healing.

Armor Expertise (Combat)

Taking your armor off to sleep makes it far more likely you will never wake up.

Prerequisite: Con 13.

Benefit: When wearing armor that normally confers an armor check penalty, you reduce the armor check penalty by up to -2 , to a minimum of 0. In addition, you can sleep in medium armor without awakening fatigued.

Desert Scourge [Metamagic]

With all the power of the sands I will destroy you!

Prerequisite: Knowledge (arcana) 5 ranks, any other metamagic feat.

Benefit: This feat is useful in the desert, or in other sandy environments. When casting any offensive spell with an appropriate subtype, you may incorporate sand from the environment into the attack. For instance, a *fireball* or *cone of cold* would catch the surrounding sands in the blast or cone, using the particles to scour the target. Only half the damage from such a spell is considered energy damage and thus subject to resistances such as fire resistance or cold resistance. The remainder comes from the sand, and is not subject to energy resistance.

The appropriate subtypes for offensive spells used in conjunction with Desert Scourge are acid, air, cold, electricity, fire, and sonic. Only spells that cause physical damage, measured in hit points, are applicable. Further, these spells must cause damage at range; touch attacks cannot make use of this feat.

A spell prepared with Desert Scourge uses a spell slot of the spell's normal level, subject to any other metamagic feats the caster may attach to it.

Dreamer

Last night I had the strangest vision. Neria sang to me last night.

Benefit: You occasionally receive prophetic visions or omens in your dreams. You must make a Knowledge (local) skill check (DC 15 or higher) to successfully interpret the omens you receive. The benefits of a successful skill check are similar to a *divination* spell. This gift is not under your conscious control, however; the GM decides when and if you receive a dream omen and what it actually means. Generally, you will not receive more than one omen per adventure or week of game time. You must sleep, or be in a trance, for at least four uninterrupted hours to receive a prophetic dream. GMs can use this ability as a story hook or a means of guiding the adventure when necessary.

Dune Warrior (Combat)

But at least it's a dry heat.

Prerequisites: Con 13, Endurance.

Benefit: You suffer only a -2 penalty to Fortitude saves to avoid suffering damage when wearing armor in very hot, severe or extreme heat conditions. In addition, you are not automatically fatigued by suffering nonlethal damage from heat exposure. Finally, you receive a $+1$ bonus to Survival checks made in desert terrain.

Normal: Wearing armor in high heat imposes a -4 penalty to heat exposure saves.

Godless Meditation

I defy you, all Twenty-seven, mockeries of the Four!

Prerequisites: Godless Healing, Diehard, Endurance, cannot have a patron deity

Benefit: When you rest, you meditate on your defiance against the gods. A full 8 hours of rest now allows you to heal (character level) + (2 x Constitution bonus) + 1d8 hp.

Normal: You normally only heal 1 hp x character level per 8 hours of rest.

Hieroglyphic Scroll Sage (Item Creation)

The words of the ancients speak to me, of power to restore the Four!

Prerequisites: Scribe Scroll, Linguistics 3 ranks, one metamagic feat

Benefit: You have learned a complicated system of hieroglyphic power markings used in the ancient days of Porphyra. Every hieroglyphic symbol is invested with layers of meaning and magical significance. By employing them, you are able to evoke higher magic from written incantations.

You are able to modify a scroll after its scribing with metamagic by adding hieroglyphs. You must modify the scroll in question with a hieroglyph scribing ritual, which takes one hour and requires expensive magical ingredients. You must know the metamagic feat which you are scribing onto the scroll.

The cost for the ritual ingredients is equal to the difference between the cost to make the scroll prior to modification and the cost to make the scroll after modification.

For example, a scroll of *burning hands* scribed at a caster level of 1 would cost 25 gp for a wizard to make. If it had been modified with the metamagic silent spell at scribing, it would be a 3rd level spell, costing 375 gp. A wizard wishing to inscribe a hieroglyph of the silent spell metamagic feat on a *burning hands* (CL 1) scroll

would perform a ritual with materials costing 350 gp (375 – 25 = 350).

Once modified with hieroglyphs, the scroll is used as if the metamagic feats were scribed into the scroll.

Holy Light

The light of Paletius will steal the sight of the wicked!

Prerequisite: Ability to channel positive energy.

Benefit: By using one of your channel energy, you create a flare of holy light as a standard action. All evil creatures within 30 feet looking in your direction must make a Fortitude saving throw (DC 10 + one half your character level + your Charisma modifier) or be blinded for one minute. Evil undead that succeed on the Fortitude save are still dazzled for one minute.

Improved Armor Expertise (Combat)

With enough practice, you don't even remember you are wearing armor.

Prerequisites: Con 13, Armor Expertise.

Benefit: When wearing armor that normally confers an armor check penalty, you reduce the armor check penalty by up to –3, to a minimum of 0. This reduction supercedes that offered by Armor Expertise. In addition, Medium armor does not reduce your speed.

Mobile Casting

A little thing like a galloping camel will not protect you from my spells, thief!

Benefit: You gain a +4 bonus to concentration checks made to cast spells while in vigorous motion. This can include casting from camel- or horseback, from within a chariot or on a boat in swift waters. This feat does not stack with the Combat Casting feat; if you are in a situation where you are both casting defensively and in motion, and you have both feats, you still gain only +4 to your concentration check.

Overturning Attack (Combat)

Quick jam the wheel!

Prerequisite: Mounted Combat, base attack bonus +1.

Benefit: When making a melee attack against a chariot with a one-handed or two-handed weapon, you can choose to attack the chariot's wheels rather than its passengers. A successful attack roll forces the chariot's driver to make an immediate Handle Animal check (DC 20) to avoid the chariot overturning. However such a use of this feat automatically deals 2d6 points of damage to your weapon, potentially damaging or destroying the

weapon.

Special: If you have the Improved Sunder feat, the damage to your weapon reduces to 1d8 points of damage instead.

Sand Sadiki

You are a full-fledged Daamati of the Sandmen, pledged to the cause.

Prerequisites: Sand Sympathizer social trait

Benefit: Through an elemental, alchemical ritual, your body gains some of the consistencies of the sand itself, giving you DR 2/—. This procedure also ensures you will not be taken alive, as your body and your non-magical goods dissolve into sand when you reach –1 hit points.

Fighting Style Extension Feats

The following are extensions of the “Genie Styles,” which are popular in the Desert of Siwath. These Feats are almost unknown outside of the desert, and are kept as trade secrets by the zendi warriors.

Janni Leap (Combat)

Like an ember in the grip of an eddy of wind, Suleiman leapt through the maze of flashing swords.

Prerequisite: Janni Style, Acrobatics 10 ranks

Benefit: Once per encounter, you may make an Acrobatics check to jump as a swift action. You move as far as your check allows. Moving through threatened squares provokes attacks of opportunity as normal.

Djinni Whirlwind Fists (Combat)

Garut thought the arrow would end his life, but a familiar hand snatched the deadly missile out of the air, saving him.

Prerequisite: Djinni Style, Deflect Arrows, base attack bonus +11 or monk level 9th

Benefit: With whirling motions, you may leap to the aid of your allies. You may extend the benefits of Deflect Arrows to any ally within 5 ft. of you. Deflect Arrows still only works once per round, but you may deflect an arrow from either yourself or an adjacent ally so that it does no damage. You must be aware of this attack and cannot be flat-footed, as normal.

Shaitan Stomp (Combat)

The heretic knight's armor burst under Ararat's flurry of attacks, and he was flung to the ground with the released power.

Prerequisite: Shaitan Style, Improved Sunder, Improved Trip

Benefit: When you successfully sunder an item held or worn by an opponent, you may immediately make a free trip attempt against that opponent. Choosing to leave an item with 1 hit point does not afford you this opportunity.

Marid Pathway Freezing Strike (Combat)

The monks glared at each other across the ruins of the battlefield; Szilagia struck like the power of a wave, her opponent stumbling like a child.

Prerequisites: Marid Style, Wis 15, base attack bonus +11 or monk level 9th

Benefit: You can make a special attack which constricts the ki pathways through an opponent's body. As a standard action, you can make a melee attack against an opponent. If the attack hits, in addition to doing damage as normal, any style feats your opponent is using immediately end, and your opponent ceases to gain the benefits of those style feats. Your opponent cannot enter the stance of any style feat until the end of its next turn.

Efreeti's Coal Walk (Combat)

Like a smoking snake, Qadat struck the enemies before him, and they recoiled from the heat of his attacks, dismayed.

Prerequisites: Efreeti Style

Benefit: If you move at least 10 ft. during your turn, you deal an extra 1 point of fire damage on each of your attacks and you gain a +2 competence bonus to your CMD.

Spells

The following spells were created, discovered or mastered within the Desert of Siwath

Animate Sand

School transmutation; **Level** cleric 6, druid 6, witch 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets 1 Small patches of sand/other grainy material per caster level; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

The caster bestows cohesion and a semblance on life upon the sand before him. The sand rises up in any shape desired by the caster, and acts as an animated

object, either attacking the caster's foes or performing menial tasks as commanded. The shape assumed by the sand cannot be particularly detailed; it may have usable limbs, but it will never be mistaken for a living being. The caster may animate the equivalent of one Small or smaller object, or a corresponding number of larger objects, per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

This spell will function on other grainy or malleable surfaces such as dirt or soil, but it is less effective. In such an environment, the spell functions at -2 caster levels.

Antidivine Field

School abjuration; **Level** sorcerer/wizard 5, witch 4

Casting Time 1 standard action

Components V, S M (*elemental gem*)

Range 10 ft.

Area 10-ft.-radius emanation, centered on you

Duration 10 min/level (D)

Saving Throw none; **Spell Resistance** see text

This spell duplicates the effects of *antimagic field*, except that it only affects spells, spell-like abilities and supernatural abilities that come from divine sources, per the Game Master's discretion. Spells and supernatural abilities cast by clerics, paladins and antipaladins always count as divine in origin. Spells cast by oracles, inquisitors, and druids may count as divine, depending on the devotion of the character in question.

Banquet of Ashes

School transmutation [curse]; **Level** druid 3, sorcerer/wizard 3, witch 3

Components V, S

Range touch

Target creature touched

Duration 1 day/level

Saving Throw Fortitude negates; **Spell Resistance** yes

This curse renders a creature unable to take nourishment from food. All food consumed by the creature turns to ash in its mouth and provides no sustenance. After three days without eating, the creature must begin making a Constitution check each day against starvation (DC 10, +1 per previous check). A failed check results in 1d6 points of nonlethal damage and fatigue. This damage and fatigue cannot be recovered until the creature is able to eat again. A creature affected by *banquet of ashes*

becomes progressively weaker until able to eat again. If the creature does not starve to death, upon the end of the spell's duration, it must make a Will save (DC 15) to avoid gorging itself at the first opportunity. This causes the creature to become nauseated for 1d4 hours. If the Will save succeeds, the creature can control its hunger and recover at a reasonable pace.

Bloodpower Manifest

School transmutation; **Level** sorcerer 1 (sorcerer only)

Casting Time 1 standard action

Components V, S, M (blood sacrifice of 1 Con)

Range personal

Duration 1 round

Saving Throw Will (harmless); **Spell Resistance** no

By means of this spell, a sorcerer may regain a use of his 1st level bloodline power, even if he has exhausted all of his daily uses. A blood sacrifice of 1 Constitution point must be made, and the bloodline power may be used on the following round.

Special: If the sorcerer has the Spell Focus (transmutation) feat, he may sacrifice further points of Constitution to augment the bloodline power, each point sacrificed adding +1 to the DC of the target's save, to the to-hit of the attack, or to the bonus given by the bloodline power's effect, as adjudicated by the GM.

Detect Gems

School divination; **Level** cleric 1, inquisitor 1, witch 1 or any dwarven spellcaster as a 1st level spell

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration 1 minute/ level

Saving Throw none; **Spell Resistance** no

You can detect cut gems, objects containing gems, and magical gems—even creatures composed of or containing gemstones. The amount of information revealed depends on how long you study a particular area.

- *1st round:* Presence or absence of gem.
- *2nd round:* Number and location of gems within the scanned area. The location is felt in distance in feet, and up and down, if applicable, not 'behind the secret door in the wall'.
- *3rd and subsequent round:* If in the visual presence of the gems, the caster gains a +10 bonus to Appraise

checks, or Spellcraft checks in the case of magical gems (including ioun stones).

Painful Splinter

School evocation (fire); **Level** cleric 2, druid 2, magus 2, witch 2

Casting Time 1 standard action

Components V, S, M (pinch of sand)

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

Target one creature

Duration instantaneous

Saving Throw Fortitude partial (see below); **Spell Resistance** yes

This spell fuses sand into a tiny splinter of hot glass, which automatically hits a target within range for 1 point of damage. The next round, upon failing a Fortitude saving throw, the target takes another point of damage and suffers a -1 penalty to hit, and to all skill checks. This continues for a number of rounds equal to the spellcaster's caster level, or until the saving throw is made. Constructs, elementals and undead are immune to all but the initial damage.

Sand-Spit

School conjuration; **Level** druid 0, inquisitor 0, sorcerer/wizard 0, summoner 0

Casting Time 1 standard action

Components V, S

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

Effect sand in eyes reduces initiative count

Target one living creature

Duration 1 round

Saving throw none; **Spell Resistance** no

This spell conjures a bit of sand or grit that, if a ranged touch attack succeeds, hits the main sensory organs of a target, irritating it so that it loses a point of initiative; if the ranged touch attack is more than 5 over the to-hit number, the target loses 2 points of initiative, and 3 points on a critical hit. The spell can be used in other ways, to distract a target, fling sand at a window, or what have you. The sand disappears 1 round after it is used.

Savage Sun

School transmutation; **Level** cleric 4, druid 4, inquisitor 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft. /level)

Area 30 ft. burst

Duration 24 hours

Saving Throw Will negates; **Spell Resistance** yes

This spell magnifies the effects of the sun on creatures that fail their saving throw against it. Under the light of the sun, they are dazzled and sickened. All effects are doubled against creatures with light sensitivity, and tripled against creatures with light blindness. This spell has no effect at night, or in places that sunlight cannot reach.

Tainted Water

School transmutation; **Level** cleric 2, druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (blob of oil)

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

Duration permanent

Saving Throw Will negates; **Spell Resistance** no

This spell stagnates 10 cubic feet of still water, making it foul and unable to support water-breathing life. Liquid-based magic items in a target area must make a saving throw or be utterly spoiled.

Tomb Ward

School abjuration; **Level** sorcerer/wizard 6, cleric/oracle 6

Casting Time 30 minutes

Components V, S, M (burning incense worth 60 gp, and stones etched with hieroglyphic warnings), F (funerary tools)

Range anywhere within the area to be warded

Area up to 200 sq. ft./level (S)

Duration 3 hours/level (D)

Saving Throw see text; **Spell Resistance** see text

This spell functions much like guards and wards, but only functions inside structures designated as tombs, and creates variant affects to protect tombs from any who would disturb their sanctity.

The tomb ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a catacomb by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

- *Arcane Locks*: All doors, coffin or sarcophagus lids in the warded area are arcane locked. *Saving Throw*: none. *Spell Resistance*: no.
- *Curse of the Tomb Thief*: Any living creature who enters the warded area are immediately inflicted with an arcane mark on their forehead (or similarly obvious area) that reads 'Tomb Thief' in any one language the caster can write. *Saving Throw*: none. *Spell Resistance*: no.
- *Home of the Dead*: All living creatures within the warded area take a -2 penalty to saving throws against both death and fear effects. *Saving Throw*: none. *Spell Resistance*: no.
- *Fog*: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). *Saving Throw*: none. *Spell Resistance*: no.
- *Lost Doors*: One door per caster level is covered by a silent image to appear as if it were a plain wall. *Saving Throw*: Will disbelief (if interacted with). *Spell Resistance*: no.

In addition to these effects, you can place your choice of one of the following six magical effects.

- A number of bodies within the tomb animate into skeletons (if the corpse is not intact) or zombies (if the corpse is mostly intact) if their graves are disturbed. The HD of the undead created is equal to twice your caster level. If awoken, the undead remain until destroyed. *Saving Throw*: none. *Spell Resistance*: no.
- Scarab swarms appear in three places. More scarabs will amass after 10 minutes if the swarm is dispersed while tomb ward lasts. *Saving Throw*: none. *Spell Resistance*: no.
- One grave or coffin is trapped so that it casts bestow curse upon any person who attempts to remove anything from the grave. The effect of the curse is chosen by the caster of tomb ward. *Saving Throw*: Will negates; *Spell Resistance*: yes.
- A *magic mouth* in two places. *Saving Throw*: none. *Spell Resistance*: no.
- A *stinking cloud* in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts. *Saving Throw*: Fortitude negates; see text

for *stinking cloud*. *Spell Resistance*: no.

Undetectable Divinity

School abjuration; **Level** alchemist 1, antipaladin 1, bard 1, inquisitor 1

Casting Time 1 standard action

Components V, S

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

Target one creature or object

Duration 24 hours

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell will conceal all attempts to divine his patron deity, or even the existence of a patron deity, including mind reading. This spell will mask the 'smell' of divine casters that zendiqi can sense, by way of their smell the muhartik racial ability.

Wall of Sand

School conjuration; **Level** druid 3, magus 3, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, S, M (handful of sand)

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

Effect a 1 ft. thick wall of sand, 10 ft. x 10 ft. per caster level

Duration 1 minute/level

Saving Throw Fortitude (see below); **Spell Resistance** no

This spell conjures up a churning, immobile wall of heavy sand or grit is opaque on both sides. Missiles and spells cannot penetrate the wall, as it blocks line of effect and sight. Any creature that attempts to pass through the wall must make a Fortitude save or be blinded for 1d4+1 rounds; making the save blinds the target for 1 round. The sand of the wall is affected as normal sand for the duration of the spell with regards to what can affect it. An area can be 'boxed in' by a wall, but all wall sections must be touching.

Equipment

The following are pieces of exotic equipment that can be found within the Deserts of Siwath.

Bullroarer

A foot-long wooden plank with holes drilled in it, sometimes decorated with horn or chitin; a heavy cord is attached and the plank is spun around in a perpendicular circle. The plank makes a low, growling sound that carries for 1d4+2 miles. Those with the Perform (woodwind) or Knowledge (nature) skills can make and understand simple one-theme messages by varying the speed and angle of the bullroarer.

Cost 5+ gp; **Weight** 2 lbs.

Clockwork Chess Players

One of the treasures found within the tombs of anpur kings are miraculous clockwork chess tables. Functioning with a complicated of weights, measures and gears, these chess tables can engage another chess player with prodigious skill, mechanically moving its pieces in response to the living player's movements.

The tables are not true automaton constructs, and can do nothing else save respond to the chess moves laid out on the board. Given the internal logic of a chess game, the construct responds purely on mathematical reasoning, and has nothing resembling intelligence. Most clockwork chess players can only play one side (white or black), which is inherent in its construction. A few of the more elaborate versions can play either.

Clockwork chess players vary in size and shape, though almost all consist of a box or table set with a chess board and game pieces. Some sets move the chess pieces by lodestones under the board (giving the illusion that they move by magic), whereas others have mechanical players in the semblance of metallic anpur or beautifully rendered animals.

Anpur see these objects as religious artifacts. The only place they are currently found is inside the tombs of anpur kings; being caught with one of them marks you as a tomb thief, eliciting their fury.

Cost: 3,000 gp

Wind-Trap

This mainstay of deep desert survival consists of a pair or trio of long poles, typically jointed so as to be collapsible, and a large waxed piece of canvas, roughly triangular in shape. The arrangement is placed just so, in the night or twilight, to condense moisture in the

winds upon its surface, taking advantage of the drop in temperature. A vessel is placed underneath the trap to collect the water. Some are emblazoned with a clan sigil, to identify a camp.

Cost 10 gp; **Weight** 15 lbs.

Zilzala

This device has specific uses in the southern deserts, but has found applications in other environments, such as certain mines and farms. Invented by the tinkers of Buktu, it looks like a sharp metal stake with a heavy cylinder atop, which is twisted to be turned “on” or “off”. Clockworks within are geared to make a regular, thumping vibration that draws creatures that have tremorsense. A being that has tremorsense will be able to detect no other source of movement but the zilzala (with tremorsense, anyway) from a distance of three times their tremorsense listing. Creatures that depend solely on tremorsense will be effectively blinded, apart from the zilzala itself, and they, and other creatures with tremorsense, will seek to destroy the device, which has a hardness of 5 and 5 hit points. Most zilzala run for an hour before having to be ‘rewound’. Desert creatures so lured include death worms, scorpions, and dust diggers, while ankhegs are attracted to them in farming country, and purple worms (among others) in mines and underground.

Cost 50 gp

Magic Items

The following are magical items that can be found within the Desert of Siwath. Since many of them are integral parts of the Siwathi zendiqi culture, myth, and struggle, overt possession of some of them by a non-zendiqi will offend inhabitants of that region. The same holds true for anpur who witness use of the various masks without some previous relationship being established with the user. The zendiqi or anpur observer will probably have to make some Knowledge check, or at least a Wisdom ability check of 10 equal to the caster level of the item to recognize it when in use. This generally leads to a 1-step drop in Diplomatic attitude, or, if in combat, direction of attacks at the carrier of Siwathian items by an unproven foreigner. Note that the *rod of kadeq* is an exception, for most Siwathi, zendiqi and anpur alike, fear the legend of that long-ago radical purveyor of the magical arts.

Book of One-Thousand and One Stories

Aura moderate enchantment; **CL** 6th

Slot none; **Price** 10,000 gp; **Weight** 2 lbs.

DESCRIPTION

Once upon a time, a queen was chained to her cruel husband’s bedpost and obliged to tell him a new story every night, lest he lose interest in her and murder her to make room for a new wife. For a thousand and one nights, she wove new stories to tantalize and entrance him, before she managed to wrap her chains around his neck. The stories she told were eventually written down and bound into a book.

The *book of one-thousand and one stories* contains many scintillating and entrancing tales. If a bard reads from the book while using her *fascinate* ability, the DC of the Will save to negate the effect is raised by 3.

CONSTRUCTION

Requirements Craft Wondrous Item, *hypnotism*, bard level 6; **Cost** 5,000 gp

Cameleather Armor

Aura faint abjuration; **CL** 5th

Slot armor; **Price** 2,400 gp; **Weight** 25 lbs.

DESCRIPTION

This survival-oriented armor is made from the intact hide of a blessed and ritually sacrificed camel of perfect proportions, even utilizing its head as a helmet, with intact huge eyelashes. The armor acts as +1 *hide armor*, and the wearer is protected as an *endure elements* spell, and need not drink while wearing it. He is also immune to thirst effects, blinding or penalty due to flying grit or sand, and the spells *sand-spit*, *touch of fatigue*, and *cup of dust*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *create water*, *endure elements*; **Cost** 1,200 gp

Emerald Sword

Aura moderate transmutation; **CL** 11th

Slot weapon; **Price** 20,000 gp; **Weight** 6 lbs.

DESCRIPTION

These beautiful swords, encrusted with emeralds on the hilt, and with the green stone imbedded in the blade itself, were the badge of office of zendiqi officers and leaders during the NewGod Wars. An emerald sword bypasses any alignment-based damage reduction of its target, and is a otherwise a +2 *longsword*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *align*

weapon; **Cost** 10,000 gp

Faceted Prison

Aura moderate summoning; **CL** 5th

Slot none; **Price** 2,500 gp; **Weight** —

DESCRIPTION

These sandworn, crystalline gems appear similar to other *elemental gems*, but are only capable of holding small elementals. Unlike *elemental gems*, however, a faceted prison can also ensnare and imprison a small elemental within 30 ft., if it fails a DC 15 Will save; thus it can be reused. There is an equal chance of a faceted prison, when found, to be empty or containing a prisoner. Releasing or capturing a small elemental is a full-round action.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon nature's ally II* or *summon monster II*; **Cost** 1,250 gp

Marhaban Mirror

Aura faint enchantment; **CL** 7th

Slot none; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

This small silver mirror is decorated with filigree of desert animals such as bats, birds, snakes or desert rats. Twice per day, the mirror can compel a Tiny normal animal within 40 ft. to land upon, or approach it, and have a spoken message imprinted upon it, similar to the spell *animal messenger*, but the animal will remember the message and recite it to the target in its own voice, understandable by those that can understand the original message. It will find the target if it is within 7 days' travel.

CONSTRUCTION

Requirements Craft Wondrous Item, *animal messenger*; **Cost** 1,500 gp

Masks of Siwath

These metallic face masks are used by anpur priests and morticians in their duties within the necropolis of the City of Tombs. They are a sign of station, a sacred tool, and a reward for just service. After death, these masks continue to serve their owners in the afterlife, being placed on their mummified bodies.

Each mask of siwath is modeled after different animals and grants different abilities to their wearer. Each caste of anpur priest favors a different type of mask.

Mask of the Bull

Aura minor transmutation, **CL** 5th

Slot head; **Price** 22,190 gp; **Weight** 3 lbs.

DESCRIPTION

The *mask of the bull* bestows its wearer a +2 enhancement bonus to Strength. Treat this as a temporary bonus for the first 24 hours the mask is worn. Additionally, the *mask of the bull* bestows the ability of *haste*, as per the spell, three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *haste*, *bull's strength*; **Cost** 11,095 gp

Mask of the Falcon

Aura moderate divination, **CL** 9th

Slot head; **Price** 44,870 gp; **Weight** 3 lbs.

DESCRIPTION

The *mask of the falcon* bestows its wearer a +2 enhancement bonus to Wisdom. Treat this as a temporary bonus for the first 24 hours the mask is worn. Additionally, the *mask of the falcon* bestows the ability of *true seeing*, as per the spell, three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *true seeing*, *owl's wisdom*; **Cost** 22,435 gp

Mask of the Ibis

Aura moderate divination; **CL** 11th

Slot head; **Price** 77,130 gp; **Weight** 3 lbs.

DESCRIPTION

The *mask of the ibis* bestows its wearer a +2 enhancement bonus to Dexterity. Treat this as a temporary bonus for the first 24 hours the mask is worn. Additionally, the *mask of the ibis* bestows the ability to understand deep secrets, as per the spell *legend lore*, three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*, *legend lore*; **Price** 38,565 gp

Mask of the Lioness

Aura moderate illusion; **CL** 7th

Slot head; **Price** 36,230 gp; **Weight** 3 lbs.

DESCRIPTION

The *mask of the lioness* bestows its wearer a +2 enhancement bonus to Dexterity. Treat this as a temporary bonus for the first 24 hours the mask is worn. Additionally, the *mask of the lioness* bestows the ability to make its wearer invisible, as per the spell *greater invisibility*, three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater invisibility*, *cat's grace*; **Cost** 18,115 gp

Mask of the Ram

Aura moderate conjuration; **CL** 7th

Slot head; **Price** 41,230 gp; **Weight** 3 lbs.

DESCRIPTION

The *mask of the ram* bestows its wearer a +2 enhancement bonus to Constitution. Treat this as a temporary bonus for the first 24 hours the mask is worn. Additionally, the *mask of the ram* bestows the ability heal with a touch, as per the spell *restoration*, three times per day. The mask of the ram cannot cure permanent negative levels, only temporary ones.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, *restoration*; **Price** 18,115 + 5,000 gp (diamond material component)

Mask of the Serpent

Aura moderate enchantment; **CL** 7th

Slot head; **Price** 36,170 gp; **Weight** 3 lbs.

DESCRIPTION

The *mask of the serpent* bestows its wearer a +2 enhancement bonus to Charisma. Treat this as a temporary bonus for the first 24 hours the mask is worn. Additionally, the *mask of the serpent* bestows the ability to charm the hearts of others, as per the spell *charm monster*, three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm monster*, *eagle's splendor*; **Price** 18,085 gp

Ring of Sakhr

Aura strong conjuration; **CL** 11th

Slot ring; **Price** 18,800 gp; **Weight** —

DESCRIPTION

This semi-legendary magic ring is said to have once been owned by the pre-Calling Grand Wazir Du al-Qarnayn, who commanded the great shaitan Sakhr to forge a ring to enslave others of its own kind. The ring is decorated with overlapping alchemical symbols, each representing the four elements. Four precious gems are set into the sigil, each glinting with its own differently colored light.

The bearer of the *ring of sakhr* may add his Charisma modifier again (essentially doubling his Charisma modifier) on all Charisma-based checks made when interacting with genies. This includes the checks made to seal a

bargain with a genie when casting *planar binding*.

The bearer of this ring gains a +5 enhancement bonus on any Knowledge (planes) check to discover the true name of an elemental outsider. Lastly, once a week on command, the ring of sakhr can cast *planar binding*.

CONSTRUCTION

Requirements Forge Ring, *eagle's splendor*, *planar binding*; **Cost** 18,800 gp

Rod of Kadeg

Aura strong (no school); **CL** 17th

Price 24,000 gp; **Weight** 5 lbs

DESCRIPTION

These rods are modeled on the original device wielded by Kadeg the Merciless himself, ancient renegade wizard whose mysterious pyramid stands on the promontory south of the Bay that bears his name. A *rod of kadeg* acts as a lesser elemental metamagic rod that can manipulate all four energy types. It has the added ability to exert control over the mercurial *rod of wonder*. When attached end to end, a rod-staff of kadeg's wonder can choose any effect from the *rod of wonder* table within a range equal to the wielder's prime mental ability. Thus a roll of 15 by a wielder using a Charisma of 15 could select any effect from 1 to 30. The *rod of kadeg* demands power from the wielder, however, draining 1 random ability point- 2 ability points if the *rod-staff of kadeg's wonder* is manufactured, at dawn each day. These drained points cannot be restored magically, restoring themselves at the following dawn, only to be randomly selected again. The *rod of kadeg* functions as a masterwork light club, the *rod-staff of kadeg's wonder* as a +1 quarterstaff.

CONSTRUCTION

Requirement Craft Rod, Elemental Spell, *elemental touch*, *protection from chaos*; **Cost** 12,000 gp

Sakhr's Throne (Lesser Artifact)

Aura strong enchantment; **CL** 18th

Slot none; **Weight** 1,000 lbs.

DESCRIPTION

The pre-Calling Grand Wazir Du al-Qarnayn is said to have bound a shaitan named Sakhr to his service. This shaitan is said to have made the Grand Wazir many wondrous things. Most wondrous of all was said to be his throne, called both al-Qamayn's Throne and Sakhr's Throne, along with other poetic epithets.

The throne is made of bronze, ivory, horn and gold and was wreathed in depictions of great beasts. Five steps lead up to the throne: two kneeling bulls support the first steps, two rams support the second steps, a pair

of lions (male and female) support the third steps, two fighting serpents entwined together support the fourth step, while twin ibises support the fifth step. The throne itself is shaded by the wings of a falcon carrying the sun's disc in its talons. These steps can retract themselves by hidden clockworks, and extend themselves only when you approach.

Furthermore, the throne can move wherever the owner wills it. It can move no more than your normal speed per round, walking on the bull's bronze legs. You can command the throne's movements with a move action. If you desire, the throne can follow you; if not otherwise directed, it will maintain a constant 10 feet between itself and you.

When seated on the throne, the owner gains a variety of abilities.

- The enthroned can use *discern lies* at-will. Whenever he hears a lie, one of the beasts of the throne will cry out in a voice appropriate to its species, thus marking his lie.
- On command, the throne will exhume a sweet smelling perfume.
- The enthroned gains a +2 enhancement bonus on Intimidate and Diplomacy checks, due to the inherent majesty of the throne.
- The enthroned can cast the following spells on himself, each once per week: *bull's strength*, *bear's endurance*, *cat's grace*, *owl's wisdom*, *eagle's splendor*, and *fox's cunning*.

The throne is 10 ft. long, 10 ft. wide, and is 10 ft. tall. It can carry up to 5,000 lbs. of gear loaded onto it (though this is hardly its primary purpose). It has a 'Strength' of 30 if it ever becomes relevant. Ramming Damage: 1d8

If the throne ever truly existed, it disappeared long ago. Legend has it that the Grand Wazir following Du al-Qarnayn could not master the throne and, misunderstanding its machinations, broke his leg while trying to ascend it and became lame. In wrathful vengeance, he left the throne in the sands outside the city to punish it for its insolence.

DESTRUCTION

If an angel and a devil of at least 10 HD each should sit in peace upon the throne, it will break in two and therefore be ever sundered.

Sepid Helmet

Aura moderate abjuration; **CL** 15th

Slot head; **Price** 24,000 gp; **Weight** 3 lbs.

DESCRIPTION

This bizarre helm is made from the head of a sepid div, from the bridge of the nose up, including horns and eyes. Most were made after the total defeat of a conclave of these warlords, a major victory of the Elementalist forces that prolonged the war for years, as it caused the neutral evil deities Lyvalia and Fenris Kul to withdraw their support for a time. The helm grants its wearer immunity to effects that cause blindness or deafness, and, once per round, it can deflect a ray or spell that uses a ranged touch attack.

CONSTRUCTION

Requirements Craft Magic Arms and Armor or Craft Wondrous Item, Deflect Arrows, *remove blindness/deafness*; **Cost** 12,000 gp

Silica Dory

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 7,200 gp; **Weight** 4 lbs.

DESCRIPTION

In its unactivated form, a *silica dory* looks like a squarish, well-made glass bottle. When the proper command word is given, the bottle expands in the space of a single round to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. It now contains a pair basket-spikes (to push across glass or sand) a mast, and a lateen sail. The dory can travel like a boat across sand (or ash) and surfaces of glass or similar substances. It will sink like a stone in water. All of the basic principles of boating apply to the dory, but with the substances indicated. A second command word causes the dory to fold itself into a bottle again, but only when it is unoccupied.

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*, creator must have 2 ranks in Craft (glass) skill; **Cost** 3,600 gp

Staff of the Four

Aura moderate evocation; **CL** 11th

Slot none; **Price** 16,000 gp; **Weight** 5 lbs

DESCRIPTION

This four-colored staff of palm-wood sometimes bears gems of ruby, pearl, diamond and moonstone. This staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Hydraulic push* (1 charge)
- *Shocking grasp* (1 charge)
- *Acid arrow* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *acid arrow*, *burning hands*, *hydraulic push*, *shocking grasp*; **Cost** 8,000 gp

Zulfiqar of Sheiks

Aura strong abjuration; **CL** 11th

Price 20,000 gp; **Weight** 6 lbs

DESCRIPTION

A zulfiqar is a blade of status, typically wielded only by sheiks or their champions. The handle is often wrapped with green dragonhide. Resembling a heavy scimitar with a forked tip, it is treated as a rhoka with +2 magical enhancement for statistical purposes. A zulfiqar grants spell resistance to the wielder, based on his personal strength; 12 plus the wielder's character level.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *globe of invulnerability*, **Cost** 10,000 gp

Common Equipment Available

Most of the items below can be found in the Pathfinder® Roleplaying Game: Ultimate Equipment book. However we have also included some items from Luven Light-fingers Gear and Weapon Shop (LL) and Monsters of Porphyra (MoP).

Adventuring Gear		
Item	Price	Weight
Animal glue	5 sp	1/2 lb.
Area map	50 gp	2 lbs.
Bandages ^{LL}	2 gp	1/2 lbs.
Banner	1-20 gp	2 lbs.
Bard's kit	41 gp	33-1/2 lbs.
Basket	4 sp	1lb.
Bedroll	1 sp	5 lbs.
Bell	1 gp	—
Belt Pouch	1 gp	1/2 lb.
Book of Letters	50 gp	3 lbs.
Bottle	2 gp	1 lb.
Breakaway chains	65 gp	2 lbs.
Bullroarer	5 gp	2 lbs.
Camouflage netting	20 gp	5 lbs.
Campsite kit	12 gp	80 lbs.
Candle	1 cp	—
Candle lamp	5 gp	1 lb.
Canteen	2 gp	1 lb.

Canvas (sq. yd.)	1 sp	1 lb.
Censer ^{LL}	15 gp	2 lbs.
Chain (10 ft.)	30 gp	2 lbs.
Chalice, Gourd or Wood ^{LL}	5 gp	1 lb.
Chalk	1 cp	—
Chalkboard	1 gp	2 lbs.
Chest, small	2 gp	25 lbs.
Chest, medium	5 gp	50 lbs.
Chirurgeon's kit	400 gp	4 lbs.
Coffin, common	10 gp	30 lbs.
Coffin, ornate	100 gp	50 lbs.
Compass	10 gp	1/2 lb.
Cooking kit	3 gp	16 lbs.
Crowbar	2 gp	5 lbs.
Cypher books	150 gp	2 lbs.
Drill	5 sp	1 lb.
Ear trumpet	5 gp	2 lbs.
Earplugs	3 cp	—
Entertainer's kit	5 sp	3 lbs.
False manacles	65 gp	2 lbs.
False-bottomed chest	52 gp	25 lbs.
False-bottomed scabbard	45 gp	1 lb.
Familiar satchel	25 gp	6 lbs.
Fighter's kit	9 gp	29 lbs.
Filter hood	10 gp	4 lbs.
Firewood (per day)	1 cp	20 lbs.
Flask	3 cp	1-1/2 lbs.
Flint and steel	1 gp	—
Folding chair	2 gp	10 lbs.
Folding table	10 gp	20 lbs.
Gear maintenance kit	5 gp	2 lbs.
Glass cutter	5 gp	—
Grooming kit	1 gp	2 lbs.
Hammock	1 sp	3 lbs.
Henna, Silver ^{LL}	120 gp	½ lbs.
Heritage book	50 gp	2 lbs.
Hip flask	1 gp	1/2 lb.
Holy symbol, tattoo	100 gp	—
Hourglass (1 hour)	25 gp	1 lb.
Incense ^{LL}	5 gp+	—
Ink	8 gp	—
Inkpen	1 sp	—

Inquisitor's kit	30 gp	34 lbs.
Iron spike	5 cp	1 lb.
Journal	10 gp	1 lb.
Jug	3 cp	9 lbs.
Magnifying glass	100 gp	—
Manacles, common	15 gp	2 lbs.
Manacles, masterwork	50 gp	2 lbs.
Marbles	1 sp	2 lbs.
Monk's kit	8 gp	22 lbs.
Oil	1 sp	1 lb.
Oracle's kit	9 gp	29 lbs.
Parchment (sheet)	2 sp	—
Poison pill ring	+20 gp	—
Pot, common	8 sp	4 lbs.
Ranger's kit	9 gp	28 lbs.
Riding kit, common	16 gp	54 lbs.
Riding kit, exotic mount	36 gp	59 lbs.
Rogue's kit	50 gp	37 lbs.
Sack	1 sp	1/2 lb.1
Scroll box	5 gp	1 lb.
Scroll case	1 gp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Shovel, common	2 gp	8 lbs.
Signal horn	1 gp	2 lbs.1
Signet ring	5 gp	—
Silk rope	10 gp	5 lbs.
Smoked goggles	10 gp	—
Sorcerer's kit	8 gp	19 lbs.2
Spyglass	1,000 gp	1 lb.
String or twine (50 ft.)	1 cp	1/2 lb.
Summoner's kit	8 gp	19 lbs.2
Survival kit, common	5 gp	4 lbs.
Survival kit, masterwork	50 gp	5 lbs.
Swarmsuit	20 gp	10 lbs.1
Tattoo	1 cp–20 gp	—
Tent, small	10 gp	20 lbs.1
Tent, medium	15 gp	30 lbs.1
Tent, large	30 gp	40 lbs.1
Tent, pavilion	100 gp	50 lbs.1
Thurible	50 gp	3 lbs.
Torch	1 cp	1 lb.

Traveler's dictionary	50 gp	2 lbs.
Undead slayer's kit	402 gp	7 lbs.
Vial	1 gp	—
Waterskin	1 gp	4 lbs.
Weapon cord	1 sp	—
Whetstone	2 cp	1 lb.
Wind-Trap	10 gp	15 lbs.
Wire	5 gp	1/2 lb.
Witch's kit	21 gp	21 lbs.
Wizard's kit	21 gp	21 lbs.
Wrist sheath	1 gp	1 lb.
Zilzala	50 gp	10 lbs.

Tools and Skill Kits		
Item	Price	Weight
Abacus	2 gp	2 lbs.
Alchemist's lab	200 gp	40 lbs.
Alchemy crafting kit	25 gp	50 lbs.
Antidote kit	100 gp	3 lbs.
Artisan's tools, common	5 gp	5 lbs.
Artisan's tools, masterwork	55 gp	5 lbs.
Disguise kit	50 gp	8 lbs.
Forger's Kit	200 gp	6 lbs.
Formula book	15 gp	3 lbs.
Fortune-teller's deck, common	1 gp	1/2 lb.
Healer's kit	50 gp	1 lb.
Mapmaker's kit	10 gp	2 lbs.
Masterwork tool	50 gp	1 lb.
Merchant's scale	2 gp	1 lb.
Midwife's kit	10 gp	2 lbs.
Musical instrument, common	5 gp	3 lbs.
Portable alchemist's lab	75 gp	20 lbs.
Portrait book	10 gp	3 lbs.
Spell component pouch	5 gp	2 lbs.
Spellbook	15 gp	3 lbs.
Surgeon's tools	20 gp	5 lbs.
Symptom kit	25 gp	5 lbs.
Thieves' tools, common	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lbs.
Traveling formula book	10 gp	1 lb.
Traveling spellbook	10 gp	1 lb.
Veterinarian's kit	10 gp	20 lbs.

Pets and Familiars		
Animal	Price	Weight
Cat	3 cp	8 lbs.
Centipede, house	1 cp	3 oz.
Goat	6 gp	50 lbs.
Lizard	5 cp	2 oz.
Rat	1 cp	1 lb.
Rat, dire	5 gp	50 lbs.
Raven	2 gp	3 lbs.
Scorpion, greensting	15 gp	9 oz.
Snake, constrictor	5 gp	60 lbs.
Snake, viper	5 gp	10 oz.
Spider	25 gp	8 oz.

Guard and Hunting Animals		
Animal	Price	Weight
Cat, Small	100 gp	100 lbs.
Dog, guard	25 gp	25 lbs.
Falcon	40 gp	2 lbs.

Farm and Work Animals		
Animal	Price	Weight
Camel	150 gp	1,000 lbs.
Cattle	50 gp	1,500 lbs.
Donkey or mule	8 gp	600–800 lbs.
Goat	6 gp	50 lbs.
Sheep	20 gp	150 lbs.

Mounts		
Animal	Price	Weight
Camel	150 gp	1,500 lbs
Dog, riding	150 gp	50 lbs.
Gecko, riding	300 gp	1,200 lbs.
Gecko, riding (combat trained)	400 gp	1,500 lbs.
Griffon (combat trained)	8,000 gp	500 lbs.
Griffon egg	3,500 gp	10 lbs.
Hippogriff (combat trained)	5,000 gp	500 lbs.
Hippogriff egg	200 gp	10 lbs.
Mawgriff ^{MoP} (combat trained)	1,100 gp	500 gp

Animal Related Gear		
Animal	Price	Weight
Animal harness	2 gp	2 lbs.

Bit and bridle	2 gp	1 lb.
Cage		
Diminutive or Fine	10 gp	2 lbs.
Tiny	2 gp	5 lbs.
Small or Medium	15 gp	60 lbs.
Large	30 gp	240 lbs.
Huge	60 gp	960 lbs.
Falconry gauntlet	10 gp	1 lb.
Feed (per day)	5 cp	10 lbs.
Saddle		
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddle (exotic)		
Military	60 gp	40 lbs.
Pack	15 gp	20 lbs.
Riding	30 gp	30 lbs.
Saddlebags	4 gp	8 lbs.

Clothing		
Item	Price	Weight
Artisan's outfit	1 gp	4 lbs.
Brooch	Varies	—
Caul	10–100 gp	—
Courtier's outfit	30 gp	6 lbs.
Entertainer's outfit	3 gp	4 lbs.
Explorer's outfit	10 gp	8 lbs.
Hot weather outfit	8 gp	4 lbs.
Jewelry	Varies	Varies
Mask	1 sp–50 gp	1 lb.
Monk's outfit	5 gp	2 lbs.
Noble's outfit	75 gp	10 lbs.
Patchwork cloak	5 gp	1/2 lb.
Peasant's outfit	1 sp	2 lbs.
Pickpocket's outfit	5 gp	3 lbs.
Pocketed scarf	8 gp	1/2 lb.
Reinforced scarf	10 gp	1 lb.
Scarf	1 sp–5 gp	1/2 lb.
Scholar's outfit	5 gp	6 lbs.
Tear-away clothing	+5 gp	—
Traveler's outfit	1 gp	5 lbs.
Turban ^{LL}	2 sp	½ lb.

Entertainment		
Item	Price	Weight
Arbakampsi set	20 gp	3 lbs.
Arbakampsi set, master-work	250 gp	4 lbs.
Cards	1 sp–100 gp	1 lb.
Clockwork chess players	3,000 gp	1 lb.
Dice	1 sp	—
Horseshoes game	5 sp	3 lbs.
Loaded dice, average	10 gp	—
Loaded dice, superior	50 gp	—
Marked cards	1 gp	1 lb.
Puzzle box	1 gp–1,000 gp	1 lb.–5 lbs.

Trade Goods	
Price	Item
1 cp	Cactus (1 lb.)
3 cp	Dates (1 lb.)
50 gp	Camel
1,125 gp	<i>Elemental gems</i>

Lodging and Services	
Item	Price
Bath (public)	2 sp–1 gp
Companion	5cp–10 gp
Doctor	1 gp
Hireling (untrained)	1 sp per day
Inn stay (poor)	2 gp
Inn stay (common)	5 sp
Inn stay (good)	2 gp
Laundry	1 sp
Lawyer (novice)	5 sp
Scribe (text)	1 gp
Scribe (map)	10 gp
Spellcasting	caster level × spell level × 10 gp*

Alchemical Remedies			
Item	Price	Weight	Craft DC
Alchemical grease	5 gp	1 lb.	15
Antiplague	50 gp	—	25
Antitoxin	50 gp	—	25
Meditation tea	30 gp	—	20

Padzahr	80 gp	—	25
Smelling salts	25 gp	—	25
Soothe syrup	25 gp	1/2 lb.	15
Soul stimulant	300 gp	—	30
Vermin repellent	5 gp	—	20
Wismuth salix	30 gp	—	20

Alchemical Tools			
Item	Price	Weight	Craft DC
Bloodblock	25 gp	—	25
Chill cream	15 gp	1 lb.	15
Embalming fluid	50 gp	10 lbs.	25
Hunwen's Insect Repellent ^{LL}	2 gp	1 lb.	15
Incense, Calming ^{LL}	50 gp	—	15
Incense, Concentration ^{LL}	50 gp	—	20
Incense, Healing ^{LL}	50 gp	—	20
Incense, Restful ^{LL}	50 gp	—	15
Marker dye	15 gp	1 lb.	15
Mending paste	25 gp	1/2 lb.	25
Nushadir	10 gp	1 lb.	20
Scent cloak	20 gp	2 lbs.	20
Water purification sponge	25 gp	1 lb.	15
Weapon blanch (cold iron)	20 gp	1/2 lb.	20
Weapon blanch (silver)	5 gp	1/2 lb.	20

Arbakampsi, Game of the Siwath

“Even through the teeth of the wind and grit that blows down the alleys of The Tent City one can hear muted talk; oaths, ritualized words, and the click of tiny objects on wood. Inside the domed tent with many carpets and pillows, are small groups of low tables, occupied by men wearing burnouses of an infinite combination of four colors... They have ignored the sandstorm outside to play at a game of some sort; a carved wooden board of brightly colored hexagons, pieces of some kind of colored crystal, a glitteringly inset camel’s knucklebone. Money changes hands, knees are struck in frustration, and words from a language that pre-dates the Gods is spoken lightly and freely... but The Game is the focus of all.”

The game of arbakampsi was invented by the zendiqi people of the dry southern reaches of Porphyra, in the lean decades after their total defeat in the NewGods Wars. It simulates the tribulations of that seesaw conflict, of seizing territory, gambling on a hunch- and taking chances that may or may not pan out. That there is a small advantage to one of the players is an accepted part of Porphyran life- nothing ever proceeds on an equal basis; to assume so is ignorant naivety. Perhaps The Game has made it to other worlds, probably at the hands of the immortal Genies, and played with innocent ignorance of its greater symbolism. The Game, however, draws even the jaded in, as the suggestion of life and death decisions, even in the fall of a tiny purple or green crystal, sparks a memory in the fractious instincts of quarreling humanoids.

Rules for the Game of Arbakampsi

Arbakampsi means “Four and Five” in the Old Porphyran tongue, and pits two allegorical sides against one another- the followers of the Four, the Elementalists, and those Deists who came with the Five-fingered Hand of the Gods, which split open the heavens. The game is part gambling, part strategy, and for the zendiqi people, often the grounds for philosophical discussion over the painted wooden boards, dried beans, and camel’s knucklebone that serves as the components for a arbakampsi set.

Components

- 1 Arbakampsi board, with 64 spaces in four colors
- 2 sets of thirty tokens, of two different colors
- 1 “camel’s knucklebone”, a six-sided die

Object

The object of the game is to gather tokens to place on the board, forming lines of four and claiming “borders”.

The Place of Arrival

No one shall place a token on the center space. This is the space whereupon all wagers shall be placed. The starting wager shall be one coin, according to one’s standing. Arba shall have the privilege of increasing the wager, whereupon Kampszi shall match it or forfeit. He may do this Four times.

Procedure of Play

One player is Arba, or Four, representing the Elementalists. Arba shall go first. The die is taken, and Arba names One, Two, Three or Four. If the roll of the die is equal to or less than the naming, Arba places tokens equal to his naming, subtracted from six. Thus if Arba names Four, and Three is rolled, Arba places Two tokens on any space on the board, save the center. If One is named and One is rolled, Five tokens shall be placed. Then Arba shall name again. If the die shall roll a number higher than one’s naming, Kampszi shall take a token from the board and return it to Arba, and it shall then become the turn of Kampszi, or Five, representing the Deists. Kampszi shall proceed in the same manner, though Kampszi may name Five, as well. Should anything but a Six be rolled, Kampszi shall gain One token.

Retreat

Both Arba and Kampszi may elect to cease their turn, passing the die to the other, to avoid having to lose a token on the board. They shall signify by uttering, “Retreat” and passing the die.

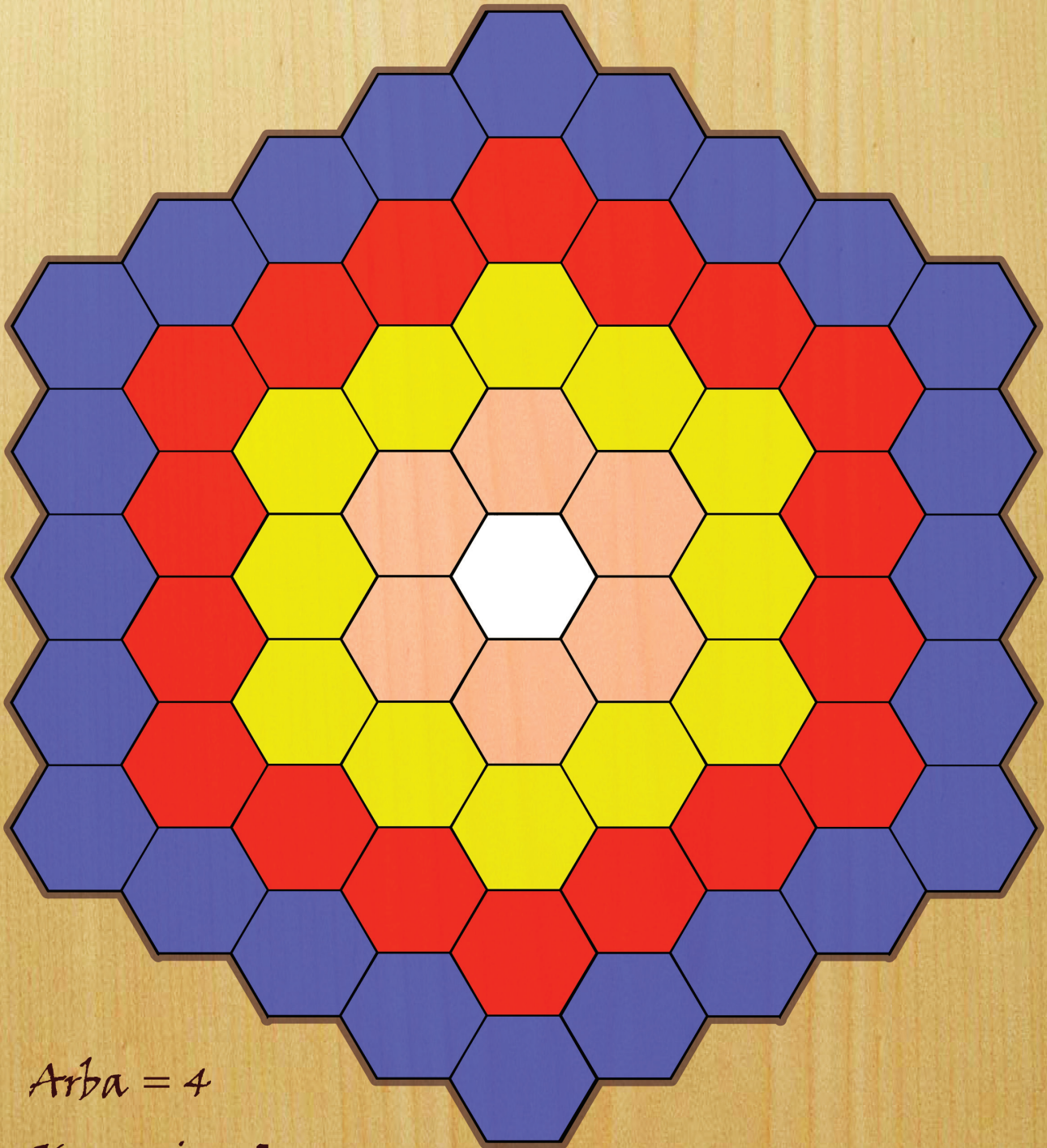
Ending the Game

The game shall end when all 64 spaces are covered with tokens. It is only then that all points shall be tallied.

Scoring

A direct line of four tokens in a row is called a “Battle” and shall be worth one point. Having a majority of one’s tokens in a colored ring is called a “Border” and shall be worth two points. Ties grant no points. Completely covering a colored ring with one’s tokens is called a “Victory” and shall be worth two points.

Arbakampsi



Arba = 4

Kampsi = 5

Tawba = Retreat

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**The next region to be explored
 in depth will be the
 Middle Kingdoms in
 Heroes of the Middle Kingdoms.**

