



## Goal: Power Through Knowledge

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In bygone ages, the pharaohs of Ancient Osirion created wonders beyond reason. They concocted potent arcane plagues to destroy their enemies and erected mighty monuments capable of entrapping the souls of deities. Let the other factions jockey for meager political fancy or table scraps like favorable economic sanctions, Osirians say. This faction is interested in rediscovering the powerful artifacts of ancient Osirion and preventing their theft by aggressive powers, such as Cheliox. Once these artifacts are returned to their rightful hands, the glories of the ancient days will herald the rise of a new age of dominance for Osirion.

### Current Season Goals (Season 4)

Find a cure for the Ruby Prince by researching Thassilonian magic and Lissalan curses.

## Osirion Traits

Members of the Osirion faction can take the following campaign traits at character creation or by taking the Additional Traits feat.

**Attuned to the Ancestors:** You were raised to believe that undead are nothing to fear—they are simply the unliving remnants of your honored ancestors. Once per day, you can surround yourself with an aura of unlife. Unintelligent undead ignore you unless you take action against them, per *hide from undead*. The protection lasts 1 round for every two character levels you possess (with a minimum of 1 round). If you take any offensive action against any undead, this effect immediately ends. This is a supernatural ability.

**Dunewalker:** Your people have long roamed the shifting and treacherous sands, and you do not fear the harsh wrath of the unforgiving desert. You gain a +4 trait bonus on Fortitude saves to resist nonlethal damage from hot conditions, and you can always move through non-magical sand as if it were normal terrain.

**Mummy-Touched:** As a small child, you survived the damning curse of a mummy. You gain a +2 trait bonus on saving throws versus diseases and curses.

**Secrets of the Sphinx:** Your ancestors paid the proper obeisance to Nethys, who granted their heirs special divinatory gifts. Once per day, you may gain a +2 trait bonus on any single Knowledge check. Additionally, choose one Knowledge skill—this skill becomes a class skill for you.

**Tomb Raider:** You've spent most of your life exploring the ancient tombs and catacombs of Osirion. You gain a +1 bonus on Perception and Knowledge (dungeoneering) checks, and one of these skills (your choice) becomes a class skill for you.

For centuries now, the other powers of the Inner Sea have disregarded Osirion as an impotent nation long past its prime. Osirion wouldn't have it any other way. Since the Ruby Prince ascended the ancestral throne, Osirion has been gathering its power and preparing to make a bid for supremacy in the Inner Sea region. Appearing as an austere man in crimson robes and simple leather sandals, Amenopheus, known as the Sapphire Sage, subtly guides the Osirion faction. Officially the advisor to Dremdhet Salhar, an obese Osirian nobleman on Absalom's Grand Council, Amenopheus takes pains to make sure few suspect that he has the councilman firmly under his control.

## The Osirion Faction Leader



## Amenopheus

The aged scholar Amenopheus claims to trace his blood to the line of the Jeweled Sages of antiquity. This time-weathered Garundi sage is supposedly the advisor to an obese Osirian noble named Dremdhet Salhar, who sits on the Grand Council of Absalom, but in truth, the fat noble never utters a sentence not planted in his mind by the Sapphire Sage first. Few are aware of the sage's true role, and many of the agents serving him think they work for another spymaster. Though not a member of the Pathfinder Society himself, Amenopheus saw the recent threat posed by the rogue Shadow Lodge cells as a threat to his faction, and played a key role in bringing the Shadow Lodge's subversion to the Decemvirate's eyes by posing as a traitor and infiltrating the cells responsible for the recent conflict between the warring segments of the Pathfinder Society.

## Gaining Fame

The most valuable asset to the Osirion faction is knowledge, and Pathfinders willing and able to procure ancient relics for study, copy secret documents, and decipher long-dead languages find themselves well rewarded for carrying out Amenopheus's requests. Many of the faction's goals involve delving into haunted, cursed crypts, and Pathfinders with resistances or dominance over the undead are particularly useful.

## Prestige Awards

The Ruby Prince rewards those loyal to him with the wealth and knowledge of his ancient nation, providing boons to any who would risk life or limb to see Osirion reclaim its destiny as the greatest human nation in existence.

**The Constant (Fame 40, 1 PP, Risen Guard)** For your dedication to the Risen Guard, you may take the honorific "the Constant" in place of "the Risen." You become specialized in Intimidate.

**Know the Sands (Fame 20, 4 PP)** Your affiliation with the Osirion faction grants you insight into navigating the desert wastes of the nation's interior. You gain a +2 circumstance bonus on Knowledge (geography) checks and Survival checks when in Osirion.

**Risen Guard (Fame 20, 8 PP)** You may voluntarily be killed and resurrected, becoming one of the Ruby Prince's elite Risen Guard. If you die in the course of an adventure and have not yet purchased this title, you may purchase it to be raised from the dead at this lower price—any future expenditures of PP to be restored from death cost the normal PP amount (as listed in *The Pathfinder Society Field Guide*, page 3). While your primary mission as such is to protect the royal family, the Ruby Prince recognizes your particular strengths and orders you to protect his interests abroad as a Pathfinder. As a Risen Guard, you may use the honorific "the Risen" after your name. You gain a +2 bonus on Fortitude saves made against death effects and on saves made to prevent a negative level from becoming permanent. Once you gain this prestige award, you can never change your faction.

## The Osirion Pathfinder

More than any other nation involved in the shadow war for control of Absalom, Osirion employs a large number of Pathfinders not originally native to the faction's country. While most Osirians remain loyal to the Ruby Prince even after joining the Pathfinder Society, a significant number of non-Osirian agents also find that their respect for the secrets of the past, their desire to remain unassuming and go unnoticed, and their belief that true power need not be exerted until the time is right are perfectly aligned with the philosophy of Osirion and its Absalom-based faction. Other Pathfinders are less dedicated to Osirion and its specific political goals than interested in the wealth and mystery buried beneath its dunes, and ally with the faction in the hope of gaining access to these unplumbed troves of treasure and lore. Most Osirion Faction Pathfinders are lawful-aligned.

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