

## • KHEBENTI (ROGUE) •

Perhaps the most varied of all the classes, the rogues of Khemti share little in common with one another except a potential skill set — and a reputation only some of them deserve. As befits their name, a great many khebenti are criminals of some sort or another, from burglars and con men, to tomb raiders and grave robbers, to spies and even assassins.

Of course, an equally large number of these knaves use their skills for other purposes, from law enforcement to scouting to exploration of ancient ruins. Their reputation, however, is forever sullied by the common public perception that anyone who focuses on the skills of a thief — and indeed, the khebenti's skills certainly seem most perfectly suited to larcenous purposes — must be a thief, at heart.

### ADVENTURES

Khebenti fall into adventures naturally — and, in many cases, repeatedly. Some do whatever they must to avoid law enforcement, fleeing from whatever the latest “misunderstanding” might be. Others use their skills at opening locked doors and bypassing traps to explore the many ruins of the Old Kingdom that yet remain in the desert. Still others find adventure has come to them, discovering only too late that the relic they have stolen or the tomb into which they have broken belongs to a priest, kheri-heb, or other powerful individual whose wrath can follow the khebenti no matter where he may run.

### CHARACTERISTICS

Khebenti are not the most skilled of classes in combat, but they are capable of making devastating sneak attacks, and of taking advantage of a foe's distraction. They are all highly capable, and can focus on many different combinations of skills, making no two khebenti exactly alike. Further, khebenti have an almost superhuman ability to avoid danger and escape from trouble, and many are sufficiently well learned (either through formal study or pure painful experience) that they can even make use of certain magic items normally usable only by priests and wizards.

### ALIGNMENT

Khebenti may be of any alignment. Most are opportunists, many are criminals, and thus, very few are of lawful alignment. Those few who are lawful often work as explorers or in law enforcement, using their skills to anticipate and thwart the actions of less law-abiding khebenti.

### RELIGION

Khebenti worship any or all of the gods, as their personalities dictate. Set and Khonsu are particular favorites of those

khebenti who operate on the far side of the law, but worshiper of other gods are not at all uncommon.

### BACKGROUND

Most khebenti of Khemti are independent operators, either self-taught through experience, trial and error, or instructed in their art by a lone master of the craft. Some do belong to organized groups of criminals (or, less frequently, law enforcers or explorers), with all the advantages and disadvantages membership can bring.

Unless they do happen to belong to the same organization, khebenti have no particular connection with, or love for, other khebenti. Particularly among the criminal element, another khebenti is likely to be viewed as competition.

Khebenti tend to come from urban backgrounds, though some do exist among farming communities, and even in the Red Land tribes of nomads.

### RACES

Khebenti are quite common among most of the Divine Races. Humans and gnomes become khebenti most frequently, with half-elves not far behind. The Ptah-men and gnolls become





TABLE 2-8: THE KHEBENTI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Special ability
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14th	+10/+5	+4	+9	+4	—
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Special ability
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+5	+6	+12	+6	—

khebenti slightly less often, due to the lawful leanings of those races, but even they have their share of scoundrels. A ptahmenu khebenti is more likely to focus on the mechanical aspects of the khebenti's skills. Anpur focus on being effective nighttime perpetrators, and the sutekhra on the khebenti's exceptional diplomatic and deceptive skills.

## OTHER CLASSES

Many khebenti don't particularly enjoy the presence of priests, ghaffir or bahati, as these classes are often seen as representatives of authority — government or the law. Additionally, priests and ghaffirs frown heavily on tomb robbing, a profitable activity in which many criminally oriented khebenti partake. They find that khasti and begenu tend to get them into trouble, and that kheri-heb look askance at their curiosity regarding magic and magic items. Ultimately, however, khebenti are opportunists, and they'll work with just about anyone, when the situation warrants.

## GAME RULE INFORMATION

Khebenti have the following game statistics.

**Abilities:** Many skills are necessary for the life of a khebenti.

Dexterity is essential for many khebenti's skills, and for her to take advantage of her lightly armored (or even unarmored) combat style. Intelligence increases her already prodigious skill selection, allowing near-infinite customization of her skill-set. Many of her skills are based on Charisma and Wisdom, making those almost as important for the khebenti as for the spellcasting classes.

**Alignment:** Any.

**Hit Dice:** d6.

## CLASS SKILLS

The khebenti's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Special note:** These skills assume a khebenti focused on urban activity, as most are. A khebenti native to a nomadic tribe, or who intends to spend much of her time in the deserts or other wilderness, may replace Knowledge (local) with Survival. This decision must be made at character creation, or when the character gains her first khebenti level, and cannot be changed later — though the character may, of course, still pick up whichever skill she does not choose as a cross-class skill, as per normal.

**Skill Points at 1st Level:** (8 + Int modifier) x4.

**Skill Points at Each Additional Level:** 8 + Int modifier.

## CLASS FEATURES

All of the following are class features of the khebenti.

### WEAPON & ARMOR PROFICIENCY

Khebenti are proficient with all simple weapons, plus the shortbow and short sword. Khebenti are proficient with light armor, but not with shields.

### SNEAK ATTACK

This functions as the rogue ability described in the *PHB*.



### TRAPFINDING

This functions as the rogue ability described in the *PHB*.

### EVASION (Ex)

This functions as the rogue ability described in the *PHB*.

### TRAP SENSE (Ex)

This functions as the rogue ability described in the *PHB*.

### UNCANNY DODGE (Ex)

This functions as the rogue ability described in the *PHB*.

### IMPROVED UNCANNY DODGE (Ex)

This functions as the ability described in the *PHB*.

### SPECIAL ABILITIES

These function as the rogue abilities described in the *PHB*.

## • KHERI-HEB (WIZARD) •

Magic is an integral part of Khemtian life. The people of the Black Land regularly seek out mystical aid, to protect them from curses, wild animals, plagues and other misfortune, and to aid them in acquiring prosperity and wealth. If no local clerics represent an appropriate deity, or if the individual doesn't wish to trust in the whim of the gods, he can turn to a kheri-heb for help. With the utterance of a few words of power, the crackling of a papyrus scroll, and the waving of a wand, Khemtian wizards have made for themselves a small but vital portion of Khemtian society. While they are indeed held in awe by common folk, these "keepers of scrolls" are not as mysterious as they are in other lands. One who has not given the people any reason to consider him hostile is respected, often even liked. On the other hand, few notions terrify Khemtians more than the idea of a hostile wizard, for workers of strange powers such as these do not have even the will of their god to hold them in check.

### ADVENTURES

Many kheri-heb prefer not to adventure at all, as they make a good and safe living tending to the needs of the populace. Others, however, yearning to increase either their power or their knowledge of magic and the world around them, explore some of the most ancient and secret places. Such seekers normally plan their expeditions thoroughly ahead of time, for while they know full well they cannot anticipate every eventuality, the life of one who studies Divine *Heka* is one of maximum preparedness. Even those kheri-heb who prefer to stay home must occasionally adventure in search of particular ritual components or magic items. Due to their lack of adventuring experience, these wizards are often less well prepared for such travels than their more adventurous brethren, and may find themselves in commensurately more trouble.

### CHARACTERISTICS

Practically everything in a kheri-heb's life revolves, in some manner, around magic and spells. They experiment and research, learn constantly, seeking to add to their spell record and become more skilled, more knowledgeable, and more powerful. Some focus in uncovering new magic, while others prefer modifying spells they know, but all wizards are — in this respect, if no other — ambitious souls, always seeking to expand their range. Only the truly ambitious, however, can endure the years of difficult study required to learn to cast even the simplest cantrips, much less master the magic arts.

Some Khemtian wizards specialize in a particular school of magic, becoming powerful in one area of study at the cost of others. Additionally, many kheri-heb are capable of calling a familiar, an animal companion who grants them additional advantages and abilities.

### ALIGNMENT

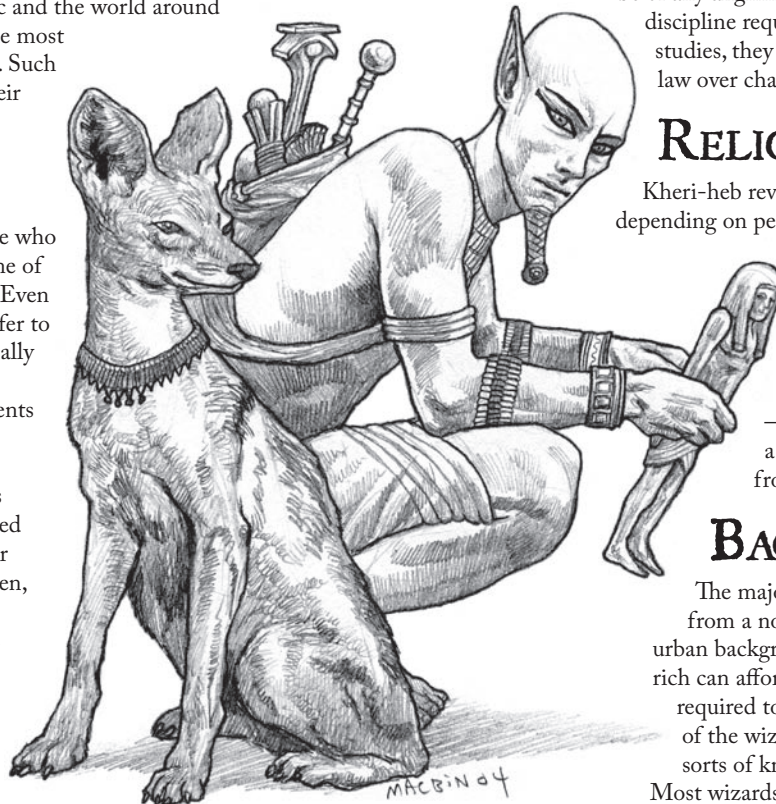
Selfish or helpful, studious or power-hungry, kheri-heb can be of any alignment. Due to the intense discipline required in the wizard's studies, they show a tendency toward law over chaos.

### RELIGION

Kheri-heb revere any and all of the gods, depending on personality and location, but Isis, Seshat, and Thoth are particularly common objects of devotion. They are surprisingly religious, as they know their magic — though not granted by a specific deity — springs from a divine source.

### BACKGROUND

The majority of kheri-heb come from a noble, or at least wealthy, urban background. Only the extremely rich can afford the intensive education required to master not only the arts of the wizard, but the various other sorts of knowledge that go with it. Most wizards acknowledge a common





# DESERT SCORPION

Many of the “civilized” folk of Khemti think of the Red Land’s warriors as raging barbarian raiders who arrive on camels or horses in a shower of sand and use overwhelming strength to take what they want. True, many of the nomads do fit that image, but not all Redlanders who kill to survive do so with fury and brute force. Some are trained in the art of the swift kill, the silent blade, deception and misdirection. These are the desert scorpions, Red Land tribesmen who learn to slay others in the swiftest and most silent manner possible, preferring speed and precision over sheer power. Many desert scorpions use their skills on behalf of their people, fighting only the enemies of their tribe, defending them from those who would threaten and despoil. Others are killers for hire or even political crusaders, creeping into cities and towns in search of a specific target and vanishing once more into the desert before the blood even cools.

The majority of desert scorpions are khebenti or wildwalkers, though beqenu and even some evil ghaffir sometimes follow the path of the silent slayer. Bahati make terrifying scorpions, but thankfully, few of them elect to pursue the scorpion’s path. On rare occasions, a shenu, priest, hekai or kheri-heb chooses this path, combining his magic with the scorpion’s skills and abilities to lethal effect. Khasti rarely become scorpions, as they eschew the more subtle combat styles, and only the most evil of kama’at find anything appealing in the class.

Most desert scorpion NPCs work alone, or with other scorpions of their tribe. Though they often support their people’s other warriors, they rarely do so as front-line fighters, preferring to make swift and devastating strikes behind enemy lines. Lone scorpions sometimes operate as killers for hire, and can accrue remarkable wealth within Khemti’s treacherous politics (particularly in the southern lands). Desert scorpions occasionally join exploratory or adventuring parties if they feel the group’s objectives will aid their tribe, but few parties ever fully trust a scorpion companion.

**Hit Dice:** d8.

## REQUIREMENTS

To qualify to become a desert scorpion, a character must fulfill all of the following criteria.

**Base Attack Bonus:** +4.

**Skills:** Bluff 4 ranks, Hide 8 ranks, Move Silently 8 ranks, Survival 4 ranks.

**Feats:** Endurance, Weapon Finesse.

**Special:** Must belong to or descend from one of the Red Land tribes.

## CLASS SKILLS

The desert scorpion’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Wis), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex) and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

All the following are class features of the desert scorpion prestige class.

### WEAPON & ARMOR PROFICIENCY

Desert scorpions are proficient with the dagger (any type), dart, javelin, khopesh, shortbow (normal and composite) and short sword. Additionally, desert scorpions may choose a single additional simple or martial weapon to add to their list, as though they had taken the Simple Weapon Proficiency or Martial Weapon Proficiency feats. Desert scorpions are proficient with light armor and with shields (but not tower shields).

### FAST MOVEMENT (Ex)

A desert scorpion’s land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying the scorpion’s speed because of any load carried or armor worn. If the scorpion already gains any sort of increased speed due to previous class levels, the bonuses stack.

TABLE 3-2: THE DESERT SCORPION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Fast movement, improved weapon finesse, poison use
2nd	+1	+3	+0	+0	Poison mastery +1, sneak attack +1d6
3rd	+2	+3	+1	+1	Desert endurance, sure-footed, uncanny dodge
4th	+3	+4	+1	+1	Poison mastery +2, sneak attack +2d6
5th	+3	+4	+1	+1	Improved fast movement, improved uncanny dodge
6th	+4	+5	+2	+2	Poison mastery +3, sneak attack +3d6
7th	+5	+5	+2	+2	Debilitating strike, hide in plain sight
8th	+6	+6	+2	+2	Poison mastery +4, sneak attack +4d6
9th	+6	+6	+3	+3	Lethal precision
10th	+7	+7	+3	+3	Poison mastery +5, sneak attack +5d6



### IMPROVED WEAPON FINESSE (Ex)

The desert scorpion may make a melee attack using his Dexterity modifier rather than his Strength modifier with *any* weapon with which the scorpion is proficient, even if Weapon Finesse does not normally apply to that weapon. The exception to this is reach weapons, or any weapon built for a wielder larger than the scorpion. (Thus, an Asari desert scorpion could not apply this ability to a Medium khopesh, though he could apply it to a Small khopesh.)

### POISON USE

Desert scorpions are experienced in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

### POISON MASTERY

The desert scorpion gains a natural saving throw bonus to all poisons. This bonus begins at 2nd level, and increases by +1 for every two additional levels the desert scorpion gains (+2 at 4th, +3 at 6th, and +4 at 8th). At 10th level, he becomes immune to all natural poisons, and gains +5 to save against magical or unnatural poisons.

### SNEAK ATTACK

This is exactly like the khebenti ability of the same name. The extra damage dealt increases by +1d6 every other level (4th, 6th, 8th, and 10th). If a desert scorpion gets a sneak attack bonus from another source, the bonuses on damage stack.

### DESERT ENDURANCE (Ex)

A 3rd-level desert scorpion has learned a great deal about surviving the desert environs, even more than most of his fellow tribesmen. The scorpion gains a +2 to all checks and saves to resist the effects of heat, hunger, and thirst. This stacks with the effects of the Endurance feat.

### SURE-FOOTED (Ex)

At 3rd level, a scorpion's sense of balance and footing is practically superhuman. In any desert conditions under which the scorpion's footing could prove a hindrance (such as on shifting sands or uneven dunes), he may take 10 on his Balance checks. This applies even under stressful situations, when taking 10 would normally be disallowed.

### UNCANNY DODGE (Ex)

Starting at 3rd level, a desert scorpion retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

### IMPROVED FAST MOVEMENT (Ex)

At 5th level, the desert scorpion's fast movement increase to +20 feet.

### IMPROVED UNCANNY DODGE (Ex)

At 5th level, a desert scorpion can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies khebenti the ability to use flank attacks to sneak attack the desert scorpion. The exception to this defense is that a khebenti at least four levels higher than the desert scorpion can still flank him.

If a character gains uncanny dodge (see above) from another class, the levels from those classes stack to determine the minimum khebenti level required to flank the character.

### DEBILITATING STRIKE (Ex)

Beginning at 7th level, a desert scorpion can sneak attack with such precision that his blows can incapacitate or even cripple a foe. An opponent damaged by one of his sneak attacks also takes 2 points of Dexterity damage. Ability points return at a rate of 1 point per day (2 per day under the care of a character with the Heal skill, and 4 per day of complete rest).

### HIDE IN PLAIN SIGHT (Ex)

At 7th level, a desert scorpion can use the Hide skill even while being observed. As long as he is within the desert or another sandy environment, a desert scorpion can hide himself from view in the open without having anything to actually hide behind.

### LETHAL PRECISION (Ex)

At 9th level, the desert scorpion is so skilled at striking a target's vulnerable areas he can bypass certain forms of protection. If the desert scorpion takes a full round to observe a target, his first attack against that target on the next round is considered a touch attack, rather than a standard attack.

During the round of observation, the scorpion can take standard actions, so long as he keeps his attention focused on the target, and he himself is not currently battling the target.

A desert scorpion may use lethal precision once per day, plus one additional use per point of Intelligence bonus. Whether the attack hits or not, the lethal precision is considered used, and the scorpion must observe for another full round before trying again.

