

PATHFINDER™ COMPANION™



Legacy of Fire

Player's Guide

CITY OF KATAPESH



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Contributing Authors • Brian Cortijo, Stephen S. Greer, James Jacobs, Jonathan H. Keith, F. Wesley Schneider, Amber E. Scott, and James L. Sutter

Cover Artist • Vincent Dutrait

Cartography • Stephen S. Greer and Drew Pocza

Contributing Artists • Andrew Hou, Concept Art House, Imaginary Friends Studio, and Julie Dillon

Editor-in-Chief • James Jacobs

Editing and Development • Christopher Carey, Sean K Reynolds, and James L. Sutter

Editorial Assistance • Jason Bulmahn

Art Director • Drew Pocza

Graphic Design Assistance • Sarah E. Robinson

Managing Art Director • James Davis

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Vice President of Operations • Jeff Alvarez

Corporate Accountant • Dave Erickson

Sales Director • Pierce Watters

Sales Manager • Christopher Self

Technical Director • Vic Wertz

Events Manager • Joshua J. Frost

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Adventurers in Katapesh

Were Katapesh as bleak and barren as tales of its trackless plains and vast deserts suggest, there would be little opportunity for adventurous spirits to take up arms and seek fame amid such merciless wilds. As any Solku guardsman or Katapeshi trader can relate, such is not the case. Gnolls, rocs, and beasts of legend from the Brazen Peaks prey upon the unwitting residents of the central veldt, and in the cities stalk beings from ancient lore and countless strange lands. Katapesh is a land of mystery and menace, yet there is no end to the number of brave souls who rise to confront such dangers.

RACES

One of Katapesh's greatest wonders is the size and exotic nature of its incredible markets. Yet for all of the treasures up for sale, it's the diversity of people and merging of cultures from across Golarion that make the cities of Katapesh and the lands beyond true wonders.

Dwarves

In the east, outside the capital city, dwarves are an uncommon sight. While the bustle of trade and the thrill of the bargain attract dwarven traders from throughout the world, away from the caravan lanes and labyrinthine bazaars few make their homes in Katapesh. Among the Katapeshi, dwarves have a severe reputation as hard bargainers and intractable sellers, unnerving many human merchants used to the give and take of haggling. Many tradesmen refuse to do business with dwarves, while at the same time many foreigners prefer the straight talk and set prices typical of dwarven merchants. Favoring overland travel to travel by sea, dwarves might be found along the caravan routes winding north to Ipeq and Sothis or running straight south to Quantum. Dwarven frontier settlements regularly rise and fall in the shadows of the Brazen Peaks as miners endlessly hunt for wealth in the copper- and tin-rich mountains.

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While the dwarven tin-mining settlements of Tinshield and Arnvoghot north of Solku currently hold the largest populations, the abandoned mines of Zolurket are said to be the richest, and most dangerous.

Elves

With little organized presence in the country, elves pass through Katapesh primarily as travelers and lone opportunistic merchants. The elves of Avistan who settle in the great cities regularly bank on their people's rarity among the native Katapeshi, allowing them to fetch high prices as traders, negotiators, storytellers, or brokers in a wide range of delights. Occasionally merchant leagues from far off Kyonin venture to Katapesh, but often the dangers manage to outweigh the staggering profits of such ventures. To the west, the wild elves of the Mwangi Expanse and Garund's deeper reaches occasionally make their way to Sothis. These curious savages typically seek lives apart from their tribes or are on great quests for their people. Wild elves rarely linger among Katapesh's cities for long, finding the bustling settlements dizzying and confusing. Some come to settle in the southern reaches of the country, making comfortable homes among the human and half-elven pesh growers of those lands.

Halflings

After humans, halflings account for the most numerous residents of both Katapesh and Solku. Delighting in the ever-changing marketplaces, exotic goods, strange peoples and beasts, and countless other pleasures, halflings outnumber humans in some districts and form their own communities. Preferring to keep to the more civilized lands and creature comforts of the coast, halflings might be found running market stalls, crewing merchantman vessels, serving as valued house servants to rich merchants, or running any manner of criminal enterprises. For all the freedoms and diversions halflings might enjoy throughout Katapesh, they are also one of the more vulnerable races in the country. Gnolls and Katapeshi know the prestige many northern nobles place on possessing halfling slaves. Stories often tell of halflings kidnapped from their homes or right off the streets, then thrown into slave markets or onto ships headed for Qadira, Cheliar, or far-off Vudra. Such happenings make Katapeshi halflings a wary and suspicious lot—especially of humans and gnolls.

Humans

The dominant race in Katapesh, human traders, nomads, explorers, and wanderers are found throughout the arid lands, from the shores of the Obari to the slopes of the Brazen Peaks. While Garundi and Keleshites account for the majority of the population, humans of all types wander the markets of Katapesh and tread the trade routes. Even more

exotic peoples rarely seen elsewhere in Avistan or Garund occasionally come here, most notably the aloof traders of Tian Xia and cultured Vudrani sailors. Outside the cities, tiny communities of miners, farmers, and craftsmen scrape simple lives from the harsh lands. Such villagers form relationships with the ancient nomad tribes that wander the nation's deserts and central veldt, though these proud wanderers are sometimes aloof and even openly hostile, both to settled peoples and other nomads. Many villages and towns appear, thrive upon the endless caravan trails, then suddenly vanish, their people victims to poverty, harsh weather, or the attacks of human and nonhuman raiders.

Gnomes

Often mistaken for halflings by the native Katapeshi, gnomes revel in the wild cities and markets of the east, but prefer the vast open expanses of the country's interior (particularly the small gnome city called Finderplain). The mystical oases, the endless plains, and the weird creatures all seem to captivate and inspire gnome travelers. Two noteworthy gnome settlements, Yavipho and Tiven's Reed, have grown up around oases and watering holes in central Katapesh, becoming popular stops for merchants seeking markets for goods they can't sell anywhere else. Gnomes have a particular fondness for pesh, which affects them similarly to all other races, yet lacks the addictive qualities. Gnomes have significant reasons to fear life in Katapesh—raiders and slavers view gnomes and their communities as easy pickings. Some slavers frequently mistake gnomes for halflings and eagerly kidnap the unwary; they rarely take the news well when they discover that their captives won't fetch them the expected high prices.

Half-Elves

Among the stalls of the grand markets, the oddities of the Nightstalls, and visitors from foreign lands and planes, sharing the blood of elf and human doesn't seem so strange. The majority of half-elves immigrate to Katapesh from Avistan rather than from the Mwangi Expanse. While most enjoy the ease with which they fit in among the traders of the country, in western Katapesh half-elves prove much rarer, typically only venturing there if religious, mercenary, or mercantile lifestyles lead them hence. Several are known to have settled among the secluded farming and pesh-growing communities throughout the region, enjoying lives where skill and hard work matter far more than race.

Half-Orcs

Orcs have little presence in Katapesh, making their half-breed offspring even more uncommon. Like half-elves, most half-orcs found in Katapesh traverse the Obari seeking a place far from the hatreds and prejudices of their homelands. As most lack the talent for barter and

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trade, many find their strength and intimidating natures predisposed toward nefarious dealings such as thievery, protection rackets, or slaving. Yet, the country's pervasive church of Sarenrae hosts a surprising number of half-orc acolytes, seeking to comfort and redeem those who have traveled far to escape past evils. Outside of cosmopolitan eastern Katapesh, half-orcs face more typical levels of distrust and discrimination. The lack of orcs in the region prevents many natives from distinguishing between the half-breeds and true orcs, often leading to dangerous confrontations.

Other Races

In Katapesh, race, birth, and heritage mean little, and it's gold that proves one's worth. As such, numerous races rarely seen throughout the Inner Sea region walk the streets of Katapesh and trade with more common races as equals. Most noteworthy of these unusual visitors are the gnolls of the Brazen Peaks, who have far-reaching reputations as slavers and brigands, often selling in the markets of the east what they take or kidnap from the west. While widely feared and distrusted, none can rival the beastmen for efficiency and success in their unscrupulous trade. Many second-generation gnolls raised in or near human cities find more in common with their business partners than their own people, provoking some to leave their tribes to forge lives far from their savage society.

Travelers from beyond Golarion and those with plane-touched blood also frequently appear in the markets of Katapesh. Most common are the jann, with djinn, efreet, marids, and shaitans being only slightly rarer sights. Mephit messengers, elemental guardians, and aasimar and tiefling traders occasionally visit the vast bazaars on behalf of otherworldly masters, while more nefarious beings like undead, daemons, devils, divs, and rakshasas seek perverse treasures amid the infamous Nightstalls.

CLASSES

With demand comes opportunity, drawing peoples of all walks to the wild frontiers and bustling cities of Katapesh. Whether as sojourners seeking to tame the rugged wilds, or as opportunists chasing fame and fortune, in this land of riches and wonders, anyone with skill and tenacity might become a legend.

Barbarians

For all of Katapesh's endless markets and gold-lined streets, many of the country's natives still live their lives simply, adhering to ancient traditions and the whims of nature. Katapeshi nomads travel the country's central deserts and plains, journeying from oasis to oasis, ever on the defensive against the deadly creatures of those bleak wilds. For centuries the nomads have defended their territories against

interlopers and each other—the varied clans holding tightly to an elaborate hierarchy of grudges and alliances—becoming skilled in the art of battle. Several tribes claim fertile lands and bountiful oases as theirs, and woe to the unwary who would unwittingly steal from these proud people. Aside from the nomads of Katapesh's interior, the gnolls of the Brazen Peaks and wild elves from the Mwangi Expanse both occasionally wander among the country's more civilized peoples, bringing with them skills and savagery unknown to everyday guards and mercenaries.

Bards

Katapesh has a long tradition of skilled entertainers. From incredible storytellers capable of bringing ancient fantasies to life, to the veiled dancers of incense-filled courts, the exotic and entrancing ways of the Katapeshi marvel audiences the world over. Storytelling holds a vaunted place among the region's art forms, with accomplished tale tellers winning respect and great honor, especially among the country's native peoples. Lords, sailors, and wide-eyed wanderers venture into steamy dens to watch the silk-shrouded gyrations of ecdysiasts and listen to the philosophizing orators. Musicians hone their craft, mastering age-old melodies on stringed ouds, recorder-like zurnas, finely decorated qanuns, or simple zills. Entertainers of all types find high demand throughout the country, with the best enjoying incredible luxuries among the entourages of wealthy nobles and merchant lords.

Clerics

Few can ignore the priests of Abadar as they move through the crowded streets, their robes like woven gold and their turbans adorned with gems. Easily the most pervasive religion in the east, the Abadarans work to assure that trade continues smoothly and fairly, while their brass-domed temple-banks attract hordes of adherents and merchants on a daily basis. In the east, Sarenrae's following holds greater sway, all natives knowing to fear and respect the power of the scorching sun. The Katapeshi view the Dawnflower as a more demanding goddess than most, praying for her mercy and aid, yet wisely not expecting her intervention. From Solku, the church of Iomedae attracts the faith of those who face the dangers of the Brazen Peaks and other wilds. Nethys and Irori find significant followings throughout the country, as worshipers seek to unlock secrets of both the mind and body through ancient art forms and drug-enhanced meditations.

Druids

Although arid deserts and featureless veldts typify the nation's interior, Katapesh is far from a barren land. From the rugged coasts to the sheer mountains, the cracked uplands to verdant desert oases, strange beasts

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and exotic plants form a harshly beautiful ecology, one stoically guarded by the nation's few druids. Committed to protecting their homelands, members of Katapesh's nomadic tribes occasionally leave their people to "stare the lion in the eyes," a journey into the wilderness that proves both literal and figurative as the traveler confronts the region's deadliest beasts. Those who survive often form bonds with the animals of the land, claiming whole territories or prides of beasts as being under their protection. Water druids hold the respect of those in Katapesh's most parched environs, valued for their skill in sustaining those creatures and respectful peoples who struggle to make the deserts their home.

Fighters

Capable warriors never lack for work in Katapesh. In the cities, wary merchants hire trustworthy watchmen while fearful nobles employ mercenary armies to serve as their personal guards. Bands of thieves and brigands take on muscle for all manner of capers, and in the dens below the bustle of city streets, pit fighters and brawlers of all sorts spar in brutal blood sports. Outside of Katapesh's city walls, the nomads of the barrens hone lethal skills, whirling scimitars with deadly expertise, while on the trade roads caravans place their fortunes in the hands of guards who are often more daring than skilled. Farther east, the rural communities and frontier villages endlessly want for skilled hunters, soldiers, and protectors to fend off the hordes of gnolls and even deadlier beasts.

Monks

Although Katapesh might not seem a place for enlightenment of the mind and disciplines of the flesh, the visiting traders of countless societies bring the philosophies and teachings of their people. While members of Nethys's and Irori's faiths often practice physical discipline—typically in hermitages and small monasteries to the west—their are not the only doctrines to influence those seeking martial mastery. Travelers from Jalmeray and distant Vudra bring with them ancient techniques of physical control and mastery over pain. The rare voyagers from the legendary shores of Tian Xia guard the secrets of their astonishing fighting styles from all but the most worthy few. Deep within the Brazen Peaks are rumored to linger groups of strange ascetics, said to practice the teachings of living lightning and beings of moving stone.

Paladins

To combat the decadence of a country steeped in vices, the holy warriors of numerous faiths maintain dutiful vigil over their deities' interests in Katapesh. As the patron of cities and trade, Abadar sends gold-armored soldiers to Katapesh to guard his temple-banks, encourage

New Familiars

Spellcasters from Katapesh sometimes adopt familiars from among the ranks of the rare and exotic animals that inhabit their country's endless deserts and verdant oases. Presented here are several new familiars of Katapeshi origin to supplement those found on page 52 of the PH.

Brushtail Fennec: These small, nocturnal, sand-colored foxes are known for their distinctively bushy tails, curiosity, and agility. A master with a brushtail fennec gains a +3 bonus on Search checks. Brushtail fennecs have the same statistics as dogs, but with Strength 6 (see page 271 of the MM).

Bustard: A small, long-legged bird found throughout Katapesh's central plains, these skittish avians are renowned for both their alertness and their stupidity. A master with a bustard familiar gains a +3 bonus on Listen checks. Bustards have the same statistics as ravens (see page 279 of the MM).

Jerboa: These long-tailed rodents dart through Katapesh's deserts and badlands in great bounds, springing up on long, powerful legs. A master with a jerboa familiar gains a +3 bonus on Jump checks. A Jerboa has the same statistics as a rat, but with a +8 racial bonus to Jump checks, no swim speed, and the ability to use its Dexterity instead of its Strength modifier for Jump checks (total Jump +10; see page 278 of the MM).

Lashtail Scorpion: Commonly measuring over half a foot long, lashtail scorpions are notoriously daring and foul-tempered. A master with a lashtail scorpion familiar gains a +3 bonus on Survival checks. Lashtail scorpions have the same statistics as Tiny scorpions (see page 287 of the MM).

Solifugid: These long-legged, desert-dwelling arachnids are the focus of all manner of fallacious rumors regarding their deadliness. A master with a solifugid familiar gains a +3 bonus on Bluff checks. Solifugids have the same statistics as Tiny spiders with no poison (see page 288 of the MM).

commerce, and weed out corruption. Sarenrae supports an especially active knighthood in the region, though her warriors are more altruistic, seeking to aid those who settle in dangerous lands and keeping the roads safe from ravaging beasts. Of special note are the crusaders of Solku's Dawn Vigil, who serve their goddess in fighting back bands of gnolls and other deadly creatures on Katapesh's western frontiers. Perhaps most famous are Iomedae's paladins, who in recent years turned back the gnoll siege of Solku at the Battle of Red Hail, and remain heroes throughout the realm.

Rangers

Hunters of beasts and men find easy work in Katapesh. In the west, the deadly monsters and savage humanoids of the Brazen Peaks place skilled rangers in high demand, and some travel from village to village selling their abilities

and the fabulous pelts of their more exotic kills. In the east, within the city of Katapesh and its ever-changing crowds, those able to track people and find lost souls command high prices, freeing kidnapped slaves, hunting thieves, and dealing with creatures like undead and vermin that infest populous communities. There are also those distrustful of Katapesh's more exotic visitors, remembering tales of fiery wars and fiendish incursions; such hunters stand ready to defend their country from outsiders and elementals.

Rogues

Those with deft tongues, light fingers, and quick feet find endless opportunities in the cities of Katapesh and beyond. Whether as solo pickpockets and confidence men or among organized guilds of thieves, the criminals of Katapesh are legion, and in some markets—like the Nightstalls—there's little difference between the merchants and the crooks. Yet not all sharp-witted Katapeshi are criminals. Wealthy newcomers to the city pay high prices for the talents of guides who know the local ins and outs, and even lifelong residents hire personal buyers and bargainers who know where to procure anything. Outside the city, skilled spies and scouts keep tabs on dangerous savages and search for new opportunities in the metal-rich mountains and plains fertile enough to raise pesh or other valuable crops.

Sorcerers

Although rare, genies and their power over the elements feature prominently in the legends and folklore of Katapesh. Thus, it is no surprise that many sorcerers claim to have genie blood. Where in many countries such assertions would sound like foolish boasting, in Katapesh there's a chance it's true. While sorcerers might be found throughout the country, native sorcerers usually rise from the west, typically among rural communities and nomads—many of whom claim to be ancestors of great heroes from magical lands. Traders from far and wide bring their own arcane heritages to the cities, from fiend-blooded tieflings to the naga-kin of Vudra and the sea-speakers of the distant south. Sorcery is pervasive in Katapesh, but never common.

Wizards

The magic of Katapesh borrows much from the arcane traditions of its neighbors. Mystical scholars delve deep into the cultic lore of ancient Osirion, attempting to tap into secrets lost to the deserts long ago. The arcane societies of the south influence the studies of native wizards, with bombastic Nexian transmuters and stoic Gebbite necromancers trading their secrets for veiled arcana. Katapesh-born wizards have their own traditions, with control over weather, taming of the elements, and

creation of supplies especially vaunted. The greatest Katapeshi wizards are the genie-binders—summoners possessing their nation's talent for haggling—who ensnare powerful genies and can remake the world through the wishes of their elemental slaves.

LEGACY OF FIRE CHARACTER TRAITS

Character traits are a way to encourage players to build a character background that fits into the world of Golarion. Think of character traits as “story seeds”—after a player picks a trait or traits, he'll have a point of inspiration from which to build his character's personality and history. Alternatively, if a character already has a background, picking his traits can be a great way to quantify that, just as picking race, class, and ability scores quantifies his strengths and weaknesses. Game mechanics for traits are explained in the character traits web supplement (see the sidebar on the next page).

A character trait is roughly equal in power to half a feat. In most campaigns, PCs select two traits at character creation, effectively gaining a bonus feat. Character traits are intended for PCs—if a GM wants an NPC to have traits, he should consider making that NPC take the Additional Traits feat (detailed in the character traits web supplement).

There are five trait categories: basic, campaign, race, region, and religion—each with several subcategories, as detailed below. A character can only have one trait from each particular trait category or subcategory.

This section details several new character traits, including some tailored for the region of Katapesh, Katapesh-themed race traits for several different races, religion traits for faiths common to Katapesh, and finally several campaign traits created specifically for Legacy of Fire. If you're making a character for the Legacy of Fire Adventure Path, one of your character traits should be a campaign trait—your other trait can be selected from any other subcategory, but since the Legacy of Fire campaign traits give you a built-in hook to the campaign, they're the most important.

Basic Traits

Basic traits are divided into the four subcategories of combat, faith, magic, and social, roughly equating to the four basic character archetypes (fighter, cleric, wizard, rogue), but they aren't tied to specific classes. It's entirely possible to have a religious rogue, for example, or a magic-obsessed fighter. Basic traits are detailed in the character traits online web supplement (see sidebar).

Region Traits

Region traits are keyed to specific regions. In order to select a Region trait, a PC must have spent at least a year

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living in that region. All of these Katapesh region traits should be available to new characters starting the Legacy of Fire Adventure Path.

Desert Child (Katapesh): You were born and raised in southern Katapesh, in the rocky deserts that border Nex. You are accustomed to high temperatures and gain a +4 trait bonus on any saving throws made to resist the effects of being in hot conditions, and a +1 trait bonus on all saving throws against fire effects.

Duskwalker Agent (Katapesh): You spent a portion of your childhood working for the Duskwalkers, the guild responsible for policing and watching over all trade that takes place in Katapesh's notorious Nightstalls. You have quite a bit more spending cash than most others of your age as a result, and start with twice the normal amount of starting gold. In addition, your reputation remains strong in the Nightstalls, and any transactions you make there are always beneficial to you; items you sell net you an additional 10% profit, and items you purchase there are 10% cheaper than normal. This discount also applies to your starting gear.

Freed Slave (Katapesh): You spent a significant portion of your childhood as a slave, but were freed from slavery several years ago by a benevolent master who purchased you from an auction after your previous master's death. Yet while the memories of your difficult childhood still haunt you, the hard life did toughen you. You gain a +1 trait bonus on Fortitude saves.

Merchant's Child (Katapesh): One of your close relatives was a gifted merchant, and taught you early in life how to see the innate value in any object. You gain a +1 trait bonus on Appraise checks, and Appraise is always a class skill for you.

Nightstall Urchin (Katapesh): You grew up an orphan on the streets of Katapesh, and spent many years of childhood in the Nightstalls, Katapesh's most infamous market. The strange and often horrific sights you saw there forced you to grow up fast—there's little that can shock or unsettle you. You gain a +2 trait bonus on saves against fear effects, and when you do make a successful save against a fear effect, the resulting rush of bravado grants you a +1 trait bonus on attack rolls and all skill checks for the next minute.

Pesh Addict (Katapesh): You spent several of your teenaged years addicted to pesh, a habit that you may or may not have kicked. Certainly, the habit consumed much of your savings. You start with only half of the normal starting cash as a result, but your knowledge of the pesh addict lifestyle grants you a +1 trait bonus on Bluff, Knowledge (local), and Sense Motive checks. One of these skills (your choice) is always a class skill for you.

Pesh Dealer (Katapesh): You worked for a pesh dealer, either by selling the drug on the street or helping to organize shipments to other regions, which involved a

Free Web Supplement

This section presents new character traits for Legacy of Fire characters, but doesn't go into detail about the mechanics and doesn't detail the 40 different basic traits. Character traits were officially introduced in the Second Darkness Player's Guide, and now you can download the character traits rules as a free PDF, available online at paizo.com.

certain amount of smuggling. You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

Savannah Child (Katapesh): You were born and raised in central Katapesh, among the rolling savannahs that dominate the nation's interior. You spent many of your youth exploring these vast reaches, and know much of the savannah's secrets. Pick one of the following skills: Handle Animal, Knowledge (nature), or Ride. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Uwaga Highlander (Katapesh): You were born and raised in western Katapesh, in the rugged badlands and hills of the Uwaga Highlands. Even if you were born in a city like Solku, you often had to travel the dangerous trails with your family. Predators, gnolls, and worse haunt the Uwaga Highlands, and you've become something of an expert at evading them. You gain a +1 trait bonus on Hide and Move Silently checks. This trait bonus increases to +2 in hilly or rocky areas.

Race Traits

Race traits (not to be confused with a creature's racial traits like darkvision or stonecunning) are keyed to specific races or ethnicities, which your character must belong to in order to select the trait. If a character's race or ethnicity changes at some later point (likely as the result of magic), the benefits gained by the racial trait persist—only if the character's mind and memories are altered would they lose the benefits of a race trait. Listed below are race traits for characters starting in Katapesh.

Animal Friend (Gnome): You've long been a friend to many among Katapesh's animal life, and feel safer when there are animals nearby. You gain a +1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward you) is within 30 feet, and Handle Animal is always a class skill for you.

Child of Zolurket (Dwarf): You come from a family whose ancestors worked in the platinum mines near Tar Urkatka, now known as Zolurket. Your parents never explained why they've never returned to Zolurket, but they did make sure that you knew your way around a fight against undead foes. You gain a +1 trait bonus to weapon damage against undead.

Ekujae Reflexes (Half-Elf): One of your parents was a member of the Ekujae tribe of the Mwangi Expanse, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.

Forlorn (Elf): There are no major elven settlements in Katapesh, and like many of the region's elves, you were forced to grow up among shorter-lived races like humanity. Having lived outside of traditional elven society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak. You gain a +1 trait bonus on Fortitude saving throws.

Freedom Fighter (Halfling): Although halfling slaves are not as common in Katapesh as they are in Chelax, they still make up a quarter of slaves sold at the Katapeshi

Fleshfairs. Your parents allowed escaping slaves to hide in your home frequently, and the stories you've heard from these escaping slaves instilled into you a deep loathing of slavery. You gain a +1 trait bonus on any skill check or attack roll made during the process of escaping capture or in helping a slave escape bondage, and Escape Artist is always a class skill for you.

Genie Blood (Human—Keleshite): One of your ancestors was genie-kind. Select an element (air, earth, fire, or water). You gain a +1 trait bonus on saving throws against attacks that utilize that element (cold for air, acid for earth, fire for fire, and electricity for water), and gain a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against creatures of that subtype.

Historian (Human—Garundi): Your parents were scholars of history, whether genealogists of your own family tree, sages on the subject of ancient empires, or simply hobbyists with a deep and abiding love for the past. You gain a +1 trait bonus on Knowledge (history) checks and bardic knowledge checks, and Knowledge (history) is always a class skill for you.

Latent Psion (Human—Vudrani): The power to affect the world with the mind is very much a reality in your distant homeland. Although you may not even have been born in Vudra, this power remains potent in your mind as well and protects you from mental assault. You gain a +2 trait bonus on saves against mind-affecting effects.

Legacy of Sand (Half-Orc): A large tribe of orcs adapted to life in the desert once dwelt in southeastern Katapesh. Although this tribe is long extinct, some half-orcs of Katapesh carry the traits of this tribe in their particularly large jaws, broad shoulders, and shockingly pale eyes. You often have dreams of hunts and strange ceremonies held under moonlight in the desert sands. Some ascribe these dreams to racial memory, others to visions or prophecies. These dreams have instilled in you a fierce sense of tradition. You gain a +1 trait bonus on all Will saving throws.

Spirits in the Stone (Human—Mwangi): You have an almost instinctive ability to sense danger and peril in ruined structures. Whenever you're in ruins, you gain a +2 trait bonus on Initiative checks and a +1 trait bonus on saving throws against traps and natural hazards.

World Traveler (Human—Varisian): Your family has taken the love of travel to an extreme, roaming the world extensively. You've seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. Select one of the following skills: Diplomacy, Knowledge (local), or Sense Motive. You gain a +1 trait bonus to that skill, and it is always a class skill for you.



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Religion Traits

These indicate the PC has an established faith in a specific deity—the PC doesn't need to be a member of a divine magic class, but he does need to have a patron deity. Religion traits can disappear if a PC abandons his religion; at the GM's discretion, such a character who then embraces another faith may select a different religion trait for that deity to replace the outdated trait. The following religion traits are keyed to deities who are heavily worshiped in Katapesh.

Blade of Mercy (Sarenrae): You know that within the heart of even the most hateful and cruel living creature exists a sliver of shame and hope for redemption. You have trained long on martial techniques to use bladed weapons not to kill, but to subdue. When striking to inflict nonlethal damage with any slashing weapon, you do not take the normal -4 penalty on your attack roll, and gain a $+1$ trait bonus to any nonlethal damage you inflict with a slashing weapon.

The City Protects (Abadar): You feel safe and secure in urban environments, even in cities whose laws you find unjust—it is the physical fact of the city that you take solace in. In any settlement, you gain a $+2$ trait bonus against fear effects. If you fail a save against a fear effect, you may make a new save each round you remain in the city to overcome the fear effect as long as the fear effect persists. If you are a paladin, this ability to make additional saves to overcome fear extends to all allies within your aura of courage.

Cleansing the Twisted (Sarenrae): You have studied well the many religious texts that chronicle Sarenrae's never-ending struggle against Rovagug and his monstrous offspring. Your fighting style works particularly well when you utilize slashing weapons against aberrations. You gain a $+1$ trait bonus to slashing weapon damage against all aberrations.

Eyes and Ears of the City (Abadar): Your religious training was entwined with your work serving the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a $+1$ trait bonus on Listen and Spot checks.

Magic is Life (Nethys): Your faith in magic allows you to reflexively use the energy of any spell effect on you to save you from death. As long as you are under the effects of any spell, you gain a $+2$ trait bonus on saving throws against death effects. If you are reduced to negative hit points while you are under the effects of any spell, you automatically confirm stabilization checks to stop bleeding.

Strength of the Sun (Sarenrae): You take solace in the purifying light of the sun. During the day, you gain a $+1$ trait bonus on all Charisma-based checks.

Wisdom in the Flesh (Irori): Your meditation on the nature of strength and speed allows you to focus your

thoughts to achieve things your body might not be able to do on its own. Select any Strength, Constitution, or Dexterity-based skill. You make checks with that skill using your Wisdom modifier instead of its normal ability score. That skill is always a class skill for you.

Campaign Traits

Campaign traits are tailored to a specific Adventure Path, and give your character a built-in reason to begin the first adventure in the new campaign. Some campaign traits also grant teamwork benefits if you choose to begin a campaign with your character having a preexisting relationship with another PC.

Campaign traits assume a lot more about your character's backstory than other traits do, and those assumptions are mostly about very recent events in your history rather than formative childhood events. You have a certain amount of leeway in adjusting or changing a campaign trait's expected backstory once you've selected which trait is right for you, but get your GM's approval before you run with a modified backstory.

All of the following traits revolve around elements that are important to the Legacy of Fire Adventure Path. You can look at these traits to get a general, spoiler-free idea about the types of foes and problems your character might face at some point during the Adventure Path—this is by design. Knowing that there are going to be elements such as gnolls, genies, and the like should help you build a character that fits more organically in the campaign you're about to join. The following traits are geared toward your character's joining of a ragtag group of adventurers, mercenaries, freed slaves, guards, and rascals under the watchful eye of a man named Garavel. Garavel has traveled throughout Katapesh to gather you and the other PCs to aid in the reclaiming of Kelmarane, a remote village in northwest Katapesh. This village once held the southern end of a trade route between Katapesh and Osirion, but it fell upon hard times and has lain abandoned for years. Said now to be the home of a tribe of gnolls in service to someone called the "Carrion King," ruined Kelmarane represents a great possibility to the Pactmasters of Katapesh. If the village can be reclaimed and rebuilt, the trade resulting would strengthen Katapesh's western and northern reaches, a region long plagued by gnolls, monsters, and worse.

Earning Your Freedom: You've been a slave your whole life, and have passed from master to master more times than you can count. Some of those masters were cruel, others kindly. In all cases, you've yearned to be free. When your most recent master fell on hard times, he sold many of his slaves to the city government, and as luck would have it, a recent opportunity to earn your freedom has manifested. The Pactmasters of Katapesh are looking to revitalize an

old trade route to Osirion, and a band of mercenaries and guards is gathering to go out and supplement forces already in place near the ruined village of Kelmarane, now said to be infested by gnolls. You've secured a place among those mercenaries, under the watchful eye of Garavel. If you help in retaking Kelmarane, you've been promised your freedom. In any event, your life as a slave has toughened you and made you more resistant to hardship. Choose one of the three categories of saving throw; you gain a +1 trait bonus on all saving throws of that type.

Seeking Adventure: The Pathfinder Society has long intrigued you—tales of the exotic lands and strange discoveries made by Pathfinders have enchanted your dreams and fired your imagination since childhood. When Pathfinders came through your village or neighborhood, they immediately enthralled you with their stories and knowledge. Yet at the time, you were far too young to join them, and when they left for adventure you had to stay behind. Now that you are of age, you've traveled to Absalom to apply for membership. The application process went well, and you're now a full member. Your first assignment is to accompany Garavel's group to Kelmarane—the Pathfinder Society has heard rumors of several ancient structures in the area, including a ruined monastery once dedicated to Sarenrae, and would like to learn more about them. Even more pressing is the mystery of what brought about Kelmarane's ruin in the first place—reports of which are vague at best. If you can determine the cause of the village's abandonment so many years ago, you're sure the Society would be impressed. You begin the game with your own *wayfinder*, a loan from your venture-captain. You've promised to pay your venture-captain 500 gp for the *wayfinder* some day, but for now it's yours to use. A *wayfinder* is a magical compass that grants you a +2 circumstance bonus on Survival checks to avoid becoming lost, and can be commanded to emit light as the spell (CL 5th) as a standard action. Further details on the Pathfinder Society and *wayfinders* may be found in the *Pathfinder Chronicles Campaign Setting* (pages 194–195) or *Seekers of Secrets*.

Reclaiming your Roots: Your interest in the village of Kelmarane is more personal than most of the others who are heading out to aid in the reclamation. You aren't seeking revenge against gnolls, glory, money, or anything else—to you, this is purely a matter of honor, as Kelmarane is where you were born. You were forced to flee the village when you were only a few years old, and you didn't discover this until a few years ago—perhaps you found an old document that revealed the truth, or maybe you learned the news from a relative. Both of your parents are now dead, and from what you've been able to piece together, one of your parents actually died in the village when whatever happened there happened. Your

surviving parent spirited you away to safety to grow up elsewhere, but never spoke of Kelmarane and always told you that your other parent died when you were a child in a horrific tragedy like a fire or a flood that swept away the body. Now that you've started to uncover the truth, you are convinced that your heritage remains hidden in Kelmarane. Whether you just wish to find out what really happened to your parent that died there or you want to rebuild the village in his or her honor is up to you—but Garavel's caravan to the village is just the opportunity you've been waiting for. When your other parent died recently, among his or her effects was a single item that once belonged to the parent who died at Kelmarane. This item is your most valued possession—a piece of jewelry worth 350 gp, any masterwork weapon or armor worth no more than 350 gp, or a wand containing any 1st-level spell (CL 1st) with only 20 charges remaining. If you ever lose this item, your resulting depression imposes a –1 penalty on Will saves for 1 year.

Gnoll Killer: You grew up in rural Katapesh, in a region where gnoll activity was a fact of life. You killed your first gnoll at a young age when a group of gnoll slavers attacked your village, home, or caravan, and your hatred of gnolls has only grown since then. Something in your past fueled your hatred of gnolls even further—perhaps your family was slaughtered by gnolls, or maybe you even served a few harrowing weeks as a prisoner of a gnoll tribe before a miraculous escape. When you heard that Garavel was looking for brave men and women to aid in retaking the village of Kelmarane from a tribe of gnolls in the service of the notorious Carrion King, you knew you had to be part of the group, and signed up immediately. You gain a +1 trait bonus on attack rolls and weapon damage rolls made against gnolls. If you are a barbarian and you're fighting gnolls, your rage lasts 1 round longer than normal. If you're a ranger and you select humanoid (gnoll) as a favored enemy, your trait bonus on attack rolls and weapon damage rolls against gnolls increases to +2. If you're a spellcaster, you gain a +1 trait bonus to spell save DCs for damaging spells against gnolls.

Missionary: You've spent much of the last several years serving your faith, and the conviction and dedication to your church has impressed many. Perhaps you've donated much of your personal wealth or time to serving the church, or you're the child of a powerful or well-loved member of the church, an orphan raised by the church, or a foundling with a strange birthmark that bears more than a passing resemblance to your faith's holy symbol. The faith has long supported you, and you are eager to repay the church in some way. In Katapesh, the establishment of a new village is always cause for interest to the nation's churches, as establishing new temples in

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villages is an excellent way to expand upon the church's resources and bring in more faithful. If the Pactmasters' plans to revitalize and rebuild Kelmarane are successful, the village will need a temple, and your faith is keenly interested in being represented there. This campaign trait is particularly suited to worshipers of Sarenrae, as Kelmarane was founded near an old monastery dedicated to the Dawnflower, and reconsecrating that monastery is of great interest to Sarenrae's church. Furthermore, a temple dedicated to her once stood in Kelmarane itself, but it has long since fallen into ruin; whispers among the religion tell that the church's old pastor may have fallen from grace and may even have been part of the cause of the hard times that befell the village. You've joined Garavel's band in hopes of helping to establish a new temple in the soon-to-be revitalized village. You've been selected for your dedication to the church and your strong social graces—pick one of the following skills: Bluff, Diplomacy, Intimidate, Knowledge (religion), Perform (any), or Sense Motive. You gain a +1 trait bonus on checks using that skill, and it is always considered a class skill for you.

Finding Haleen: You never knew your parents—perhaps they died when you were a child, or maybe you were taken from them and raised elsewhere as a slave. You owe your sanity and your life to a woman named Haleen. She could be your sister or merely a childhood companion, but whatever your relationship to her, she took care of you and protected you. She's always been a part of your life, and although her temper often kept her from making friends or keeping a job, she's always been kind to you. Haleen was instrumental in securing your freedom from slavery or making sure you got a good apprenticeship or job in society—but recently, she'd been growing strangely morose and depressed. You and Haleen normally kept no secrets, but whatever was bothering her wasn't something she shared with you. One night, she vanished, leaving you a brief note, begging you to forget her and to get on with your life, but something about the note bothered you—something in the way she phrased her words struck you as forced. You may be convinced she'd been kidnapped, forced to leave against her will, or even magically controlled, but you also suspect that she left you to protect you from something—that was ever her way. You're now convinced that it's time for you to step in and protect her, but you had no idea where she may have gone until recently. Several months have passed since she disappeared, and you've spent those months searching for clues to her location, and you've finally found a lead—a mysterious note, a strange dream, the result of a back-alley divination, or a report of a sighting of a woman matching Haleen's description has come to you, placing Haleen in the vicinity of an old ghost town named Kelmarane. What she's doing there and how she came to be there makes no

sense to you yet, but the lead is the strongest one you've had. This and Garavel's advertisement for mercenaries to accompany him to the region is all the omen you need. You joined Garavel's group and eagerly await the day you'll be leaving for Kelmarane. Although Haleen chose to become a swashbuckling adventurer, she always encouraged you to seek your own path, and her support is the primary reason you chose the class you did at 1st level. This class is always a favored class to you, and your dedication to it is such that every time you take a level in the class, you gain +1 hit point and 1 additional skill point over and above what you would normally gain. If multiple PCs take this trait, they should be siblings who were both protected and raised by Haleen.



Katapesh

Katapesh! Land of adventure, excitement, and addiction. The present blurs into the past as ancient ruins and weathered monoliths, once hidden, come to light. Scouring sandstorms whip away the dunes to reveal the planed sides of pyramids. Caravans gone astray on the savannah find the bones of old settlements, their inhabitants gone but their relics left behind. The tokens and trinkets of bygone Katapesh all make their way to the great city of the same name, to find a place among the stalls and shops of the city of trade. There, the battered gold necklace that once hung around the neck of an Osirian pharaoh sits in a tangle next to smooth blocks of pesh, while one of the enigmatic Pactmasters glides by, his madness-inducing visage concealed behind a bizarre mask.

Katapesh may be many things: hostile, brutal, dishonest, opportunistic, uncivilized, pious—even beautiful. But it is never dull.

Welcome to the bazaar of the bizarre, stranger.

KATAPESH, THE COUNTRY

Katapesh encompasses many different land types and climates, almost as varied as the goods in its marketplaces. To the west and north, looming mountains slope like spearheads, blocking the way to Osirion. Flatter foothills and mountain passes offer passage to the northern country, but most travelers prefer to reach Osirion by ship. Gnolls live in those mountains, and they know the passes and easy crossings as well as anyone. Unprepared souls who attempt to traverse the mountains generally wind up on a ship anyway: in the belly of a slave galley on its way to the Fleshfairs.

South of the mountains, warm green savannahs stretch for miles. Clusters of tall trees, with long branches that extend only from the very tops of the trunks, stand like open umbrellas to offer moderate shade. Thin rivers and still pools provide water for the many animals that roam the fertile plains, such as camelopards, Katapeshi lions, gazelles, and more. At times, the savannah gives way to lush jungles that develop around hot spots: underground heat vents that warm the area, turning fresh water murky and sulfurous and fostering the growth of plant life.

Farther south still, the plains dry up into arid stretches of desert. Here lies the breadbasket of Katapesh, the heartland



from which its citizens' livelihoods spring. In the desert reaches, pesh grows. The bulbous, spiny cacti produce the milk farmers ferment into pesh, the pleasantly euphoric, mildly addictive drug for which the country is famed. The potential to cultivate pesh and make large sums of money from its sale makes the dangers of desert life—scorpions, jackal rats, sand eels, and ancient curses—worthwhile.

RELIGION IN KATAPESH

The predominant religion in Katapesh is Abadar's faith, as the god of mercantilism, money, and cities finds much support among the buyers and sellers of the nation's famous markets. Even followers of other deities often murmur a prayer to Abadar before engaging in a business deal, or drop a few coins in one of Abadar's tithe-boxes after a successful sale.

Sarenrae enjoys the largest following after Abadar. In a country with so much sun, and where the heat can grow intense enough to cause damage or death, it seems only natural that many would revere the goddess of the sun and healing. Sarenrae's paladins play a major role in defending Solku, and Katapesh in general, and most citizens see them as benevolent and admirable crusaders. Unfortunately, Sarenrae's strong presence here also draws cultists of Rovagug seeking to destroy the Dawnflower's followers.

Desna, Gozreh, Nethys, and Pharasma also enjoy moderate followings in Katapesh. Gnolls revere Lamashtu, and many shrines in the mountains pay homage to the Mother of Monsters.

CREATURES OF KATAPESH

Many animals on the plains and in the desert are native to Katapesh, known in other lands only because of the luxurious pelts traded in the marketplace. On the plains, the most common creatures are Katapeshi lions (great golden beasts with white manes), gazelles, zebras, blink dogs, camelopards (a variety of giraffe), and small, beautiful antelopes called calopi. Jungle areas include such wildlife as alligators, giant snakes, lizards, stirges, and rare tribes of lizardfolk. In the desert, one finds camels, sand eels, basilisks, behirs, wild horses, scorpions, and buzzards. In the mountains, giant frilled lizards known as razorscales prowl next to mountain lions, wild goats, dragonnes, and gnolls.

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Gnolls are the most common monsters in Katapesh, and arguably the most dangerous. Gnolls consider Katapesh their homeland, and seem intent on killing or enslaving all interlopers who dare make their homes there. Gnolls are feared and reviled throughout the land, but the Pactmasters' open trade policy means that gnolls may freely enter the city of Katapesh, so long as they come to barter and behave themselves.

KATAPESH, THE CITY

South of most civilized lands, sprawling across a valley of blazing-hot sand, is one of the most incredible and wondrous cities in all of Golarion: the great desert metropolis of Katapesh. Within its sandstone walls, anything one wishes can be bought, sold, or traded—for the right price. Katapesh is a city of organized chaos where cash is king and commerce is the highest god.

While most people point to Absalom as the greatest city of the Inner Sea region, there is no denying Katapesh's mercantile might, and many groups find this thriving market city more to their liking. Through all of the trials and tribulations Katapesh has weathered, from its beginnings as the "Golden City" to the bustling metropolis of today, it has retained its mercantile importance no matter who or what has occupied it. Some believe that it is Katapesh's divine purpose to one day become the greatest center of commerce in all of Golarion.

The city holds more than 200,000 souls, and each one wants to sell you something. At first glance it appears there are more businesses than residences in Katapesh, because so many merchants sleep in their shops, as they are there most hours of the day anyway, and it provides a deterrent to thieves.

Thievery isn't as big a problem as one might expect in Katapesh. Crammed full of stores, stalls, tents, warehouses, hawkers, and purchasers as it is, the teeming city seems a thieves' paradise. The edicts of the Pactmasters, however, make it clear that anyone interfering with trade in the city faces death—or worse. While the occasional petty theft is to be expected, organized or chronic crime threatens to disrupt a merchant's everyday business. The Pactmasters come down hard on those who endanger the city's economy (sometimes using constructs powered by the souls of slaves, called aluum, when necessary), and ignore everyone else.

While the Pactmasters maintain control over the city, day-to-day business and governance is left to Pactbroker Hashim ibn Sayyid. Ibn Sayyid has a reputation for upholding the Pactmasters' judgments and enacting their laws, whatever his personal feelings. Some suspect ibn Sayyid has a personal agenda that will someday come to light, but for now he enjoys a stable and respected position.

Ibn Sayyid also presides over the merchant council, which makes decisions about Katapesh's trade policies

The Rainy Season

Katapesh enjoys a hot but consistent climate most of the year. In early spring and early fall, however, changing winds and the collision of hot and cold weather fronts cause a torrential rainy season that lasts up to 3 weeks. During the rainy season, storms constantly thunder overhead. The rain may clear up for an hour or so, but always pours down again soon.

Without the rainy season, Katapesh would dry up and most of its creatures would die. The rain fills the numerous basin lakes that hold water but have no external feed; without the rain, the lakes would be but shallow depressions. Once filled, these basin lakes sustain the plant and animal life of the country for months to come.

Celebrations mark the rainy season whenever it arrives. In the city of Katapesh, vendors raise brightly colored awnings of oiled canvas over their stalls to shield them from the rain. Most hang chimes of brass or silver from the awnings, and their musical chimes sound constantly as they sway from the weight of rain on the canvas. Hawkers travel the stalls with buckets of steaming cider or mulled wine for sale, and young people gather in mobs for barefoot dances on muddy street corners. Though Gozreh's presence in the city of Katapesh is limited most of the year, during the rainy season his faithful conduct parades, hand out shells for good luck, and receive special treatment from merchants, innkeepers, and citizens alike.

and ensures the market remains free. In practice, the merchant council rarely interferes in citizens' daily lives; their attitude is laissez-faire, if not downright apathetic.

The Nightstalls garner the most attention in Katapesh. The bazaars there sell items that are more than unusual—they're immoral, addictive, or ephemeral. The Nightstalls is where one can buy a dragon's tongue, feathers from a couatl's wing, drugs and poisons of all kinds, or a devil's regret.

After pesh, Katapesh's biggest export is slaves. Though some slaves are available in the Nightstalls, most are sold through the Fleshfairs of Okeno.

KATAPESH

Size Metropolis nonstandard (plutocratic merchant council with alien overseers); **AL** N

GP Limit 100,000 gp; **Assets** 1,075,000 gp

DEMOGRAPHICS

Population 215,000

Type mixed (73% human, 6% halfling, 6% gnome, 5% half-elf, 5% gnoll, 2% dwarf, 1% half-orc, 1% elf, 1% other)

AUTHORITY FIGURES

Hashim ibn Sayyid (Pactbroker of Katapesh); **Angruul, Jivnar,**

Krimiltuk, Morvithis, and Tzandarkon (Pactmasters of Katapesh)

The Pactmasters

The mysterious rulers of Katapesh are not native to the area—perhaps not even to Golarion. They arrived almost a thousand years ago, during a time when anarchy and lawlessness ruled the city. With quiet, direct ruthlessness, the Pactmasters took the city in hand and drove the unstable elements out. Within a hundred years, Katapesh stood as a shining model of free trade, and within 500 it had established itself as a leading economic power in the Inner Sea region.

Pactmasters stand 7 feet tall and seem unnaturally thin. They wear layers of robes to hide their spindly bodies and ornate masks of gold, silver, and other precious metals—often studded with gems—to cover their faces and muffle their voices. Though many stories circulate as to whom the Pactmasters are and what they truly look like, no one can say for certain what lies under those placid masks.

Geography

Katapesh overlooks the Inner Sea from a sandy promontory over a series of black, glassy cliffs called the Obsidian Wall. Beneath the cliffs a flat stretch of ground extends to the sea. Many of the busiest portions of Katapesh are found within the strip of land that lies between the two. The city is surrounded by a 40-foot-high sandstone wall, topped by ramparts and reinforced with crenellated towers. A small standing army called the Zephyr Guard patrols the walls and towers surrounding the city.

The city is divided into five separate areas: the Docks, the Lower City, the Twilight Gate, the Inner City, and the Dawn Gate. In addition to these large sections of the city, three smaller communities shelter in the shade of its tall walls, and a fourth perches along the cliffs southeast of the city. Dog Town huddles around the Dawn Gate. The Day Stalls, a collection of vendors and beggars, sits outside of the Serpent Gate. Separate from the other two in many ways, a community of craftsmen, vendors, farmers, and fishermen makes up a settlement called the Sprawl near the Twilight Gate. Castle Clarion, just south and east of the Sprawl, has attracted enough neighbors and shops that it just barely qualifies as its own community beyond Katapesh's walls.

Culture

The people of Katapesh are dedicated to their professions and take great pride in what they do. Nearly every strain or mixture of race is represented, with little to no prejudice. Gnolls, orcs, and goblins rub elbows in the bustling markets with humans, dwarves, halflings, elves, and many other lesser-known races. With the exception

of breaking any of the city's few laws, nearly anything is acceptable here. One might say that "acceptance" is part of the cultural identity of Katapesh.

Every line of work, down to the humblest beggar, has its own guild. Membership in a guild safeguards each member's economic well-being, even if that only means having just enough to feed himself.

Drug use, slavery, and poison are a part of everyday life in Katapesh, and the city's leaders have embraced them as part of the city's economic and cultural identity. Of course, they remain closely monitored, and a sales tax accompanies the sale of all drugs, slaves, and poisons sold within the city.

With all the industry that takes place within the city's walls, one might think the locals have no place for recreation or fun. But in spite of their work ethic, the people of Katapesh do indeed enjoy their pastimes—which, of course, are lucrative businesses in and of themselves. One of them is a very physical sport called ruk, in which guild-sponsored teams compete within the Grand Coliseum. Two teams of 10 athletes contend with each other to toss a sand-filled leather ball the size of a man's head through hoops at either end of the arena. Whichever team scores the most points by putting the ruk ball through the other team's hoop after 1 hour of play is declared the winner. The competition can be brutal, and not just among the athletes—the fans and sponsors are known to get quite violent in support of their teams. There are also gladiatorial matches every week, numerous brothels, and gambling houses, as well as rampant drug use throughout the city.

Government

Katapesh is ruled by an organization of rarely seen robed merchants called the Pactmasters, though most city workers receive their orders from their official representative, the Pactbroker Hashim ibn Sayyid. The laws of Katapesh revolve almost exclusively around the city's commerce and ensure that nothing impedes its day-to-day business. If something can be bought, sold, or traded—no matter what it is—an individual is free to do so as long as he is a member of a guild closely associated with that commodity. Guild membership is not hard to obtain, usually costing no more than 1 gold piece. Each guild has its own representatives that monitor the business activities of its members to ensure that they pay the appropriate taxes on goods sold there. Negligence in these matters is met with harsh guild retribution.

The Pactmasters hold council with the city's Guild Masters each month to arbitrate disputes between rival guilds, approve fee schedules, and administer punishment for breaking the trade laws. The punishment may take the form of loss of property, fines, imprisonment, or even slavery for more serious crimes.

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Theft is punished severely. First-time offenders are brought before a judge to be tried. Both sides of the matter are heard, and if the offending party is found guilty he loses a hand and is branded. Repeat offenders are immediately imprisoned and executed the next day by the Zephyr Guard. Other crimes, such as public disorderliness, fighting, and murder, are usually met with fines or overlooked unless they impede commerce in some way. Usually a bribe is enough to clear oneself of any wrongdoing in these kinds of altercations.

Destruction of property is one of the more serious crimes, as it means the complete loss of a profit-producing commodity. Punishment is forfeiture of an item of equal value. If the offending party is incapable of producing such an item, he is enslaved until he has made restitution.

Though the Pactmasters are rarely seen outside their palace walls, their presence is felt throughout the city in the form of active patrols of the Zephyr Guard. The Zephyr Guard is made up of diverse ethnic groups and races, but is mostly human. The guardsmen's unifying feature is their expertise in combat and the precision with which they carry out their duties. To bolster them, numerous constructs called aluum are posted throughout the city. These creatures serve the Zephyr Guard and the Pactmasters when finesse and normal martial efforts fail. The aluum stand silent vigil on street corners, in the shadows of buildings, around busy squares, and throughout the numerous bazaars. No matter where one goes in Katapesh, an aluum is never far away.

Places of Interest

Katapesh has many interesting locales for residents to frequent and visitors to seek out. A few of the more notable sites are presented below.

The Docks

Warehouses, stores, and a few sizeable inns cater to the city's bustling sea trade. Rising from the shoreline, a massive copper statue of a horned giant stares menacingly out to sea as if to ward away enemies. The statue's features are worn and covered with years of droppings from the gulls that use it as their aerie.

Visitors to the Docks often stop in at Trillia's Bath House for a nice hot bath and a bit of news and gossip, an

establishment easy to find because of the copper tub sign over its doors. Many then head to the Golden Scarab to try Krebble-Jeggle's numerous gaming tables. For those who like a bit more danger in their games, the Golden Scarab may be more interesting.

The Lower City

The Lower City contains possibly the world's largest bazaar—a collection of kiosks, tents, huts, carts, and even simple rugs spread on the ground to display a few odds and ends. The Lower City Bazaar stretches the entire length of the city, and nearly anything can be bought or sold there.

At Aromas and Aphrodisiacs, patrons may enjoy relaxing herbs inhaled from extravagant hookahs, absorbed through the skin from organic wraps, or ingested from a variety of delicious and relaxing teas, all within small private booths inside the tent. For an extra fee, the shop's small army of slave girls may be reserved for other forms of entertainment.

The Azure Star reigns supreme as the most popular cantina for visitors and locals alike. At the top of every hour, musicians and singers entertain the guests with haunting and entrancing songs and melodies brought to Katapesh from the most remote cornerwys of the world. The Azure Star's famous cuisine includes unforgettable favorites such as honeyed loci, curdled camel milk, pesh-sprinkled dhabbas liver, pickled scorpion, grilled adder, thrice-poisoned oysters, and many more.

Cindra's Exotic Pets is a popular destination. Her tent is filled with an eclectic collection of animals such as monkeys, apes, and birds from the Mwangi Expanse; dhabas from the nearby deserts; small dinosaurs and lizards from Mediogalti; warp snakes from the Mana Wastes; baby Osirian crocodiles; Hyrantam geckos and toads from the Sodden Lands; endangered crows from Irrisen; wolves, badgers, foxes, and pygmy elk plundered from the forests of Nirmathas; and even more common creatures like rats, cats, and toads.

The Scorpion's Sting sells some of Katapesh's most effective poisons. The shop is recognizable as the



Five Inns of Katapesh

While inns of poor to exceptional value abound in Katapesh, particularly in its capital and the other major cities, five in particular stand out.

Breakstride: Reputedly the best inn in Solku, Breakstride offers large, comfortable beds, exotic meals, and high-quality ale. Retired halfling adventurer Eriene Finch ensures her inn runs smoothly and efficiently.

Buzz Juice: Named for its most popular libation, Buzz Juice is an inn in Bug Harbor, a small town on the edge of a swamp. While the lodgings are terrible and the food is worse, the bittersweet, syrupy buzz juice the proprietors serve keeps patrons coming back.

Four Times Called: While this two-story inn in Okeno is dark and shabby, it has live music every night. Some of the finest bards in the land come to play in the enormous taproom supported by black oak beams.

The Orange Flower: This tiny Okeno inn has only three bedrooms and no taproom, but it charges a high price to spend the night. The Orange Flower's true revenue comes from its basement level, which holds a dozen boudoirs for the Tian prostitutes who operate there.

The Sand Dragon Inn: A long, serpentine dragon made of brass perches above the inn's main entrance. Their fare is reasonably priced, if a bit heavy on the curry. Travelers often stop here before moving on to explore the city, as the bedrooms and large common room are cool, clean, and blessedly free of dust and vermin.

tent with large scorpions stitched into the canvas, and buyers are advised to heed the warning signs near all of Master Daleeb's wares.

Jangley's Shop sells rare and unusual treasures, curios, and knickknacks, sometimes magical but always bearing colorful histories.

For those looking to purchase human property or needing to rescue an ally from slavers, the Slave Block always has flesh for sale.

Twilight Gate

Originally a brick and adobe shantytown built up around the southern walls, today Twilight Gate is a mixture of ancient and modern architecture and the site of many ruins that have become tourist attractions. Visitors to Twilight Gate are encouraged to see the Red Pyramid and the Ruined Monastery. For the religious-minded, the Twilight Gate also boasts the city's grandiose Temple of Abadar, its vaults well known as the most secure storage in Katapesh. The Pathfinder Society also maintains a lodge here.

Inner City

Surrounded by ancient sandstone walls covered in faded, timeworn reliefs and curious designs, the Inner City is the oldest of Katapesh's districts. It's also home to the walled palace of the Pactmasters, its soaring towers easily seen from anywhere in the city. Many ancient marvels dating back to the city's earliest days still stand here, rivaling each other in their size, grandeur, and mystique, from the Grand Coliseum, the Marble Sphinx, and the Golden Oasis to the Glass Pyramids and the Screaming Obelisk.

Other locations of note include the College of Dimensional Studies where wizards and sorcerers study the stars, the planes, and all that lies between; Al'Faran's Steel Restaurant, where the finest blades in all of Katapesh are available; and Zandrek's Pesh Palace, the most popular den of iniquity in a city full of sin and vice.

Dawn Gate

Like the Lower City, this portion of Katapesh grew up around the original city walls during the Oasis Age when the area was flooded with newcomers attracted to the burgeoning city. Though this section of Katapesh is mainly residential, visitors come here to see the Gilded Shell, an enormous polished tortoise shell covered in gleaming metal plates, where accomplished armorsmith Malthus Feyhew produces some of the greatest suits of armor available. Other worthy attractions include Cayden's Cantina and the Hall of Irori (though the latter is usually closed to the public).

Adjacent Communities

Visitors to the small communities outside of Katapesh's walls may expect to find a grab bag of various odds and



adventures in katapesh

ends and services for sale. Dog Town gained its name for its large gnoll population. Though the Zephyr Guard maintains patrols through the area, they are lax and few in number. Visitors should be wary of crossing the gnolls residing there, though the Rabid Dog is said to be a good tavern to stop in for information about the hinterlands and guides for exploring some of those areas.

Visitors to the Day Stalls may find Cheeho the Talking Dog or the fortune-telling Smoke Lady amusing, and those locals seeking solid, affordable craftsmanship and other services often frequent the Sprawl for their needs. Jerg's Repair Shop is a popular spot for anything in need of fixing or maintenance, as well as reversing curses and other magical problems.

Castle Clarion is a magnificent structure that sits atop a cliff overlooking the Inner Sea. The castle itself is not open to visitors, though it attracts many sightseers. Shops around the castle sell scrimshaw carvings of the castle, and numerous painters have opened galleries at Cliffside showing works inspired by the view.

OTHER SETTLEMENTS

The city of Katapesh, while the largest civilized area in the nation, is by no means the only destination for travelers. Solku, much smaller than Katapesh but still a settlement of decent size, attracts many traders, as well as pilgrims intent on visiting Sarenrae's Lambent Citadel. In recent years gnolls from White Canyon have besieged Solku in a series of attacks, but the last conflict 2 years ago saw the bands broken and driven off. They have not returned to trouble Solku since, but it seems likely that they will again someday.

Near Solku, a stockade called Fort Longjaw stands as a bastion against gnoll incursions. Giana Secondstride, Fort Longjaw's leader, sometimes provides shelter and food for travelers, but expects them to contribute to the fort's defense in exchange.

In the southern deserts, a Pathfinder lodge run by the dwarf Var Pinder serves as a museum of antiquities and also a staging point for many expeditions. Pinder makes no secret of his love of artifacts, and often commissions adventurers to explore the many ruins and tombs of Katapesh.

On an island off the eastern coast, the harbor city of Okeno runs the largest slave trade in the area, and possibly the world. The Fleshfairs draw buyers and sellers from all over, looking for expendable servants, shock troops, or manual laborers. The yellow-sailed slave galleys of Okeno are notorious in the Obari Ocean and Inner Sea.

Near the center of Katapesh, the gnome city of Finderplain provides temporary homes for a steady stream of travelers

Crime and Punishment in Katapesh

Before considering breaking any of the laws of Katapesh, one should be familiar with the penalties. Of course, with the right attitude and a handful of coins, the Zephyr Guard may just let the offending party off with a warning.

Murder of guild member, Zephyr Guard, or government official: Execution

Murder of unaffiliated person: 6 months imprisonment, 100 gp fine, and official warning

Assault of guild member, Zephyr Guard, or government official: 1 year imprisonment

Assault of unaffiliated person: 1 gp

Destruction of Property: Fine equal to the value of the property, or slavery (time varies)

Tax Evasion: Fine equal to the unpaid taxes and 6 months imprisonment

Theft: Loss of a hand, branding, and 25 gp fine, or death (second offense)

Unsanctioned sale prices: Fine equal to the value of the item, official warning, and/or loss of guild membership

Disorderly conduct: 5 gp

exploring the area. Most residents of Finderplain stay for a few months to a year and then move on, leaving their homes empty for the next round of travelers.





Braving the Desert

Think not of the desert as a wasteland, but as a new bride. Listen to her wishes and her whims, and receive the glorious bounty she promises. Listen not and you risk the wrath of a scorned woman.

—Badawi proverb



The desert is a harsh and cruel mistress. Obey her warnings, and you will be lucky only to receive her lash. Ignore her, and she will forget you, and then you shall be truly lost.

—Admonishment of gnoll slavers to their underlings, loosely translated

braving the desert

The deserts of Katapesh are a vast wasteland of varied threats. Heat, exhaustion, thirst, starvation, fell beasts, and roaming slavers all look menacingly on those that wander the wastes, awaiting their chance to claim new victims. The ruins of ancient Osirion and the remains of attempted settlements call to brave and hardy adventurers, but so too do the sun-bleached bones of travelers lost to sand and wind. Courage is not nearly so important as planning and wisdom when attempting to brave the wild lands between Katapesh and Sothis.

NATURAL HAZARDS

In many cases, the most dangerous thing in the desert is the desert itself. Below are several natural hazards to avoid.

Thirst and Starvation

Staying fed and hydrated in the desert is a difficult proposition. You normally need a pound of food and a gallon of water per day to stay alive, and in the desert your need for water doubles, or in some cases triples.

The rules for the Survival skill assume a general wilderness with sufficient food and water supplies to support a large array of wildlife. Desert conditions are less forgiving of their inhabitants, and far less welcoming to guests. Your GM may increase the DC of Survival checks to find food or water in the desert, depending on available food, recent conditions, or the quality of water discovered (which may be tainted with salt, surrounded by thirsty beasts, or claimed by other intelligent beings). Sandstorms might cover over small springs, and shifting dunes often conceal signs of animals you've been tracking for hours.

If you're low-level, be ready to carry a lot of food and water with you. A single Medium creature needs between 2 and 3 gallons of water per day in the desert. As a gallon of water weighs over 8 pounds, the weight quickly adds up. Add to that a full pound of food each day, and each character needs to carry 18 or more pounds of sustenance on their back for each day in the desert. Small characters have it a little easier (they can survive on half as much food and water), but suffer from a lower carrying capacity.

Without water, you'll last 1 day plus a number of hours equal to your Constitution score. Without food, you can survive 3 days. Once you hit either time marker, you must make a Fortitude save (DC 10 + 1 for each previous check) or take 1d6 points of nonlethal damage and become fatigued. You can't recover from this nonlethal damage (even with magic) until you get food or water.

Most desert animals are at least partly nocturnal, so if you have to hunt for food, keep your efforts to the twilight hours near dawn and dusk, when prey is active. When looking for water, areas of heavy animal or bird traffic or with lush, green vegetation are good signs that drinkable water is nearby. Avoid eating the leaves of unfamiliar

Wait for the Night

Traveling the desert by night is advantageous in a number of ways: the air is much cooler (and it may even grow cold, depending on how far inland you are), water sources stand longer without evaporating, nocturnal animals come out to search for food, and humanoid threats are less active. Whenever possible, reserve your movements to the night and early morning, when you have a greater chance of survival.

plants or drinking water that is not clear or has the smell of metals—the risk of poison or contamination is more dangerous than looking elsewhere. Lastly, remember that the desert has few oases at which to drink. If you are thirsty, there are probably other creatures around that might want that water as much as you do and are willing to kill for it, or else see you as suitable prey.

Heat and Exhaustion

The deserts of Katapesh are blistering and inhospitable, qualifying as “very hot” (90° F or higher) from late morning to late afternoon most of the year, and “severe heat” (110° F or higher) during those same hours in the summer.

In very hot or severe heat conditions, you run the risk of heatstroke. You must make a Fortitude save (DC 15, +1 for each previous check) every hour if it's very hot, or every 10 minutes in severe heat. If you're wearing heavy clothing or any kind of armor, you take a –4 penalty to saves against heatstroke. Failure means you suffer 1d4 points of nonlethal damage and are fatigued. Like the damage suffered from starvation or thirst, this damage can't be healed until you remedy the cause—in this case, cooling off, finding shade, or reaching nightfall alive.

Keep in mind that if you're already fatigued and suffer from a condition that would force you to become fatigued, you become exhausted instead. This applies to a combination of starvation and thirst, starvation and heat, or thirst and heat.

Swallowing Sands

Quicksand and sandstorms are both constant threats in the desert. If you encounter quicksand, it is best to avoid the area. Newcomers to the desert won't recognize quicksand until it is too late. Unlike water-based quicksand in marshes, desert quicksand is dry and results from very fine blown sand, so sandstorms can create new pockets of dry quicksand in a previously safe area. Though it contains no actual water, dry quicksand is safe to walk on using spells such as *water walk*.

Staying afloat in quicksand requires a DC 10 Swim check; escaping needs a DC 15 check. Failure by 5 or

SANDWALKER

You are at home on the shifting waves of sand.

Prerequisites: Dex 13, Con 13

Benefit: When desert terrain would reduce your overland movement speed to 1/2 normal, you can move at 3/4 your normal speed.

You gain a +2 bonus to Survival checks to find food and water, and to checks to avoid getting lost in a desert.

more causes you to sink beneath the surface, forcing you to begin holding your breath. You can rescue another character from quicksand if you can reach him or her with a pole, rope, or other extension. You and the trapped victim each need to make a Strength check (DC 15 for you to pull the victim closer, DC 10 for the victim to hold on). If the victim fails, he must make a DC 15 Swim check to avoid sinking below the surface. If you both succeed on your check, you pull the victim 5 feet closer to safety (either vertically or laterally).

Sandstorms can spring up without warning. The greatest threats a sandstorm poses are the chance of becoming lost and spoiling food and water. During a sandstorm, your visibility is reduced to 100x5 feet, and you take a -4 penalty to Listen, Search, and Spot checks. Terrain often shifts during a sandstorm (particularly sand dunes), so you'll need to get your bearings, check your food and water (as the tiny particles can turn water into silt and food into a gritty inedible mess), and clean out your clothes before proceeding after a storm.

LIVING THREATS

There is a common belief that the desert itself wishes to expel all unwelcome visitors. Even with the almost sentient wrath the desert seems to exhibit, there are creatures and beings even more willing to deliver sudden punishment on travelers that wander the wrong path.

Vermin and Scalykind

The least intelligent threats amid the sands are also some of the most deadly. Scorpions ranging from the size of a finger to those as large as a tent roam the deserts, seeking prey with claw and poison. Reptiles of all sorts—from small and harmless snakes to mighty vipers and deadly basilisks—wait for unwitting prey to stumble upon them, appreciating the chance for a fresh meal.

Most such threats are mitigated by protections against poison. *Slow poison* and *neutralize poison* are smart choices for spells when you expect to encounter scorpions or snakes, and the wise traveler brings a dose of antitoxin as a contingency.

Humanoids

The badawi tribes (see Desert Natives, below) are distrustful of newcomers to the desert, seeing most strangers as treasure hunters or slavers. Once they accept a visitor, badawi hospitality is quite generous, but it is a hard-won reward.

More threatening are the bands of gnoll slavers that wander the desert. Often, they watch a group of lost or starving victims, waiting until their prey is half-dead before moving in and snatching up anything of value.

Ancients and the Otherworldly

Legends of ancient Katapesh are rife with tales of cryptic threats and otherworldly beings. Mummies of long-dead Osirian rulers and priests, manipulative sphinxes, and wrathful efreet and their distant relations the jann all carve out their own dominions across the wastes, waiting for visitors and intruders to bring them tribute or entertainment.

Death From Above

The sun is only the most obvious threat in the desert. Bats, both abnormally large individuals and swarms of smaller specimens, fill the night sky searching for prey. Blue dragons prowl the sands looking for hapless travelers, and brass dragons jealously patrol their domains. Dragonnes fly over the sands' nearest mountain ranges, searching for man-sized prey.

The greatest defense against all flying threats is to travel when visibility is poorest and conceal yourself inside a tent, a cave, or other covering while sleeping.

Scavengers

If you are able to bring down prey or fend off a predator, it is best to take what you need from your kill and leave. Vultures and hyenas abound in the desert, and they can catch the scent of fresh meat from miles off. Unless you're sure you'll be able to fight off competitors, moving away and finding shelter is a better and safer option—or be sure to drag your kill a safe distance from your camp so the carrion-eaters won't bother you.

BADAWI: DESERT NATIVES

Despite the harsh environs of the desert, there are tribes that have lived among the sands for countless generations—some since Osirion still claimed Katapesh. Some of these tribes are small bands of humans (often living as bandits and raiders), but the rest are extended clans of wandering badawi, an interrelated network of tent-dwelling nomads and herdsman.

Badawi are nearly all Keleshite. Like other Keleshites, they are convinced of their superiority over others and that their way is best, but this belief is bolstered by the utter lack of other successful modes of living in the desert

braving the desert

wastes—if someone knew of a better way to survive in the desert, the badawi would be using it. A few badawi are gnomes or halflings, but these races mostly prefer cities or more comfortable wildernesses.

Badawi favor the ranger and rogue character classes, with druids and clerics (of Abadar, Irori, Pharasma, or Sarenrae) rounding out most of the rest. Barbarians are looked down upon as mindless savages, engaging in practices acceptable only to the beast-like gnolls. Paladins are revered as rare but noble paragons. If you want to play a badawi native, consider the Endurance, Mounted Combat, or Sandwalker (see sidebar) feats, and be sure to keep your Survival skill high.

PREPARE YOURSELF

Deserts are harsh and survival is difficult. A lifesaver is the *create water* spell, which gives you 2 gallons of drinking water per caster level. Unless you have multiple characters in your group that are capable of casting *create water*, a group with one 1st-level caster is limited to 6 gallons of water per day (unless you start using higher-level spell slots on the spell), so you'll need to provide other means of finding drinking water—which probably involves carrying it on your back.

If *create water* is your right hand in the desert, then *endure elements* is your left. A single casting of *endure elements* allows you to exist in most desert conditions as you would in the rest of the world, which means you don't need extra water, don't need to make Fortitude saves for very hot or severe heat conditions, and can wear whatever

clothing and armor you like without concern for how the environment affects you.

While these two spells are immensely helpful, keep in mind that they also take up spell slots, and can easily sap your party's combat strength just to stay comfortable. Potions, scrolls, and wands of these spells allow you to travel in relative comfort and still be ready for battle.

Gear and Magic Items

When traveling to the desert, you should select that gear which is best suited to the task: clothing and armor that keeps you cool, packs that support the most weight, and as much water as you can possibly manage to carry.

A *bag of holding* can carry water, but the amount of water it can hold is limited not so much by size as by weight. A type I bag can hold 250 pounds of water—about 30 gallons. A type II bag can hold 60 gallons, a type III bag 120 gallons, and a type IV bag 180 gallons. If you're willing to use all the pockets of a *handy haversack*, you can manage about 14 gallons of water. For a cheaper alternative to the largest *bag of holding*, consider a *decanter of endless water*, which is a more efficient means of obtaining more water than a typical adventuring group needs for survival.

Aside from food and water, you should bring a tent to shield you from wind and sandstorms, empty waterskins or other containers to gather water, and (if you can spare the weight) extra arrows for hunting—there is no useable wood for replacing spent arrows in the desert.

For minor magic items that aid desert survival, see the Magic chapter.



EXOTIC ARMS

It's long been said that you can find just about anything in the bazaars of Katapesh, if you're willing to pay the price. Along with this infinite array of goods, however, comes an equally infinite array of sharp-eyed warriors—merchant guards and those who seek to fleece them—all drawn by the lure of ready gold. The following exotic weapons and armor, both native to Katapesh and imported via trade from cultures all over the world, are just a few of the more unusual items available to warriors from this region. The weapons described here all require the Exotic Weapon Proficiency feat to use effectively.

Battle Poi: The ancient art of fire-spinning has long been a part of Katapeshi culture, and its practitioners can regularly be found lighting up the night with their skilled and acrobatic performances at markets and harvest festivals across the land. The most common of the various implements used in these routines are poi, arm-length chains with handles at one end and heavy fuel-soaked torch heads at the other. These items are wielded in pairs, and when set aflame and twirled in complex patterns and weaves, create a spinning cage of fire around the user.

Though poi rarely weigh enough to be effective weapons on their own, once lit they're capable of inflicting serious burns. As a result, all of a poi's damage is fire damage.

Just as some northern armies send drummers among their ranks to bolster spirits, Katapeshi generals often include fire-spinners among their front ranks in order to make their charges more impressive and frightening.

Since the use of single poi is rarely taught, those who become proficient in their use are automatically treated as if they had the Two-Weapon Fighting feat for the purposes of making poi attacks. Depending on the type of fuel used, poi can be extinguished by spending a full round smothering them in sand or submerging them in water.

Madu: The madu, or parrying shield, is a light shield, round like a buckler and made of either steel or hardened leather, with four studs arranged in a square in the middle. Out of opposing sides of the shield extend the long, spiraling horns of an antelope or similar beast, sometimes tipped with steel. The horns count as shield spikes, but are also especially good at defending. If you are proficient with the madu, you may wield it and fight defensively with a -2 penalty instead of a -4 penalty, and your attack penalty for using Combat Expertise improves by 1 (minimum -1 penalty). You cannot hold anything else in the hand that bears a madu. It is common practice for warriors experienced with the madu to poison the horns with scorpion or snake venom before battle. Anyone proficient in shields can use a madu as a spiked light shield.

Meteor Hammer: The meteor hammer is a deceptive and unpredictable weapon, as simple as it is versatile. A typical meteor hammer consists of two spherical metal weights like flail heads attached via a 5-foot length of rope or chain. These weights are whirled and wrapped around

combat

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	
One-Handed Melee Weapons								
Battle Poi	5 gp	1d3*	1d4*	×2	—	2 lb.	Fire	
Madu	40 gp	1d3	1d4	×2	—	5 lb.	Piercing	
Rope Gauntlets	2 sp	1d3	1d4	×2	—	2 lb.	Bludgeoning*	
Scorpion Whip ^R	5 gp	1d3	1d4	×2	—	3 lb.	Slashing	
Two-Handed Melee Weapons								
Meteor Hammer ^R	100 gp	1d6	1d8	×2	—	10 lb.	Bludgeoning	
Ranged Weapons								
Sling Glove	10 gp	1d4	1d6	×2	50 ft.	1 lb.	Bludgeoning	
Armor								
Armor	Cost	Max Dex Bonus	Armor Bonus	Check Penalty	Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Madu, leather	30 gp	+1	—	-2	5%	—	—	5 lb.
Madu, steel	40 gp	+1	—	-2	5%	—	—	6 lb.

* special, see text
^R reach weapon

the wielder's body, and can be used for strikes, grabs, and trips. With a meteor hammer, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the meteor hammer to avoid being tripped. If your trip attack is successful, you can choose to forego the knockdown in favor of dragging your opponent 5 feet closer to you. Using a meteor hammer always requires both hands and gives you a 10-foot reach.

In addition to the above abilities, the meteor hammer has different effects depending on what style is being used. Switching between styles is a free action and must be declared at the beginning of the combat round.

Fortress: In this style, one of the hammers is held close in the off hand and used to parry attacks as if it were a shield. When using this style, you gain a +1 shield bonus to AC.

Meteor Storm: This style involves spinning both heads in complex patterns, occasionally smashing in from the side or coiling the rope around a forearm before launching a weight forward in a punching motion. This style allows the meteor hammer to be treated as a double weapon.

Rope Gauntlets: Originally created as a ceremonial part of several Katapeshi martial arts, rope gauntlets have since become popular in illicit boxing matches due to their bloody effectiveness. By wrapping their hands and forearms in thin but tough hemp ropes and then soaking the makeshift gloves in water for weight and expansion, fighters can transform their fists into rock-hard weapons easily capable of killing in a fistfight. Each rope gauntlet takes a full minute to wrap and another minute to soak, but once wrapped can be worn for a day; removing a rope

gauntlet takes 1 full round. When wearing rope gauntlets, you are considered armed and your unarmed attacks deal normal damage rather than nonlethal damage. If you are proficient with rope gauntlets, you may use the rough edges of the ropes to deal slashing damage rather than bludgeoning damage. Your fingers are mostly exposed, allowing you to wield or carry items in hands while wearing rope gauntlets, but the constriction of the weapon at your knuckles gives you a -2 penalty to all precision-based tasks involving your hands (such as picking pockets, opening locks, disabling traps, and so on).

Sling Glove: This 2-foot-long wicker basket is curved and scoop-shaped. When held or strapped to the forearm, it allows you to fling fist-sized stones with incredible accuracy at speeds even faster than a longbow. You apply your Strength bonus to damage rolls. If your other hand is free, reloading a sling glove is a free action that does not provoke an attack of opportunity (if your other hand is not free, you can scoop an available stone into the basket as a move action that provokes an attack of opportunity). Due to the size of the projectiles and the amount of ammunition a glove slinger goes through, slingers normally use smooth, round stones rather than metal bullets. The amount of space required to effectively whip the sling means that attacks against adjacent creatures are at a -4 penalty, and impossible against creatures in the same square.

Scorpion Whip: This weapon looks much like a standard whip but with a series of razor-sharp blades and fangs inset along its tip, giving it the ability to do lethal damage, even to creatures with armor bonuses. In all other ways it works like a normal whip. A creature proficient with whips can use a scorpion whip. Whip-masters of Katapesh usually apply poison the weapon's spines.

RELIGIONS OF KATAPESH

Along with exotic goods and wondrous treasures, those who come to trade among the markets of Katapesh bring with them their philosophies, their ideals, and their deities. Although the Katapeshi have long clung to their own favored gods, the faiths of other religions see much to gain among the cities and wilds of the region, spreading their teachings as readily as their coin. Thus, the hearts and souls of Katapesh's people vary between deities old and new, native and foreign. Presented here are 10 of the most pervasive religions currently at work in Katapesh.

Abadar

The Master of the First Vault commands widespread allegiance throughout Katapesh city, where pious merchants and even irreverent traders flock to the god's temple-

banks. Abadar's faith is called upon to assist fledgling business ventures, mediate disputes, and mete out punishments upon criminals and shysters. Even outside the city walls, the clergy seeks to spread the laws and luxuries of civilization to the western frontiers and among the country's nomadic peoples. Abadar's symbol is a gold coin-like key bearing the image of a vast city. Non-clerics are typically dutiful fighters and valorous paladins.

Besmara

Besmara the Pirate Queen doesn't have a strong presence in much of Katapesh, but along the waterfront of the capital city it's not uncommon for sailors to offer quick prayers to her as protection against trouble at sea. Piracy is always a threat in the Obari Ocean, but organized cults of Besmara are relatively rare, with her worshipers generally being loners who focus on her role as a goddess of strife. Her symbol is a skull and crossbones on a black flag. Her non-cleric worshipers tend to be barbarians inland or fighters and rogues along the coast.

Gozreh

While feared and respected as a temperamental and often destructive deity, Gozreh garners daily prayers and sacrifices from many who rely on trackless trade routes and smooth seas to survive. Although sailors often pay honor to the Wind and the Waves, it is the nomads, farmers, and frontiersmen of Katapesh's western reaches who live by the nature god's whims and honor his more merciful servants. Gozreh's symbol is a leaf dripping a single dewdrop, though in Katapesh his worshipers sometimes represent their god with a simple thorn. Non-clerics are typically druids and rangers, though barbarians in the arid wildernesses might also worship Gozreh.

Iomedae

Servants of the goddess of valor find much to do outside the cities of Katapesh. With the constant menace of desert raiders, gnoll slavers, and ravaging beasts threatening those who would live simple, peaceful lives away from the sin and decadence of country's wild markets, her people strive to bring peace to the helpless, the diligent, and the pious.

Although her worshipers don't forsake the peoples of the cities—as evidenced by her paladins' defense of Solku against the gnoll hordes—Iomedae's interests tend toward the country's more rugged western frontiers. Iomedae's symbol is a sword with a sunburst circling the hilt. Non-clerics are often noble fighters, pious monks, gallant rangers, and staunch paladins.

Irori

Migrating from the jungles of distant Vudra, the faith of Irori teaches secrets of the past and of the self. Bringing



Gods of Katapesh

Deity	AL	Areas of Concern	Domains	Fav. Weapon
Abadar	LN	cities, wealth, merchants, law	Earth, Law, Nobility, Protection, Travel	crossbow
Besmara	CN	piracy, strife, sea monsters	Chaos, Trickery, War, Water, Weather	rapier
Gozreh	N	nature, weather, the sea	Air, Animal, Plant, Water, Weather	trident
lomedae	LG	valor, rulership, justice, honor	Glory, Good, Law, Sun, War	longsword
Irori	LN	history, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength	unarmed strike
Lamashtu	CE	madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery	falchion
Nethys	N	magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Rovagug	CE	wrath, disaster, destruction	Chaos, Destruction, Evil, War, Weather	greataxe
Sarenrae	NG	the sun, redemption, honesty, healing	Fire, Glory, Good, Healing, Sun	scimitar
Sivanah	N	illusions, reflections, mystery	Knowledge, Madness, Magic, Rune, Trickery	bladed scarf

knowledge of mystic exercises and opening the doors of the mind, members of the Master of Masters's clergy seek to learn more of Katapesh's storied history even as they share what they've already learned. Irori's symbol is a cerulean palm within a circle. Non-clerics are commonly ascetic monks, disciplined sorcerers, and scholarly wizards.

Lamashtu

The faithful of the Mother of Monsters are one of Katapesh's best-known menaces. Her cults tend to be in remote wilderness areas, and her primary worshipers are the nation's gnoll tribes (with the notable exception of the Pale Mountain bands). She has few worshipers among other humanoids in Katapesh—and those are usually lunatics and brigands who wish they were born as gnolls—but there are a few strange druids and rangers in her faith. Lamashtu's symbol is the head of a three-eyed jackal.

Nethys

The All-Seeing Eye observes Katapesh, seeing there a realm of wonders and strange magics. Even as Nethys's mystics come to Katapesh to learn from ancient scholars and obtain exotic reagents, they proselytize the marvels of their deity and the universal power of magic. Many chase tales of ancient ruins and sites of power long lost to the wilds, ever pursuing forgotten lore for the greater glory of their god. Nethys's symbol is a plain mask, one half white and the other black. Non-clerics are usually sorcerers and wizards, and occasionally bards.

Rovagug

Although his cults are small and self-contained, Rovagug's worshipers are among the more dangerous and unpredictable of Katapesh's lunatics. Even today it's not uncommon to encounter feral preachers of the Rough Beast promising the end of days on Katapesh's streets.

While these crazed prophets are generally dismissed as mostly harmless, the barbaric followers of his murderous priests that dwell in the remote parts of the country are very much a worry. In particular, the gnolls of the Pale Mountain region are said to have ties to his cult. Rumors persist that at least one of Katapesh's thieves' guilds worships him as well. Rovagug's symbol is a fanged mouth surrounded by spider legs. His non-cleric worshipers are generally barbarians and rangers.

Sarenrae

Perhaps the most pervasive faith in Katapesh is that of Sarenrae the Dawnflower. Although her faith is not traditionally Garundi, the people of Katapesh accept her, and she is commonly held as the savior of the people and the strongest force against the cruelty of slavery and heartless mercantilism. Sarenrae's faithful are often at odds with the established rulers of Katapesh, which places her followers in the difficult position of choosing between their faith and patriotism. Sarenrae's symbol is an angel with arms outstretched and wings raised to form the shape of an ankh. Her non-cleric worshipers are generally bards, fighters, rangers, and sorcerers.

Sivanah

Mysterious Sivanah is the goddess of illusions, reflections, and mystery. A minor goddess in most realms, her presence in Katapesh is actually much stronger, particularly in urban regions. Abadar's strong presence and constant opposition to Norgorber opened a window for Sivanah, and many thieves' guilds keep shrines of her in safe houses—although they aren't necessarily devout, they do see the Seventh Veil as an advocate of their lifestyles. Sivanah's symbol is a ring of knotted scarves. Her non-cleric worshipers are usually bards, rogues, and wizards (particularly illusionists), and many gnomes worship her as well.

WASTELAND SURVIVAL

Everything is for sale in Katapesh, from the most sublime celestial artifacts to the most depraved and degenerate abyssal writings. Yet neither of these keeps the hot desert sun off your shoulders or the unscrupulous merchant from dipping into your profits. Fortunately, the stalls of the great bazaar are ever full of practical necessities and esoteric arcana. Here are a few magic items for sale that are more useful for crossing the scorching desert or traversing the rooftops of a metropolis than unearthing forbidden mysteries. After all, what good is the key to the lost city of Thurun-Du if you die of sunstroke on the way there?

BAG OF EVERLASTING DUNG

Aura faint conjuration (creation); **CL** 5th

Slot none; **Price** 500 gp; **Weight** 4 lb.

DESCRIPTION

This leather bag exudes a pungent scent when opened. Each day it provides enough dried dung to fuel a small fire for 8 hours or fertilize a 20-foot-square patch of land.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*; **Cost** 250 gp, 20 XP

BOOTS OF THE SOFT STEP

Aura faint transmutation; **CL** 7th

Slot boots; **Price** 1,000 gp; **Weight** 2 lb.

DESCRIPTION

These bronze-riveted boots have thick leather soles that compress and expand as you walk. This reduces the force of your footfalls, making you more difficult to detect with tremorsense. If you are walking at half speed, a creature with tremorsense can only sense you at half the usual distance. If you walk at one-quarter speed or slower, a creature with tremorsense cannot detect you at all.

CONSTRUCTION

Requirements Craft Wondrous Item, *feather fall*; **Cost** 500 gp, 40 XP

DUNESTRIDER BOOTS

Aura moderate transmutation; **CL** 7th

Slot boots; **Price** 3,000 gp; **Weight** 2 lb.

DESCRIPTION

These boots are cracked and weathered from the desert sun. When you wear *dunestrider boots*, you may walk on sand as if it were hard-packed earth. Overland movement across sandy desert is treated as plains. Even loose sand and quicksand are not difficult terrain for you, allowing you to cross them at normal speed.

CONSTRUCTION

Requirements Craft Wondrous Item, *expeditious retreat*, *longstrider*; **Cost** 1,500 gp, 120 XP

DYSO'S TRAVEL CANOPY

Aura faint evocation; **CL** 7th

Slot none; **Price** 750 gp; **Weight** 3 lb.

DESCRIPTION

This 5-foot-square cloth canopy is brightly colored with gold fringe around the edges, something a slightly foppish sultan might use while resting on the seashore. When you speak the command word, the canopy unfolds and floats 3 feet above your head, positioning itself to keep you shaded. The travel canopy cannot hold any weight. It reverts to its 1-foot-square folded form at your command, or automatically when it is out of the sun for more than 1 minute.

CONSTRUCTION

Requirements Craft Wondrous Item, *floating disk*; **Cost** 375 gp, 30 XP

FIGURINE OF WONDROUS POWER: LAPIS CAMEL

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 7,500 gp; **Weight** 1 lb.

DESCRIPTION

This palm-sized camel figurine is sculpted of lapis lazuli. When you throw the *lapis camel* to the ground and speak the command word, it turns into a dromedary camel. The camel acts as a normal camel in all respects, except that it obeys your verbal commands to the best of its animal-level intelligence. At your command, the



camel returns to its figurine form. The *lapis camel* can be used up to 3 times per week for up 8 hours each use.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; **Cost** 3,750 gp, 300 XP

FIREPOWDER

Aura faint evocation (fire); **CL** 3rd

Slot none; **Price** 10 gp; **Weight** 1/2 lb.

DESCRIPTION

This chalky yellow powder is usually kept in a finely woven canvas pouch. When you mix *firepowder* with fine sand, the resultant mixture quickly heats up until it combusts, creating a slow-burning flame that requires no additional fuel. Half a pound of *firepowder* takes 1 minute to mix, and the fire produced burns for 8 hours, equivalent to a standard campfire.

CONSTRUCTION

Requirements Craft Wondrous Item, *continual flame*; **Cost** 5 gp, 1 XP

GLARECUTTER GOGGLES

Aura faint conjuration; **CL** 5th

Slot mask; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

These dark lenses of smoked glass are set in a thin leather headband and filter the light reaching your eyes. You gain a +5 resistance bonus on Fortitude saving throws against sight- and light-based hazards or attacks, such as desert glare, blindness, gaze attacks, and so on.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove blindness/deafness, resistance*; **Cost** 1,000 gp, 80 XP

GOBLET OF QUENCHING

Aura faint conjuration (creation); **CL** 1st

Slot none; **Price** 180 gp; **Weight** 1 lb.

DESCRIPTION

At your command, this simple clay goblet fills itself with cool, fresh drinking water. The goblet can create up to 2 gallons of water per day. The water evaporates normally if left exposed, and is completely normal water; you can store it, use it to create holy water, and so on.

CONSTRUCTION

Requirements Craft Wondrous Item, *create water*; **Cost** 90 gp, 7 XP

HANDSTRAPS OF ROOFJUMPING

Aura faint transmutation; **CL** 5th

Slot gloves; **Price** 1,500 gp; **Weight** —

DESCRIPTION

These long cloth strips are intricately embroidered with urban scenes. When wrapped around your hands (like a boxer's or mummy's wraps) you gain a +1 competence bonus to Balance, Jump, and Tumble checks, and a +1 competence bonus to Reflex saves made to catch a ledge or arrest a fall.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace, jump*; **Cost** 750 gp, 60 XP

KEFFIYEH OF COOLING

Aura faint abjuration; **CL** 7th

Slot head; **Price** 2,100 gp; **Weight** 2 lb.

DESCRIPTION

This keffiyeh remains bright white, no matter how many sandstorms it has been in. It protects you from hot environments as if you had *endure elements* cast upon you. It provides no magical protection against cold environments.

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*; **Cost** 1,050 gp, 84 XP

SANDSCULPT RESIN

Aura faint transmutation; **CL** 5th

Slot none; **Price** 500 gp per sheet; **Weight**: 1 lb. per sheet

DESCRIPTION

This sticky, amber-colored resin comes sandwiched between two sheets of vellum. When you coat your hands with the resin, you gain the ability to sculpt sand as per the *stone shape* spell, but you cannot create items with moving parts and must sculpt the shape by hand. One use of resin allows you to shape up to 15 cubic feet of sand, requiring 1 minute per cubic foot sculpted. Sand shapes that cannot support themselves naturally (such as arches or overhangs) collapse after 1 hour, but stable shapes like thick walls or mounds persist indefinitely, barring vandalism or erosion. Once applied to your hands, the resin's power lasts until you have sculpted 15 cubic feet of sand or 1 hour has passed.

CONSTRUCTION

Requirements Craft Wondrous Item, *stone shape*; **Cost** 250 gp, 20 XP

SENTINEL SCORPION

Aura faint divination; **CL** 1st

Slot none; **Price** 50 gp; **Weight** 1/2 lb.

DESCRIPTION

This crystalline hand-sized scorpion figurine is so full of cracks and occlusions that it looks as if it could fall apart at any minute. As a standard action you may throw the *sentinel scorpion* to the ground, causing it to explode into crystalline shards that cover the ground in a 10-foot burst. When any creature steps in the area, the shards make popping sounds as loud as the audible version of the *alarm* spell. A creature moving in the area of the shards has a 10% chance each round of stepping on the stinger. The stinger injects Large scorpion venom (1d6 Str/1d6 Str, Fort DC 18 negates) and is treated as a trap (Search DC 20, Disable Device DC 20). After 2 hours, the shards decay into harmless powder.

CONSTRUCTION

Requirements Craft Wondrous Item, *alarm*, 25 gp, 2 XP

ACHIEVING GREATNESS

Everyone loves feats. They're a great way to personalize your character, and the huge number of feats to choose from guarantees you'll be able to carve out your own unique take on any class you want. Some feats encourage this by granting more potent abilities, but only if you build your way up to them by taking the right classes, skills, or other feats.

But there's a kind of prerequisite that most feats ignore, a prerequisite that's more difficult to balance due to its variable nature. It's one thing to be able to take a feat because you picked the right combination of skills and

abilities. But what about feats that require you to achieve some sort of objective in the game itself?

Presented here is a new kind of feat for you to try out—the achievement feat. These feats cannot be taken at character creation, even if you're creating a character of a much higher level than 1st. In order to qualify for an achievement feat, your character must first achieve a very specific in-game goal—often a goal that requires you to play your character in a specific way or track certain elements of game play.

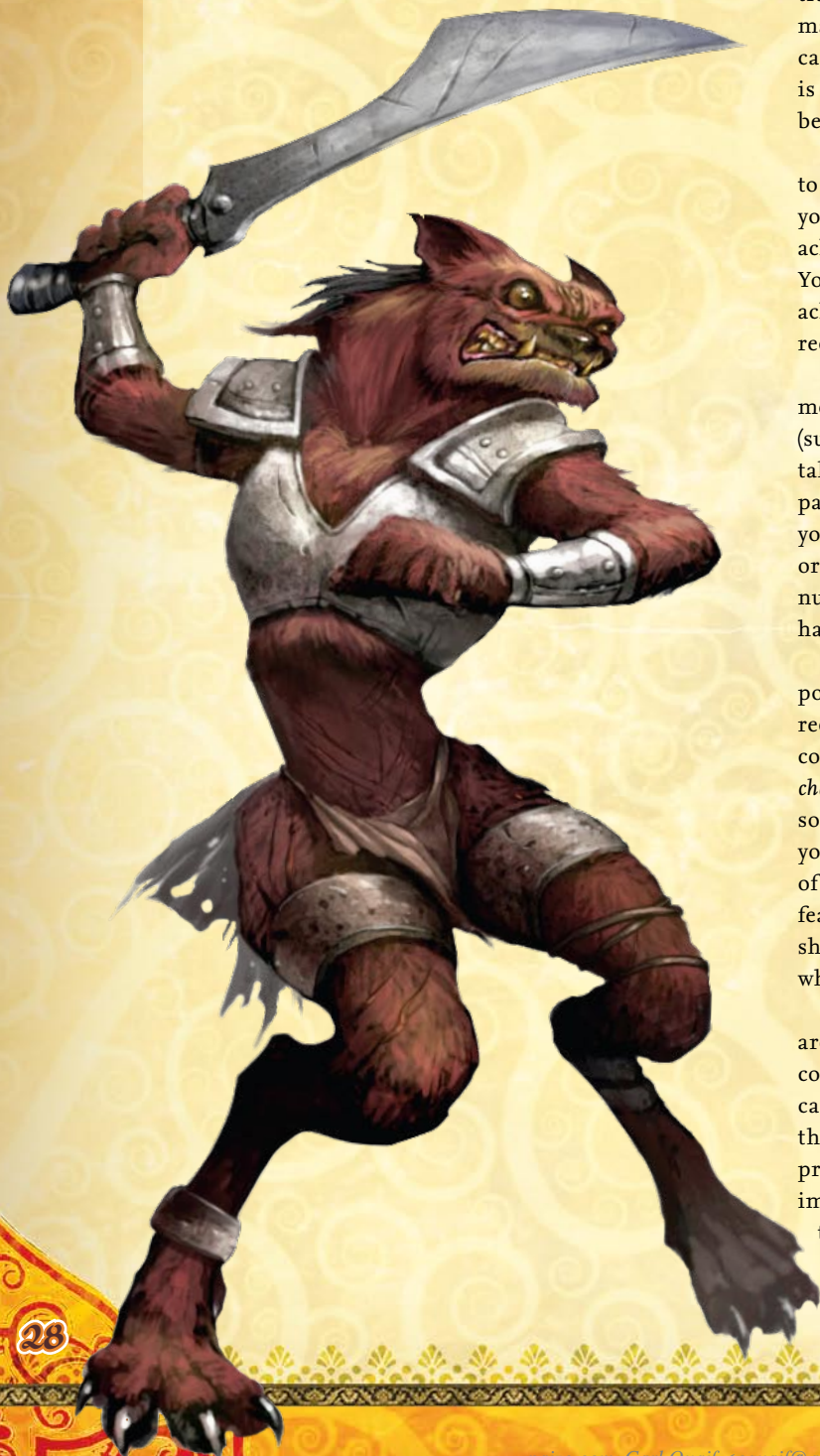
Due to their nature, achievement feats rely on a certain measure of player honesty. While some GMs won't mind tracking your progress toward a desired achievement, many won't have the time or patience to do so. In this case, that task falls to you, the player. Make sure your GM is okay with using achievement feats in his campaign before you start working toward one.

More than most feats, achievement feats require you to have a relatively good idea of how you want to develop your character—alternatively, you can use a specific achievement feat as a guide for a character's growth. You should decide early on if you want to go for an achievement feat, so you'll have more time to plan for the required achievement.

While some achievement feat requirements are memorable events that are easily tracked and remembered (such as the Graverisen feat), others require a bit of note taking on your part. It's best to set aside a piece of blank paper or part of your character sheet to track your kills, your healing totals, the number of critical hits you land, or whatever achievement you're going for; a simple list of numbers or hash-marks will do, and in so doing you'll have a record of the exact moment you qualify.

Because of the way you qualify for these feats, it is possible to exploit circumstances to easily meet the requirements for some of these feats. For example, you could qualify for the Gifted Mesmerist feat by casting *charm person* on willing party members, or have the party sorcerer knock you out every day with *burning hands* so you qualify for the Flame-Tested Survivor feat. This sort of exploitation goes against the intent of having these feats be the result of actual achievements, and your GM should feel free to discount these attempts when deciding whether or not you qualify for the feat.

Note: Several of the achievement feats presented here are designed with Legacy of Fire in mind. While the concept of an achievement feat works in any long-term campaign, if you're using these in a campaign other than Legacy of Fire, work with your GM to make sure the proper adjustments to the feat are made so that it's not an impossible task to qualify for it. After all, it'd be pretty tough to qualify for the All Gnolls Must Die feat if there are no gnolls in your campaign!



All Gnolls Must Die [Achievement]

Your name is whispered by black lips throughout the Uwaga Highlands as a bringer of death and pain—few are the gnolls who don't quake when they hear stories of your deeds.

Requirement: Deliver the killing blow to 20 gnolls, hyenas, dire hyenas, werehyenas, jackalweres, or minions of Lamashtu.

Benefit: As long as you carry some sort of trophy harvested from a gnoll (a necklace of ears, a set of teeth, a magic weapon taken from a chieftain, etc.), you gain a +2 morale bonus on all Will saves. You also gain a +2 competence bonus on attack rolls and weapon damage rolls against gnolls, hyenas, dire hyenas, werehyenas, jackalweres, and minions of Lamashtu.

Flame-Tested Survivor [Achievement]

You have burned in the hottest flames, and your flesh bears the proof—fire holds little fear for you anymore.

Requirement: Knocked unconscious or killed by fire damage at least 10 times.

Benefit: Your history with fire has attracted the attention of a powerful but mysterious guardian spirit from the Elemental Plane of Water. This spirit grants you fire resistance 5, and you gain a +2 bonus on all saving throws made to resist fire effects.

Gifted Mesmerist [Achievement]

Your magic knows the pathways of the mind, and you have become so skilled at casting a certain mind-affecting spell that you can cast it as a spell-like ability.

Requirement: Successfully affect 25 different targets with charm or compulsion spells.

Benefit: Choose any one charm or compulsion spell you can cast. You can use this spell once per day as a spell-like ability. Your caster level and DC for this spell-like ability is the same as if you were casting the spell. Each time you gain a level in a spellcasting class, you may replace your current charm or compulsion spell-like ability with a new one.

Graverisen [Achievement]

Death is no stranger to you, for you have risen from the grave to continue your quest many times.

Requirement: Die and be brought back at least twice.

Benefit: You gain a single-use supernatural ability to save yourself from death. The next time you would be killed, you may use this ability, leaving you alive and otherwise unaffected by the attack that would have killed you, even against effects with no saving throw. This does not require an action, and works even if you are helpless or unconscious. If you die and are brought back to life, you gain another single use of this ability. You can only have one use of this ability unspent at any time; any others you might accrue beyond the first are lost.

ACHIEVEMENT FEATS

Inspired by a variety of video games and board games that utilize similar conventions, achievement feats require the cooperation of the player and the GM to make the transition into the world of pen-and-paper RPGs. Players who seek to qualify for an achievement feat should tell their GM early so he can begin noting the PC's progress toward the feat's requirement, or be aware that the player is tracking his character's accomplishments with this goal in mind. Although they require more bookkeeping to attain than typical feats, these feats are custom-designed to reward players of Legacy of Fire and should help PCs feel like they've accomplished something pertinent to the campaign's goals. GMs who don't think achievement feats are for their game can ignore this section with no detriment to their campaign, but for those who do test them out, we'd love to hear your stories and playtest experiences on our messageboards at pazio.com/traits.

Healer's Touch [Achievement]

The magic of life flows through your body like a river.

Requirement: Cure a cumulative total of 1,000 points of damage for other creatures using healing spells. Dealing damage slows progress toward this goal achievement; for every 1 point of damage you deal to another creature, reduce your cumulative healing total by 2.

Benefit: When you cast a healing spell to heal a target other than yourself, the spell is maximized as though using the Maximize Spell effect. This does not increase your casting time for the spell. When you cast a healing spell to damage a target, the spell is not maximized but its saving throw DC increases by +4.

Note: There may be an opposite version of this feat allowing casters using negative energy to heal undead.

History of Scars [Achievement]

Your scars bear witness to countless battles.

Requirement: Take a cumulative total of 1,000 points of damage. Magical healing offsets this running total; for every 5 points of magical healing you receive, reduce your cumulative damage total by 1.

Benefit: Your thick scars impart a –2 penalty on all Charisma-based skill checks, but increase your natural armor bonus by +2.

Relentless Burcher [Achievement]

You revel in the glory of dismemberment and maiming.

Requirement: Confirm at least 50 critical hits.

Benefit: When you confirm a critical hit, that opponent must make a Fortitude save (DC = 10 + your Strength or Dexterity modifier) or be stunned for 1 round.

LUCKY FAROUQ

Katapesh is known across Golarion as a city of sly scoundrels and impresarios, and none were so renowned as Farouq Tawfiq, Prince of the Souk. Known as “Farouq the Peerless” to his admirers and “Lucky Farouq” to nearly everyone, Farouq always had a trick up his sleeve and always came out with a profit. Born of merchant parents in the Lower City Bazaar, young Farouq eschewed the quiet life of the cloth merchant in favor of the more dashing world of high commerce. He jumped from deal to deal, heist to heist, in an ever-increasing crescendo. After every adventure he spent some of his gains in the bars and clubs



of the Lower City, regaling those around him with tales of his most recent exploits. The stories were passed from friend to friend, and picked up by fablers who spun them into songs and tales with names like *Lucky Farouq and the Sultana's Crown* and *The Affair of the Emerald Thief*. Enjoying his own celebrity too much to let it rest, Farouq planned and plotted ever more extravagant capers to feed the bards and his own inner fire.

Lucky Farouq's Final Heist

Using his vast network of contacts, Farouq learned that a legendary artifact had come to Katapesh—the *Urn of Eternal Contemplation*, rumored to have been one of the prized possessions of the padishah emperor. With single-minded tenacity, Farouq tracked the seller down and disguised himself as a Pactmaster to get the price down to within his substantial but finite means. Trading on the power and intimidation of his borrowed guise, Farouq made the bargain of his life—the priceless urn was his, and for only a fraction of its worth.

How Farouq planned to unload the urn has never been discovered, as his habit of bragging over palm wine was too strong to break. The day after he let slip word of his grand bargain and how he achieved it, he vanished without a trace. Whether it was the Pactmasters protecting their image, an agent of the padishah emperor regaining the lost artifact, or the anonymous seller taking his revenge is unknown. Farouq could not be found, and most assumed him dead.

Lucky Farouq Today

Ten years after disappearing, Farouq reappeared without explanation. Questions about his absence went unanswered, and his aged appearance and odd affect caused those questions to dry up quickly. Most agreed that while Farouq had been gone only a decade, he looked as if he'd aged 30 years or more. He left Katapesh a man in his prime; he returned grizzled and old.

Farouq now has a new line of work, selling knowledge and expertise about extraplanar realms and creatures. For a fee he'll tell you what he knows about outsiders, their habits, or the logistics of extraplanar travel, and may even take you across the planes himself. Not noted as a scholar before his disappearance, most speculate that he spent his missing decade on other worlds. Perhaps he saw too much; the open demeanor and charismatic aura of yesteryear are gone, and his countenance is now furtive and dour.

Appearance

Lucky Farouq has a shock of unkempt white hair and sallow, sunken features. The quick smile of earlier days is replaced by a nervous tic, and one of his eyes squints slightly. He still dresses much as he did before

his disappearance, favoring expensive if old-fashioned apparel in dark colors, a long many-pocketed coat, and his omnipresent red scarf. While his coat seems tough enough to withstand hard use, the rest of his clothing hardly seems suited to adventuring. One gets the impression that his active days are in the past. Today's Farouq carries reading glasses but fixes strangers and customers with a penetrating stare from his haunted gray eyes. Farouq's *amulet of the planes* is always hanging around his neck, a perpetual advertisement for his expensive and dangerous services.

Development

Nobody knows what really happened to Lucky Farouq during his sojourn, nor do they know why he left in the first place. Here are two possible explanations:

Farouq the Fugitive: When Lucky Farouq realized that he'd gone too far with the urn heist, he turned to his trusty *amulet of the planes* and fled to realms beyond Golarion. After 10 years of harrowing adventure that somehow aged him more than the actual years could account for, he's returned to Katapesh hoping the trouble has blown over. Maybe he's reached an understanding with the Pactmasters, or maybe he trusts his amulet to get him to safety if they, or his other old enemies, decide to come after him.

Farouq the Puppet: When Farouq impersonated a Pactmaster in his final heist, he overstepped one of the few lines those reticent beings take seriously. The Pactmasters abducted him, removed him to their extraplanar haunts, and did something by way of punishment. Now Farouq acts as their agent, helping them keep tabs on anyone in Katapesh delving into the mysteries of the planes. Perhaps his handlers have altered his *amulet of the planes* so that they can tell when it is used and its destination; perhaps that's the only thing keeping Farouq from running right now.

LUCKY FAROUQ

CR 9

Old male human rogue 6/expert 4

CN Medium humanoid

Init +4; Senses Listen +2, Spot +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 25 (10d6–20)

Fort +5, Ref +10, Will +6

OFFENSE

Speed 30 ft.

Melee +1 *keen dagger* +5 (1d4–1/17–20 plus Large scorpion venom)

Special Attacks sneak attack +3d6

TACTICS

Before Combat Farouq has no interest in combat and no compunctions about running away. If he gets a hint that there

The Fables of Lucky Farouq

Lucky Farouq was the best-known, most renowned man in Katapesh, and the only living celebrity not somehow connected with the unnerving Pactmasters. As soon as Farouq disappeared (and therefore could no longer demand payment for his stories) the publishers of Katapesh jumped in with both feet. By the time the frenzy was over, there were so many Farouq books on the market that even families of middling means could afford one, and secondhand copies found their way into the poor districts. Anyone who has spent any amount of time in Katapesh has probably at least browsed a copy of *Legends of Lucky Farouq* or one of a dozen other collections.

might be violence in the offing, he uses his *ring of chameleon power* to fade into the background and change his appearance to that of someone else. If he has nowhere to run, he uses his *amulet of the planes* or a *potion of invisibility* or *fly* to escape.

During Combat If unable to avoid combat and facing one opponent, Farouq attacks with his dagger. If attacked by a group, he puts all of his effort into immediately escaping.

STATISTICS

Str 6, Dex 10, Con 7, Int 18, Wis 14, Cha 6

Base Atk +7; Grp +4

Feats Blind-Fight, Combat Expertise, Cosmopolitan (see *Pathfinder Chronicles Campaign Setting*), Improved Initiative, Dodge, Skill Focus (Knowledge [the Planes])

Skills Appraise +17, Bluff +3, Decipher Script +14, Diplomacy +11 (+17 when haggling), Disable Device +5, Disguise +3, Escape Artist +5, Forgery +9, Gather Information +8, Hide +5 (+15 with *ring of chameleon power*), Intimidate +3, Knowledge (arcana) +14, Knowledge (architecture and engineering) +8, Knowledge (local) +12, Knowledge (the planes) +20, Move Silently +5, Search +8, Sense Motive +12, Spellcraft +14

Languages Common, Draconic, Kelesh, Osiriani, Infernal
SQ encyclopedic knowledge, old age, shattered personality, trapfinding, trap sense +2, uncanny dodge

SPECIAL ABILITIES

Encyclopedic Knowledge Farouq uses his Intelligence bonus instead of his Charisma bonus for Diplomacy checks related to haggling.

Old Age Mysteriously aged by his sojourn off the Material Plane, Farouq is no longer spry enough to use his Dodge feat.

Shattered Personality Whatever Farouq encountered in his travels, it imprinted him with a nervous tic and an aura of otherworldly horror. He suffers a –10 Charisma penalty because of this (already included in the above totals).

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *potion of fly*, +1 *keen dagger*, Large scorpion venom (5); **Other Gear** +2 *studded leather armor*, *cloak of resistance* +4, *amulet of the planes*, *scroll of sending*, *ring of chameleon power*.

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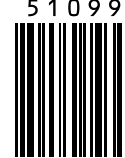
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