

## • KAMA'AT (DRUID) •

Whereas the priest honors and worships the gods, the *kama'at*, or “soul of balance,” honors Ma’at, the guiding principle of the cosmos. To kama’at, the gods are part of the balance of creation, but only a part, with no one god more important than the others. Equally vital are the cycles of life, death and rebirth, personified by the voyage of the sun, the cycles of the moon, the flooding of the mighty river Yor. All these things are reflections of the perfect balance of Ma’at, the rightful nature of the world. In this, the kama’at finds both meaning and power. It is not power over nature, but power from the understanding of nature. It is by turns kind and cruel, as are the kama’at themselves.

### ADVENTURES

Kama’at adventure to expand their understanding of Ma’at and to ensure the rightful balance in all things. Khemti is a land sorely in need of their services, although the kama’at are by no means in agreement as to how the imbalances in the land should be righted. Among other things, kama’at safeguard the few remaining fertile areas of the land. They’re guardians of the great oases and of the river Yor in particular. Some kama’at guard

their communities against the unnatural creatures of Desheret, or guide travelers through the desolate Red Land.

### CHARACTERISTICS

Kama’at are divine spellcasters but they draw their power from Ma’at rather than the gods directly. Their spells deal with the forces of nature and balance. Kama’at also have an array of magical powers, including empathy with nature and the ability to assume the forms of animals.

Their spiritual beliefs limit the weapons and armor kama’at may use. Although they can learn to use other weapons and armor, they suffer consequences to their magical abilities for doing so. Kama’at prefer natural materials such as wood, stone, leather and cotton, to worked metal.

### ALIGNMENT

Devotion to Ma’at and divine balance requires kama’at to be neutral on at least one axis (and often both axes) of their alignment. Some kama’at embody particular sides of the



TABLE 2-6: THE KAMA'AT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Animal companion, nature sense, wild empathy
2nd	+1	+3	+0	+3	Sand stride
3rd	+2	+3	+1	+3	Trackless step
4th	+3	+4	+1	+4	Resist imbalance
5th	+3	+4	+1	+4	Wild shape (1/day)
6th	+4	+5	+2	+5	Wild shape (2/day)
7th	+5	+5	+2	+5	Wild shape (3/day)
8th	+6/+1	+6	+2	+6	Wild shape (Large)
9th	+6/+1	+6	+3	+6	Venom immunity
10th	+7/+2	+7	+3	+7	Wild shape (4/day)
11th	+8/+3	+7	+3	+7	Wild shape (Tiny)
12th	+9/+4	+8	+4	+8	Wild shape (plant)
13th	+9/+4	+8	+4	+8	A thousand faces
14th	+10/+5	+9	+4	+9	Wild shape (5/day)
15th	+11/+6/+1	+9	+5	+9	Timeless body, wild shape (Huge)
16th	+12/+7/+2	+10	+5	+10	Wild shape (elemental 1/day)
17th	+12/+7/+2	+10	+5	+10	—
18th	+13/+8/+3	+11	+6	+11	Wild shape (6/day, elemental 2/day)
19th	+14/+9/+4	+11	+6	+11	—
20th	+15/+10/+5	+12	+6	+12	Wild shape (elemental 3/day, Huge elemental)

balance of creation, being kind or cruel, orderly or chaotic, just as nature can be. Kama'at devotion to Ma'at is paramount, regardless of actual alignment.

## RELIGION

Kama'at honor the gods for their power and wisdom, just as they honor all things for their role in the grand scheme of creation.

Their worship and reverence, however, is reserved for the divine principle of Ma'at alone. Kama'at spirituality is humble and simple compared to the grand temples and ceremonies of the priests of the gods. Nature provides both their temples and their rites, which follow the natural cycles, particularly the annual flooding of the river Yor.

## BACKGROUND

Although they appear as loners to outsiders, kama'at are actually part of a rather tightly knit society. They choose apprentices to pass along their teachings and lore, and cooperate with like-minded kama'at, wildwalkers and others to further their goals. Kama'at society is loosely organized; there is no central authority save the demands of Ma'at.

Individual kama'at do not always agree about the "true" balanced path.

Kama'at typically hail from rural areas, and tend to remain in them. They venture into the great cities, but are always drawn back to the wilderness. Kama'at serve rural communities as guides, healers and protectors. Their powers help crops grow and safeguard the health of their adopted people.

Nomads in the desert often rely on kama'at wisdom.

## RACES

Kama'at are found among all of the races of Khenti. They appear most often among





the Sobekhi, with their close ties to the land and its cycles. Kama'at of the Divine Races are known, but tend to be outsiders in civilized society.

## OTHER CLASSES

Kama'at work closely with wildwalkers and barbarians, who respect their wisdom. Though they have no quarrel with priests, some devout followers of the gods find kama'at devotion to their way puzzling. Kama'at sometimes struggle with hekai and kheri-heb who seek power in the hinterlands of Khemti.

## GAME RULE INFORMATION

Kama'at have the following game statistics.

**Abilities:** Wisdom deepens the kama'at's understanding of Ma'at. A Wisdom score of 11 is required for the kama'at to cast spells, and higher level spells require a progressively higher Wisdom. Wisdom also improves a kama'at's ability to survive in the wild. Charisma improves a kama'at's ability to interact with creatures of all kinds.

**Alignment:** Neutral good, lawful neutral, neutral, chaotic neutral or neutral evil.

**Hit Die:** d8.

## CLASS SKILLS

The kama'at's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at 1st Level:** (4 + Int modifier) x4.

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

## CLASS FEATURES

All of the following are class features of the kama'at.

### WEAPON & ARMOR PROFICIENCY

Kama'at are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, shortspear, sling and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Kama'at are proficient with light and medium armor, but prohibited from wearing metal armor; thus, they may wear only padded, leather or hide armor. (A kama'at may also wear wooden armor altered by the *ironwood* spell so it functions as though it were steel. See the *ironwood* spell description.) Kama'at are proficient with shields (except tower shields) but must use only wooden ones.

A kama'at who wears prohibited armor or carries a prohibited shield is unable to cast kama'at spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

## SPELLS

Kama'at cast divine spells, drawn from the kama'at spell list. Her alignment may restrict a kama'at from casting certain spells opposed to her moral or ethical beliefs; see *Chaotic, Evil, Good, and Lawful Spells*, below. A kama'at must choose and prepare her spells in advance (see below). Unless specified otherwise, kama'at prepare and cast their spells as if they were druids.

### SPONTANEOUS CASTING

A kama'at can channel stored spell energy into summoning spells she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

### CHAOTIC, EVIL, GOOD, AND LAWFUL SPELLS

A kama'at can't cast spells of an alignment opposed to her own. Spells associated with particular alignments are indicated by the chaos, evil, good and law descriptors in their spell descriptions.

### BONUS LANGUAGES

A kama'at's bonus language options include the tongues of elemental creatures. These choices are in addition to the bonus languages available to the character because of her race.

### ANIMAL COMPANION (Ex)

A kama'at may begin play with an animal companion selected from the following list: camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), jackal, owl, pony, snake (Small or Medium viper), or vulture. A kama'at of 4th level or higher may select from alternative lists of animals (see *PHB*).

TABLE 2-6A:  
KAMA'AT SPELLS KNOWN

—Spells Known—										
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	5	3	2	—	—	—	—	—	—	—
5th	5	3	2	1	—	—	—	—	—	—
6th	5	3	3	2	—	—	—	—	—	—
7th	6	4	3	2	1	—	—	—	—	—
8th	6	4	3	3	2	—	—	—	—	—
9th	6	4	4	3	2	1	—	—	—	—
10th	6	4	4	3	3	2	—	—	—	—
11th	6	5	4	4	3	2	1	—	—	—
12th	6	5	4	4	3	3	2	—	—	—
13th	6	5	5	4	4	3	2	1	—	—
14th	6	5	5	4	4	3	3	2	—	—
15th	6	5	5	5	4	4	3	2	1	—
16th	6	5	5	5	4	4	3	3	2	—
17th	6	5	5	5	5	4	4	3	2	1
18th	6	5	5	5	5	4	4	3	3	2
19th	6	5	5	5	5	5	4	4	3	3
20th	6	5	5	5	5	5	4	4	4	4



## - CHAPTER TWO: CHARACTERS -

Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's kama'at level were lower than it actually is. A kama'at's animal companion is exactly like that of a druid.

### **NATURE SENSE (Ex)**

A kama'at gains a +2 bonus on Knowledge (nature) and Survival checks.

### **WILD EMPATHY (Ex)**

A kama'at can improve the attitude of an animal. This ability functions just like the wild empathy ability of druids and rangers.

### **SAND STRIDE (Ex)**

Starting at 2nd level, a kama'at may move across sandy or desert terrain at normal speed and without taking damage or suffering any other impairment. However, the kama'at still requires water, food and rest as usual.

### **TRACKLESS STEP (Ex)**

Starting at 3rd level, a kama'at leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

### **RESIST IMBALANCE (Ex)**

Starting at 4th level, a kama'at gains a +4 bonus on saving throws against all spells and spell-like abilities that would cause the kama'at to act out of balance with Ma'at. This includes forcing the kama'at to take actions opposed to her alignment, ethos or beliefs.

### **WILD SHAPE (Su)**

At 5th level, a kama'at gains the ability to turn herself into any Small or Medium animal and back again once per day. This ability functions like the wild shape ability of a druid, including its improvements for class level.

### **VENOM IMMUNITY (Ex)**

At 9th level, a kama'at gains immunity to all poisons.

### **A THOUSAND FACES (Su)**

At 13th level, a kama'at gains the ability to change her appearance at will, as though using the *alter self* spell, but only while in her normal form.

### **TIMELESS BODY (Ex)**

After attaining 15th level, a kama'at no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the kama'at still dies of old age when her time is up.

### **EX-KAMA'AT**

A kama'at who ceases to revere and pursue *Ma'at*, changes to a prohibited alignment, or teaches the tradition's secrets to an outsider loses all spells and kama'at abilities (including her animal companion, but not including weapon, armor and shield proficiencies). She cannot thereafter gain levels as a kama'at until she atones (see the *atonement* spell description in the *PHB* for details).



# • DUNEWALKER •

Life in the Two Lands huddles close to the edges of the mighty Yor River. Still, there is life among the endless dunes and sandy wastes of the Red Land, and some hardy souls choose life in such rough and challenging terrain. There are even a select few who seek to restore life to the wasted lands, no matter how hopeless or difficult that may seem.

Dunewalkers are mystics drawn to the Red Land and well suited to life there, but they are also devoted to the cause of life. They aid those living in Desheret, sustaining wandering tribes and safeguarding oases. They also work to promote the cause of life wherever they find it, in hopes of seeding the desert and restoring it to fertility once more. Dunewalkers tend to be a grim lot, given the enormity of their task and the importance of their responsibilities. Although they work with fellow desert dwellers, they ultimately walk their path alone. Many are nomads, wandering from camp to camp in the desert, offering their aid and then mysteriously vanishing into the dunes once more.

Dunewalkers come from those closely tied to nature and its cycles, kama'at and desert hunters. While they generally have the best interests of others at heart, some dunewalkers have a more dispassionate view of their duties, and a few even see their work as more of a means to an end. Those who control the forces of life in the desert have power, and power is ultimately what these harsh masters of the dunes desire. Good dunewalkers oppose the schemes of their misguided brethren.

**Hit Die:** d8.

## REQUIREMENTS

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

**Skills:** Knowledge (nature) 8 ranks, Survival 8 ranks.

**Feats:** Desert Creature\*.

**Spellcasting:** The ability to cast Innate *Akhu*.

**Special:** Sand stride class ability. The dunewalker must survive for a full lunar month alone in the desert using only her own abilities and simple tools.

## CLASS SKILLS

The class skills of the dunewalker (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha),

Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis) and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

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

## CLASS FEATURES

The following are the class features of the dunewalker:

### WEAPON & ARMOR PROFICIENCY

Dunewalkers gain no new proficiency with any weapons, armor, or shields.

### SPELLS PER DAY

When a new dunewalker level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a *Akhu* spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of dunewalker to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

### LIFE'S REBUKE (Su)

A dunewalker can turn and destroy vermin, and can rebuke or command creatures with the earth subtype in the same way a priest affects undead, at the dunewalker's class level. The dunewalker may benefit from feats that affect turning and may use this ability a number of times per day equal to 3 + Cha modifier. If a dunewalker has 5 or more ranks in Knowledge (nature), the dunewalkers gains a +2 bonus on turning checks against these creatures.

### BLANKET OF SAND (Ex)

A 2nd level dunewalker can take a move action to dive beneath the sand in order to hide. This gives the dunewalker sufficient concealment to make a Hide skill check, even in the midst of the open desert, although the dunewalker still cannot hide while being observed. A Bluff skill check can provide a dunewalker

TABLE 3-5: THE DUNEWALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Life's rebuke	+1 level of existing class
2nd	+1	+3	+0	+3	Blanket of sand	+1 level of existing class
3rd	+2	+3	+1	+3	Trackless passage	+1 level of existing class
4th	+3	+4	+1	+4	Desert banquet	+1 level of existing class
5th	+3	+4	+1	+4	Sand into water	+1 level of existing class
6th	+4	+5	+2	+5	<i>Commune with desert</i>	+1 level of existing class
7th	+5	+5	+2	+5	Desert shield	+1 level of existing class
8th	+6	+6	+2	+6	<i>Meld into sand</i>	+1 level of existing class
9th	+6	+6	+3	+6	<i>Screaming Sandstorm</i>	+1 level of existing class
10th	+7	+7	+3	+7	Oasis Seed	+1 level of existing class





with the momentary distraction needed to use this ability, making it seem as if the dunewalker has disappeared. Additionally, dunewalkers gain a bonus on their Hide skill checks equal to half their class level (round down) while in a desert environment.

### TRACELESS PASSAGE (EX)

At 3rd level, any party a dunewalker leads through the desert cannot be tracked unless the dunewalker chooses to allow the party to leave tracks. Such a party may consist of up to five Medium creatures per dunewalker level. Each size category smaller doubles the number of creatures, while each size category larger halves it (e.g. Small creatures count a one-half, Large creatures count as two, etc.).

### DESERT BANQUET (SU)

A 4th-level dunewalker can always find sufficient food and water for himself in even the harshest areas of the desert. The dunewalker gains a competence bonus equal to his class level for Survival checks to provide food and water for others in the desert.

### SAND INTO WATER (SU)

A 5th-level dunewalker can magically transmute a mass of sand into an equal mass of fresh water once per day. The sand must pass through the dunewalker's bare hands, and pure water emerges. The dunewalker can create up to 1 gallon of water per class level.

### COMMUNE WITH THE DESERT (SP)

Once per day, a 6th-level dunewalker can *commune with the desert*. This functions like a *commune with nature* spell cast at the dunewalker's character level, except it only works in desert environments, or areas entirely surrounded by desert, such as oases.

### DESERT SHIELD (SU)

A 7th-level dunewalker is completely immune to the effects of anything less than extreme heat. This means the dunewalker never needs to make Fortitude saving throws for exposure to the desert environment and does not suffer from heatstroke, exhaustion, or sunburn.

### MELD INTO SAND (SP)

An 8th-level dunewalker may cast meld into sand three times per day, as a 20th-level caster. This new spell is described in **Book One: The Book of Days, Chapter Three: Desert Magic.**

### SCREAMING SANDSTORM (SP)

A 9th-level dunewalker may cast screaming sandstorm once per week as a 20th-level spellcaster. This new spell is described in **Book One: The Book of Days, Chapter Three: Desert Magic.** The dunewalker and up to one ally per dunewalker level remain unharmed by the storm, although they are still affected by the visibility conditions.

### OASIS SEED (SU)

A 10th-level dunewalker gains the power to bring forth life from lifelessness. Once per week, the dunewalker may plant an oasis seed in the desert. This requires an hour-long ritual and the expenditure of 500 XP. It causes a spring to bubble up out of the desert sand. The spring forms a natural pool, which grows at a rate of one foot in diameter each day, until it reaches a maximum size of 50 to 100 feet across (4 + 1d6 x10 feet). Plants are encouraged to grow in the area, and begin to spring up a week later. Once the oasis seed has grown to its full size, the spring and surrounding oasis exist naturally and are subject to the forces of the area, although dunewalkers and others can and do use magic to help sustain new oases.