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ADVENTURE PATH[™]



MUMMY'S MASK

PLAYER'S GUIDE



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Mummy's Mask Player's Guide

The Mummy's Mask Adventure Path begins in the city of Wati with a lottery to determine which of Wati's many tombs the gathered adventurers will have the good fortune to explore. The Ruby Prince Khemet III has ordered the government of Wati and the church of Pharsma to open Wati's necropolis to exploration. The lottery is random and impartial, and the adventure begins with the PCs receiving their assigned tombs to explore. The PCs should be a group of adventurers that are ready to uncover the millennia-old secrets of the ancient empire of Osirion! This Player's Guide provides tips and suggestions for characters in the Mummy's Mask Adventure Path.

COMING TOGETHER

Seven years ago, Pharaoh Khemet III, the Ruby Prince, formally opened Osirion's ancient tombs and burial sites to foreign explorers. Khemet III understood that adventurers who've traveled great distances in search of treasure typically do not return from whence they came to sell their discoveries. Instead, they typically sell or

trade what they do not keep as quickly as possible at the closest civilized community with an economy strong enough to absorb an influx of valuable antiquities. The Ruby Prince's policy has attracted not only explorers to the desert nation of Osirion, but also countless scholars, private collectors, special interest groups such as the Pathfinder Society, and financial interests from all across the Inner Sea. A minor industry has sprung up just to support visiting explorers, and an even larger infrastructure has come into being to serve foreign investors and traders. Every opening of a major site has heralded an economic boom for the local area and for Osirion as a whole.

The Adventure Path doesn't start with the PCs shipwrecked or attending a special ceremony, so it's up to you and your group to determine how your PCs come together to begin adventuring. Maybe they were childhood companions who decided to strike out and make it rich in Osirion. Perhaps the PCs met in Sothis upon arriving in Osirion and decided to join together to share in the adventure. The PCs could even be locals

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ADVENTURING PARTY NAMES

Here are a few suggestions of adventuring party names your PCs can use to help their group stand out.

- The Brave Raiders
- The Circle of the Final Rest
- The Crocodile's Teeth
- The Dust Diggers
- The Five Blades Company
- The Golden Devils
- Jesper's Jackals
- The Night Whispers
- The Ring of Daggers
- The Steel Spiders



from Wati that feel they have a greater right to the treasures of Osirion than foreign explorers. Whatever the reason the PCs decided to become an adventuring group, all the PCs are together in Wati, eagerly awaiting the lottery assignment.

The competition in Wati is fierce, and dozens of other adventuring groups have made their journeys to the Half-Dead city to try their luck and skill in the necropolis, as have scores of merchants and others looking to capitalize on the influx of people. Each of the other adventuring groups have flavorful names to help them stand out among the competition. Your group should talk among yourselves and come up with a suitable name for an adventuring party. Adventuring party names should be evocative and play to the strengths of the party's makeup. Sometimes a party has a clear leader and the adventuring party incorporates his or her name into the group's name. Table 4–8 on page 99 of *Pathfinder RPG GameMastery Guide* provides a generator to help create adventuring party names. Alternatively, a few other suggestions are provided in the sidebar above. Choose one of those names to serve as a good adventuring party name.

CHARACTER TIPS

You're starting the Mummy's Mask Adventure Path, but what kind of character should you play? What is the best way to make a character that will fit into Osirion and thrive in the hot desert conditions? The following hints, suggestions, and character options are designed to help you create characters perfectly suited to exploring—and overcoming—the challenges the Adventure Path has in store for you and your party. The following suggestions are not exhaustive, and there are thousands of viable character concepts that can shine in this campaign. For more discussion of characters in the Mummy's Mask

Adventure Path, visit the messageboards at paizo.com and share your experiences with others who are playing through this campaign.

ARCHETYPES AND CLASS OPTIONS

The majority of the Mummy's Mask Adventure Path involves exploring forgotten tombs, surviving their traps and guardians, and venturing through the desert. All classes are suitable for the Adventure Path, but some classes have more thematically appropriate options.

The following archetypes from the *Pathfinder RPG Advanced Player's Guide* are all good choices for this Adventure Path: archivist (bard), breaker (barbarian), burglar (rogue), desert druid (druid), elemental kin (barbarian), serpent shaman (druid), trapsmith (rogue), and undead scourge (paladin).

Pathfinder RPG Ultimate Combat lists the archeologist and dervish dancer archetypes for the bard. Both are good fits for this campaign.

One of the best player resources for characters in this Adventure Path is *Pathfinder Player Companion: People of the Sands*, which contains a prestige class that is strongly themed for Osirion adventures—the living monolith. It also contains a Thuvian alchemist prestige class that lends itself well to desert exploration, and an elemental oracle archetype, as well as dozens of useful traits.

Pathfinder Campaign Setting: Inner Sea Magic contains the crypt breaker (alchemist) and the Dawnflower dervish (bard) archetypes, both of which are solid choices for this Adventure Path.

Pathfinder Player Companion: Dungeoneer's Handbook provides the trap breaker (alchemist) and the terra-cotta monk (monk) archetypes, which would also work well with this campaign.

If you want to play a character that makes use of the new rules for animal and terrain domains presented in *Pathfinder RPG Ultimate Magic*, that book contains the desert domain, and *Pathfinder Player Companion: Faiths & Philosophies* contains both the crocodile and vulture domains that fit well with a druid living along the rivers and in the deserts of Osirion.

If a character wanted to have strong ties to the Pathfinder Society during the course of the Mummy's Mask Adventure Path, they can choose archetypes like the lore warden (fighter) or the seeker (oracle or sorcerer), both found in *Pathfinder Campaign Setting: Pathfinder Society Field Guide*.

BLOODLINES AND MYSTERIES

While most bloodlines are good choices, sorcerers in the Mummy's Mask Adventure Path can choose the destined or undead bloodlines to make their character fit into

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the themes of Osirion. The human-only imperious bloodline from *Pathfinder RPG Advanced Race Guide* would well suit a character claiming lineage from one of Osirion's pharaohs. If a character wanted ties to geniekind and the deserts of northern Garund they could choose the djinni, efreeti, marid, and shaitan bloodlines from *Ultimate Magic*.

The oracle mysteries with the strongest tie to the themes of the Mummy's Mask Adventure path are the ancestor, bones, and lore mysteries.

FAMILIARS AND ANIMAL COMPANIONS

The following familiars are commonly found serving wizards in Osirion: bat, cat, dwarf caiman, fox, giant flea, goat, greensting scorpion, hawk, house centipede, lizard, mongoose, monkey, owl, rabbit, raven, scarlet spider, and viper.

The following animal companions can all be found within Osirion's borders: baboon, bird, camel, cat (big and small), crocodile, dire bat, dire rat, dog, giant tortoise, giant vulture, giraffe, hippopotamus, horse, hyena, lizard (monitor), ostrich, pony, pygmy hippo, roc, and snake (viper).

FAVORED ENEMIES AND FAVORED TERRAINS

The majority of the action in the Mummy's Mask Adventure Path takes place in urban environments, crumbling ruins, and vast deserts. Good choices for favored terrains include desert, urban, and to a lesser degree, underground. Solid favored enemy choices include construct, humanoid (human), magical beast, outsider (elemental), or undead.

ORIGINS

For the purposes of the Mummy's Mask Adventure Path, it doesn't matter where your character is from. The nation has seen thousands of foreign-born adventurers stream into its lands. Some are only from across the border in Katapesh, Thuvia, or the Mwangi Expanse, while others come from such distant lands of Ustalav, the River Kingdoms, or even the Lands of the Linnorm Kings. It's also very likely that characters in this Adventure Path are natives of Osirion, and are participating in the campaign to revive the glory of their nation.

LANGUAGES

Though many Osirians speak Common, they also speak their own Osiriani tongue. Many educated Osirians also speak Ancient Osiriani, which is similar enough to modern Osiriani that those who speak one or the other often encounter little difficulty, though the accent is different. After hundreds of years of Keleshite rule,

the Kelish language grew in usage, and it is still spoken today in some places, but few tombs and ruins contain messages written in this language.

RACES

While most of Osirion's citizens are humans, other races also call the nation home. Of the humans, most are Garundi, with the second most populous ethnicity



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THE ANCIENT GODS OF OSIRION

Osirion was founded under the guidance of the god-king Nethys, and though the people venerated gods of the Inner Sea, they also worshiped the old gods. As Osirion prospered, the old gods entrusted more and more to the people of Osirion, taking a lesser role in everyday life. By the Age of Enthronement the gods had all but left Golarion, though they still guided it from afar. When the Empire of Kelesh seized control of Osirion, a campaign was launched to eradicate Osirion culture and hundreds of temples and shrines to the old gods were destroyed. Although faithful worship declined, the ancient gods were never fully forgotten, and some temples and clergy still exist throughout Osirion. These gods are not the focus of the Mummy's Mask Adventure Path, but your GM may allow you to worship one of them. More information about the ancient gods of Osirion can be found in *Pathfinder Adventure Path #80: Empty Graves*.



being Keleshite. Since the opening of Osirion's borders to foreign exploration, Taldans, Chelaxians, and other Avistani ethnicities have flowed into the country. Osirion also contains a sizable population of native Pahmet dwarves. These dwarves, also sometimes called sand dwarves, live in small communities in the Brazen Peaks along the nation's southern border.

Osirion's cities contain a good-sized population of halflings, who have long served the ancient pharaohs. Some continue to do so to this day. Elves, half-elves, and half-orcs are minorities in Osirion, but the spirit of adventure and exploration brings them to the nation in great numbers. Genies and elementals can be found in the deep deserts, and as such, tribes of geniekind can be found throughout Osirion. More information about Garundis, Keleshites, and Pahmet can be found in *People of the Sands*. More information about geniekin is available in *Pathfinder Player Companion: Blood of the Elements*.

RELIGION

In general, Osirion's people are dedicated to the tenets of law and often favor the worship of lawful deities, but this is not an exclusive preference. What follows are the gods most worshiped by the people of Osirion.

Abadar: Osirion has always been a nation of strong rule, and a great empire and society was built under Osirion's laws. As such, worship of Abadar is popular in Osirion, and many temples to the Master of the First Vault can be found in cities and towns throughout Osirion.

Nethys: The All-Seeing Eye was instrumental in the founding of Osirion, and many consider Nethys to be the nation's patron deity. His faithful have established numerous temples devoted to Nethys all across Osirion.

Irori: Dedicated to knowledge and self-perfection, Irori is worshiped in some places in Osirion, but his temples are few and far between.

Pharasma: As the goddess of death, Pharasma's church is important to many of Osirion's people. Magnificent tombs are dedicated in her honor and some of the largest churches in the nation are those of the Lady of Graves. The city of Wati owes its revitalization to the church of Pharasma. After a plague devastated the population, the city was nearly abandoned. It was only saved by the arrival of a great priest of Pharasma. The priest ordered a wall built around half the city, then he and his priests consecrated the area as a necropolis for the city's dead. Now, the Grand Mausoleum of Pharasma stands prominently in the middle of Wati.

Sarenrae: After being invaded by the Empire of Kelesh, the people of Osirion were initially reluctant to adopt the Keleshite gods, but over time worship of Sarenrae became more common. Though they are few, a handful of temples dedicated to the Dawnflower can be found in Osirion.

Evil Gods: Though the Mummy's Mask Adventure Path doesn't account for PCs worshiping evil deities, their worship certainly takes place in Osirion. The gods most commonly worshiped by monsters and evil humanoids are Lamashtu, Norgorber, and Rovagug.

SKILLS AND FEATS

There is no single skill that comes into play more often than others in this Adventure Path, so PCs should choose skills that generally help with exploration—both physical exploration and the exploration of knowledge. Skills like Climb, Diplomacy, Knowledge (dungeoneering), Knowledge (history), Knowledge (local), Knowledge (nobility), Knowledge (religion), Perception, and Survival would all be useful skills to put ranks into.

Despite the wealth of feats available, no single feat stands out as a strong choice for this Adventure Path specifically. That said, *People of the Sands* features a feat called Osirionology that would be valuable for player characters playing through this Adventure Path that are particularly knowledgeable about the land's storied history.

TRAITS

In addition to the campaign traits found in this Player's Guide (as well as in *People of the Sands*), many other traits are suitable for a character in the Mummy's Mask Adventure Path. For other thematic traits like antiquities

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smuggler, desert nomad, and Osirionologist, check out *Pathfinder Player Companion: Inner Sea Primer*.

THE BEST GEAR FOR THE JOB

Equipment used in northern Garund is slightly different from that used in cooler, more temperate climates.

The people of Osirion favor lighter armors to better cope with the desert heat. This is not to say that breastplates and full plate are not available, they are just more rare. Osirians prefer to wear leather or padded armor as light armor and employ chainmail, scale mail, and lamellar armors for more robust protection. Due to the use of lighter armors than those used in Avistan, Osirians often use shields to help augment their protection in battle.

Spears are popular weapons in Osirion, and those who use large bladed weapons tend to favor falchions, khopeshes, and scimitars. Many combatants use flails, as that weapon was a symbol of rule among the pharaohs. Wicked curved daggers are worn on the belt of many Osirians, even many of those not prone to fighting and defense.

In addition to the desert-specific gear found in *People of the Sands*, adventurers should consider some of the following basic equipment found in *Pathfinder RPG Ultimate Equipment*. Although some of the individual items are expensive alchemical items, most of the gear on the following table is affordable by starting characters, and skilled explorers across the Inner Sea swear by their effectiveness.

Equipment	Page	Equipment	Page
Alchemist's fire	106	Folding pole	65
Antitoxin	100	Grappling hook	65
Area map	58	Holy water	107
Bullseye lantern	60	Hooded lantern	67
Candle	61	Hot weather outfit	89
Chalk	62	Lamp	67
Chill cream	103	Magnifying glass	67
Collapsible plank	62	Pole	69
Crowbar	63	Rope	70
Dungeoneering kit	63	Silk rope	72
Everburning torch	63	Spelunking kit	72
Fire ward gel	100	Torch	74
Folding ladder	65		

WATI AT A GLANCE

The Mummy's Mask Adventure Path begins in the city of Wati. Called the Half City by many, Wati is divided between two worlds—that of the living and that of the dead. After a terrible plague brought forth by a cult of Lamashtu, half of the population of Wati perished and the city was mostly abandoned. Nearly 500 years later, the city found salvation through the church of

Pharasma. A Pharasmin priest, Nefru Shepses, came to Wati and began construction on a temple to the Lady of Graves while recovering the bodies of those lost to the plague. Thousands of bodies were given a proper burial, and Nefru Shepses ordered the construction of a wall around half of the city, which would be converted into a massive necropolis in which they would entomb the fallen citizenry.



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Consecrating the city saved it, and over the next few millennia the population of Wati exceeded what it had been prior to the plague. Today the city is the foremost

producer of grave goods and other services associated with Osirion's burial practices. Both this focus on burial and the presence of Pharasma's Grand Mausoleum bring in thousands of pilgrims and visitors every year.

As a small city, Wati has a population just over 7 thousand, most of which are humans of Garundi and Keleshite ethnicities. The second highest racial demographic is halfling, followed by dwarves and half-elves. The Grand Mausoleum dominates the city, and the faith of Pharasma is easily the most prominent in the city, though other gods are represented. The Sanctum of Silver and Gold is dedicated to Abadar and two smaller shrines dedicated to two ancient Osirian gods, Wadjet and Anubis, can be found in the city.

Visitors can find equipment for their adventures and thousands of other items on which to spend their coin at Sunburst Market. Thirsty adventurers and those who want to engage in people watching or information gathering should look to the Tooth & Hookah and the Whispering Stone, both popular drinking establishments.

If your character is from Wati, talk to your GM about the extent of information you would reasonably know about the city. A full-sized gazetteer of Wati can be found in *Pathfinder Adventure Path #79: The Half-Dead City*.

DISTRICTS

What follows is a quick rundown of the various districts that make up Wati.

Asp: This primarily residential district takes up the part of the city that's furthest from the River Sphinx. Much of the city's growth in the last few hundred years has been in this district.

Bargetown: This district is the poorest in the city of Wati. It floats on dozens of barges, creating a semipermanent district bobbing in the river. Many of the people who live here make their money from fishing the river, but many more earn their coin through smuggling. Bargetown is dirty and dangerous, but adventurers can find rare or illegal items for sale there if they look hard enough.

Midwife: This central district of Wati houses the city's temples, markets, artisans, and official buildings. The largest building here is the Grand Mausoleum, which looms over the rest of the district.

Morning Sun: This district is the oldest permanently inhabited part of Wati, and home to its oldest families—many of whom have led the city. This district is made up of the estates of the rich and powerful.

Outer Farms: Outside of Wati sit dozens of farms that produce the bulk of the city's foodstuffs, such as garlic, onions, cabbage, cucumbers, flax, melons, millet, pomegranate, dates, goats, and chickens.



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The Veins: This is Wati's harbor district and a place for tradesmen and laborers. Canals and alleyways crisscross the district.

Necropolis: Surrounded by a tall stone wall decorated with symbols of Pharaohs and other gods of death, Wati's necropolis sprawls over a large portion of the city. Guarded by a militant wing of Pharaohs's clergy called the Voices of the Spire, the necropolis looks like a faded snapshot of Wati thousands of years ago. The stone buildings in the necropolis look like shops, homes, and estates, but all now serve as tombs. The streets are dusty and sand piles up against the building walls. Though the place is consecrated, people still whisper that monsters and undead abominations sometimes stalk the bleak streets.

CAMPAIGN TRAITS

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

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

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

WANT TO READ MORE?

A number of other books can help accent your Mummy's Mask Adventure Path experience. Listed below are other sources that, while not necessary, can greatly enhance the experience of playing through this campaign.

FOR GAME MASTERS

To learn more about Osirion, its denizens, and its dangers, check out *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.

Game masters who want to provide handouts for magic items found during the Adventure Path may find use in *Pathfinder Cards: Mummy's Mask Item Cards*.

To give the players a look at some of the NPCs they'll face during the Adventure Path without having to cover up part of the book, GMs can use *Pathfinder Cards: Mummy's Mask Face Cards*.

For use visualizing desert encounters, check out *Pathfinder Flip-Map: Desert Ruins*.

FOR PLAYERS

For information on playing a character from the desert lands of northern Garund, refer to *Pathfinder Player Companion: People of the Sands*.

Players looking to be more effective when facing the undead protectors of Osirian tombs should check out *Pathfinder Player Companion: Undead Slayer's Handbook*.

As exploration is a strong part of this Adventure Path, *Pathfinder Player Companion: Dungeoneer's Handbook* will come in handy to provide new rules for dungeoneering characters of all types.



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

Inquisitive Archaeologist: You have studied the architectural styles of nations throughout the Inner Sea region, but none have fascinated you like the architecture of Ancient Osirion. Hearing that the famed necropolis of Wati has finally been opened for exploration, you've come

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to that city to get firsthand experience with the lost secrets of Ancient Osirion's master builders. You gain a +2 trait bonus on Knowledge (engineering) checks, and that skill is always a class skill for you. In addition, you gain a +2 trait bonus on Perception checks to find concealed or secret doors in structures built in the style of Ancient Osirion.

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

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

Sphinx Riddler: You've always been fascinated with the ancient race of sphinxes, and are inspired by them to love puzzles and riddles and enjoy solving difficult dilemmas. Like so many others, you've come to Wati to explore its ancient necropolis, but you've also heard that sphinxes

occasionally visit a sphinx-shaped ruin called Ubet's Folly in the city—perhaps you'll have the chance to meet and talk with a sphinx yourself! You gain a +1 trait bonus on Bluff and Diplomacy checks against sphinxes, and a +1 trait bonus on any skill check to decipher a puzzle or riddle. In addition, you may choose Sphinx as one of your bonus languages.

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

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

Wati Native: You were born and raised in the city of Wati, and you know its streets and secrets well. Although it's frowned upon by the city's authorities, you have sneaked into the necropolis on multiple occasions to wander its dusty, abandoned streets. Out of respect for the deceased, you've never actually entered one of



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the necropolis's silent tombs, but you have no fear of what might lie inside. You gain a +2 trait bonus on saves against fear effects. In addition, your knowledge of the city grants you a +1 trait bonus on Knowledge (local) checks, and that skill is always a class skill for you.

ENVIRONMENTAL CONSIDERATIONS

When visiting a hot desert climate like Osirion, travelers should keep in mind the extreme conditions they might encounter. Wear the right clothing, bring plenty of water, and consider the following environmental dangers. These are presented here to provide quick and easy reference, but these rules also appear in *Pathfinder RPG Core Rulebook*.

HEAT DANGERS

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each

previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in *Using Skills*). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or armor of any sort take a –4 penalty on their saves.

STARVATION AND THIRST

Characters might run out of food or water and be without means to obtain more. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half this.) In very hot climates, they need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

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A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

STEALTH AND DETECTION IN THE DESERT

In general, the maximum distance in desert terrain at which a Perception check for detecting the nearby presence of others can succeed is 6d6 × 20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes sight-based Perception impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6 × 10 feet. The scarcity of undergrowth or other elements that offer concealment or cover makes using Stealth more difficult.

STORMS

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three-quarters, imposing a –8 penalty on Perception checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table 13–10: Wind Effects on page 439 of *Core Rulebook* for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Dust Storm (CR 3): These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most dust storms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. There is a 10% chance for a greater dust storm to be accompanied by windstorm-magnitude winds (see Table 13–10: Wind Effects on page 439 of *Core Rulebook*). These greater dust storms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning, except that a character with a scarf or similar protection across her mouth and nose does not begin to

choke until after a number of rounds equal to 10 + her Constitution score). Greater dust storms leave 2d3–1 feet of fine sand in their wake.

Sandstorms: A sandstorm reduces visibility to 1d10 × 5 feet and provides a –4 penalty on Perception checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, chafing skin and contaminating carried gear.

TEMPERATURES

The temperature in the area varies from pleasantly warm to unbearably hot.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

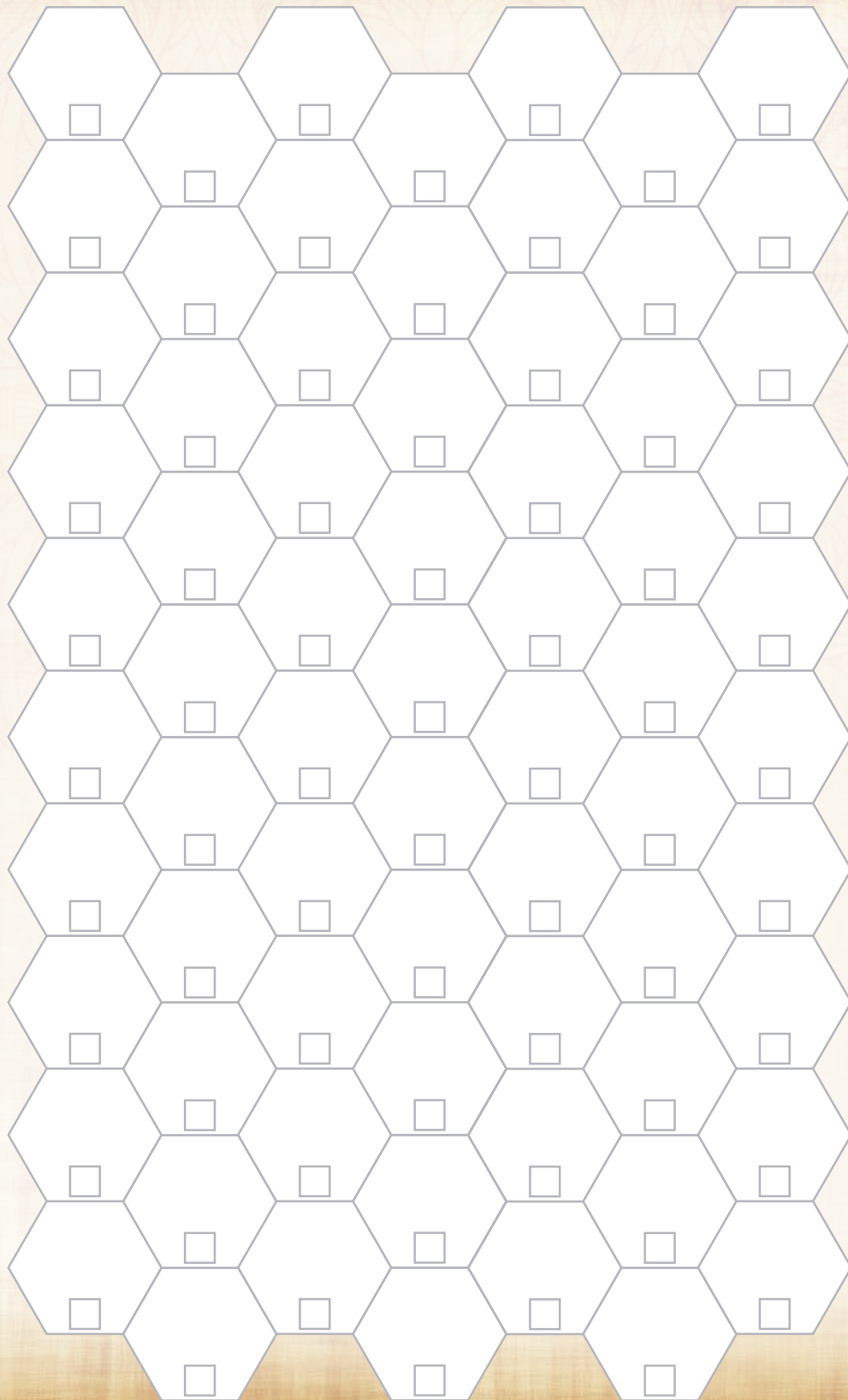
EXPLORATION

Later in the campaign, the PCs will have the opportunity to explore a region of Osirion's deserts. Use a copy of the blank hex map on the following page to track your progress while exploring the Parched Dunes. As you explore, draw the terrain features, rivers, locations, and other discoveries as you see fit. The box at the bottom of each hex can be used to track which hexes you've thoroughly explored (simply walking through a hex does not count as exploring it—your GM has guidelines on what you need to do to fully explore a hex). For more information on this exploration, see *Pathfinder Adventure Path #81: Shifting Sands* and *Pathfinder Adventure Path #82: Secrets of the Sphinx*.

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