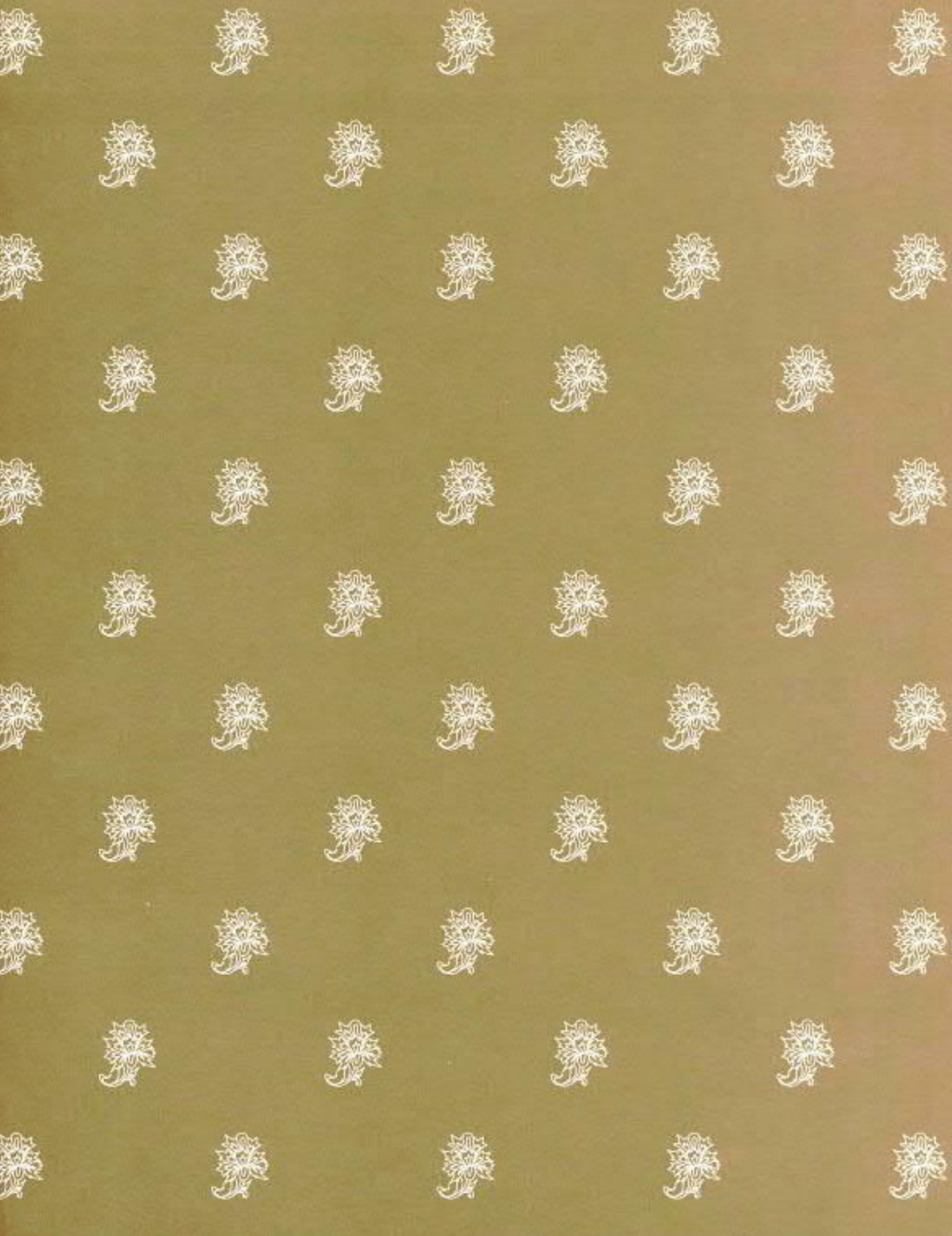


Advanced Dungeons & Dragons[®]
2nd Edition



The
Complete
Sha'ir's
Handbook







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Sha'ir's
Handbook



The Complete Sha'ir's Handbook

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Chapter 1

The Magicians



Know this, oh greatest of caliphs, that I, your humble servant, have traveled far during my studies of the magical arts. Throughout the Land of Fate have I wandered, learning what I might, so that I may further enlighten myself, your throne, and the people of all the lands that are yours.

In my distant wanderings, I have come across the sorcerer, the elemental mage, and the sha'ir, who are known to every child of Zakhara. But, I have also discovered stranger, more mysterious workers of the mystic arts who travel the wilderlands and the enlightened provinces that you rule, oh grandest of caliphs.

Among these "new" masters of the arcane are the astrologers, whose magic is tied to the very stars above our heads. It is said that they may see things in the stars that even the gods regard as mysteries and that their orreries may turn the power of the constellations to amazing uses.

My travels also took me through the ruined nation of Nog, wherein I discovered most unusual wise men. These sorcerers worked their magic through their own flesh, creating dances into which was woven the magical power to perform astounding feats. While they produced no balls of flame or blasts of thunder, they seemed able to go without breathing for hours at a time and had no apparent need of food nor drink. Truly these mystics were beyond my ability to comprehend.

I roamed further still, to far Qadib, where I steeped myself in the knowledge of the northern universities. There I witnessed the creation of great lenses that could be used to spy things at amazing distances (and what astrologer wouldn't want to have one of these!) or turn the wrath of the sun on one's foes. It was truly a wondrous sight, but not so exciting as the discovery of a new type of sorcerer, calling himself a mechanician. This crafty worker of magic was unable to cast spells us the sorcerers we know, but could imbue ingenious devices with such spells. Long will I remember the nightingale of iron that sat upon my window sill and sang me into a magical sleep filled with dreams of far-off lands.

It was after I left Qadib that my traveling companions and I were set upon by a savage group of yak-men. We battled bravely, but feared our numbers were too few and our magic lacking the power to repel such a fiendish foe.

But, lo, oh master of all the lands, we were rescued by a masked woman who later proclaimed herself a ghul lord! I perceive something of your thoughts, oh wisest of the wise, but she was not the evil creature you might, at first, think. While it was



true she possessed many powers that drew upon the Darkness, her intentions were all good. She told us that she was on her way to lay to rest a number of restless spirits, and she accompanied us awhile before departing to do her own bidding.

It was in Huzuz itself that we encountered a most curious group of fellows with an unhealthy fascination for numbers. It was only later that we discovered their penchant for creating spells using complicated formulae and by working sums in their heads! This seemed to me to be a bit more trouble than it was worth, but the digitalogists (as they culled themselves) swore they preferred their style of magic over any other form of sorcery. Strange indeed!

Huzuz is also home to Akra the Weaver. This secretive young woman has discovered a way to store spells in the warp and weave of the fantastic silk tapestries she makes. By pulling on a string, or looking at them properly and making the appropriate sounds and gestures, Akra can unleash powerful magic from her beautiful handicrafts.

Ah, I see that the noon-hour draws near, so I will cut my oration short. Suffice it to say that we discovered several new types of wizards, as well as new spells, items of power, and rumors of some very unusual artifacts. All of this and more is written in the treatise you requested of me. I leave you now to peruse my work at your leisure, and I am pleased that you have chosen one of my lowly station to serve as your eyes and ears in this mutter. I look forward to serving you again, most honored Caliph.

The *Complete Sha'ir's Handbook* is filled with useful information for players and DUNGEON MASTERS (DMs) of Zakhara campaigns. Within these pages you will find all of the wonders hinted at above, and more.

The book is divided into four chapters and an appendix. Chapter One deals with the three main types of wizards to be found in the Land of Fate: sorcerers, sha'irs, and elemental mages. Information beyond that found in the AL-QADIM® Arabian Adventures rule book is provided for each of these character classes, and their powers are more fully defined.

Chapter Two concerns itself with the new wizard kits of astrologer, clockwork mage, ghul lord, jackal,

mageweaver, Nogian mystic, digitalogist, and spellslayer. Each of these kits is described in full and its powers explored.

Chapter Three details the various sorcerous societies that have formed throughout Zakhara. While few of these groups can rival the size or organization found in the Fellowship of the Flame, they are still potent forces that can either aid or hinder characters considerably.

Chapter Four is made up of new spells and proficiencies suitable for use by Zakhara wizards.

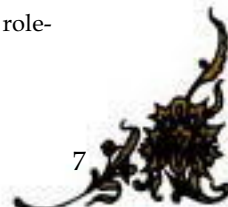
The appendix consists of a completely updated "Master Spell List" of all spells that are suitable for use in an AL-QADIM campaign.


The Power of Sorcerers

Of all the mages who stalk the sands of the Land of Fate, sorcerers are the most common. The men and women who study this branch of magic seek to master the elements themselves. Sorcerers are devotees of the building blocks of all, their magic drawn from the very elements of which their world is created. But, unlike elemental mages, sorcerers are able to commune with not one, but two elements.

As stated in the AL-QADIM *Arabian Adventures* rule book, there is no concept of opposing elements in Zakhara. Any two elements may be learned by a sorcerer, such as fire and sea, or sand and wind. Zakhara sorcerers are pragmatic individuals; they will learn what it takes to reach the ends they desire.

This doesn't mean that there are not differences between the elements or between the sorts of individuals who study these elements. For instance, a sorcerer who studies the elements of sand and sea will be quite different in outlook than the sorceress who spends her time delving into the intricate magics of fire and wind. Below are some examples of the attitudes common among mages who study the various elements. Keep in mind that these are not written in stone, and a sorcerer of fire may hold quite different views from another sorcerer of the same school. These are merely suggestions to aid in role-playing.





Sorcerers of The Flame

Sorcerers who study the flame are more oriented toward the forces of power and violence. They are active individuals who have a tendency to move about excessively and are not happy remaining in one place for any length of time. They are also known for occasional flares of violent temper (generally uncontrolled). Sorcerers who study the flame are aggressive and manipulative, driven to get what they want no matter the cost.

Sorcerers with flame spells in their repertoire are able to back up their attitudes. Their spells are more dangerous and damaging, and they know how to use them to good effect. These sorcerers are respected and feared for their mastery of this most dangerous of elements. As with their elemental mage cousins, sorcerers who study flame tend to look down on those who do not. While a sorcerer always has two elements at his command, those who choose flame will almost always have that as their dominant school of spells.

Sorcerers of The Sand

Sorcerers with spells from the realm of sand are steadfast and dedicated. They have very deeply rooted opinions, which they hold very close to their hearts. While their thoughts may momentarily change, their base attitudes are as eternal as the desert.

Sorcerers with the spells of sand have a tendency to be more physical than other sorcerers. They love the feel of the sand on their feet and hands, and they are willing to work the land. Hard, physical labor is of no consequence to them, and as a result sorcerers of the sand are often much more physically fit than others of their ilk. On the down side, sorcerers of the sand are prone to long debates on even the simplest of dilemmas. They tend toward caution in most circumstances, knowing full well what hazards the sands of life may conceal. Unfortunately, this caution is often seen as indecisiveness by their companions. A sand sorcerer should not be rushed. If he is, his complaints will often be heard for days. Indeed, sorcerers of the sand never forget a slight.

As the sand of the desert either borders on or contains all other elements, the sorcerers who study it are the most accepting of other schools. No sand mage

will dismiss a sorcerer who doesn't study the earth, but will instead discuss with such a sorcerer the benefits of different elements. In situations where this may lead to conflict, or when another sorcerer disparages the sand, the sorcerers of the sand are not above standing their ground. While they are not prone to seeking fights, they are as harsh and unyielding as the deserts of Zakhara when so engaged.

Sorcerers of The Water

Water is a precious commodity in the hard land of Zakhara, and sorcerers who devote themselves to it tend to be as elusive as water itself. These sorcerers can be devious and double-minded, as deceptive as the mirrored depths that hide dangerous rip tides. They are given to projecting a surface image that is very different from their inner truth. A water sorcerer may appear as a jolly mariner, when in fact the recesses of his soul hide the grin of a shark.

While their attitudes and deceptions are frowned upon by enlightened peoples, water sorcerers are tolerated for their ability to procure this most vital of elements. They are paid for their services and promptly asked to move on. Staying around a water sorcerer for too long may reveal something in the depths of his or her mind that should have been left undisturbed.

Sea sorcerers do not disparage the other schools, but see them as common stone that makes the "gold," of their studies all the more valuable. While the other elements are more common, none is as valued as water, which brings with it life.

Sorcerers of The Wind

Sorcerers who study the spells of the wind are flighty and may seem scatterbrained. They are prone to dance at the passing of a breeze and to give thanks for even the most stifling of desert winds. Other sorcerers may wonder how the students of the wind ever manage to get anything done, but it is obvious that they do. While these sorcerers do not openly flaunt their magical power, when they do utilize their arcane learning, the display is worthy of note.

Just as their element blows the sand, ripples the water, and fans the flame, sorcerers of the wind have a



tendency to interfere with the plans of those who study other elements. Wind sorcerers are never overtly antagonistic in their actions; they just seem to get in the way or indirectly affect the workings of other mages. Amazingly, few sorcerers hold this meddling against the wind sorcerers because they often help one sorcerer by hindering another. As long as the sorcerers of the wind do not become too biased in who they chose to hinder, they will be regarded as a balancing tool that keeps the mages somewhat equal.

Wind sorcerers regard this as their most important duty. They strive to keep the balance and prevent any one mage from overpowering and unjustly injuring his fellows. While this has gained them many allies, it has also made them a lot of enemies—wind mages must always be careful whose toes they tread upon.

Sorcerers who revere the wind find other sorcerers to be somewhat quarrelsome and more than a little tedious. They regard the rest of “magedom” as a group of squabbling children who must be carefully watched lest they injure themselves or others. Despite their disregard for the maturity of other sorcerers, wind mages know to respect the power of these “children.” Angering the wrong flame sorcerer could have very damaging repercussions.

DMs and players should be aware that these notes are phrased to reflect the effect of an elemental province on the attitudes of sorcerers. They also apply to elemental mages. The difference is one of degree and intensity, as elemental mages are wholly concerned with a single element, while sorcerers focus on two.

Primary and Secondary Elements

A sorcerer should nominate one of his chosen elements as the “primary” and one as the “secondary.”

The primary element is that which the character most favors and represents an affinity for that particular element. This has a lot to do with the sorcerer’s attitude, which is reflected as detailed above. When working out a character’s world view, the primary element should take precedence over the secondary. Thus, a sorcerer who studied the realms of sand (primary) and flame (secondary) could be

steadfast and easygoing (as befits the school of sand), with a slow to rise yet still dangerous temper (from the school of fire). While these attitudes by element should not become crutches for true role-playing, they can prove interesting when designing a character and are quite handy for use with NPCs. DMs and players alike will have more of an idea of the attitudes of a sorcerer or elemental mage once they know what element(s) that mage studies. And, by watching the manner in which a sorcerer acts, it may be possible to determine his elemental provinces.


The primary and secondary element function also has an effect on the sorts of spells that a sorcerer can learn. Whenever the sorcerer is eligible to learn a new spell, he should take a spell from his primary school if one is available at that level. If a sorcerer chooses to take a spell from his secondary element instead, that sorcerer forfeits the 20 percent bonus sorcerers normally gain when studying spells within their elements. Universal spells may only be learned if there are no other elemental spells available at that time.

This sounds a bit more restrictive than it normally is when you consider that a sorcerer will rarely have several scrolls at his disposal from which to gather spells. The rules above only apply when a sorcerer has access to spells from different elements and is forced to choose one or the other.

For instance, our sorcerer with sand (primary) and flame (secondary) reaches a point where he may add a spell. As luck would have it, the sorcerer has access to the following spells when it comes time to learn a new one: *confusion*, *fire shield*, and *sandcone*. All of these are 4th-level spells, which is just what the sorcerer needs to add. *Confusion* is a spell of the universal province, *fire shield* obviously belongs to the province of flame, and *sandcone* is just as obviously a spell from the sand province.

The sorcerer must choose which spell he will learn. As there are elemental spells of the appropriate provinces available, the universal spell cannot be learned at this time. The sorcerer wisely saves the scroll for a later date when he can learn another 4th-level spell. That leaves *fire shield* and *sandcone*. *Fire shield* is a useful spell, but it belongs to the province of





flame, which is this character's secondary province. If the sorcerer chooses to learn that spell, he does so without the 20 percent bonus he normally receives for learning a spell of the appropriate province. Still, the sorcerer could choose this spell as the one to learn, if he so desired. Last, but not least, is *sandcone*. This spell is of the character's primary province. If the sorcerer chooses to learn *sandcone*, he does so with the full 20 percent bonus sorcerers receive for learning spells within their provinces.

This rule will not come into play often as sorcerers will rarely have access to a large number of scrolls at the same time. But, it does serve to better define the sort of sorcerer a character is by determining the character's elemental leanings and how these affect the ability of that character to learn spells.

Primary and secondary provinces have no bearing on the sorts of items a character can utilize, nor do they have any effect on the character's ability to attack with or defend against elemental attacks of any sort.

It is possible for a sorcerer to devote himself fully to his elements, thereby making it impossible for him to learn spells found in the universal province. Such sorcerers lose much in the way of spell variety. However, this loss is compensated for by an increase in the power of the spells that they can cast.

Sorcerers who opt to focus strictly on their two elemental provinces gain an extra spell for each level that they are able to cast; that is, they start their adventuring career able to cast not one (as is typical for sorcerers) but two 1st-level spells. When they are able to learn 2nd-level spells, a bonus spell will be gained, and so on.

Those sorcerers who cannot cast spells from the universal province may also increase the power of the spells in their primary province. If such a sorcerer desires, he may do one of the following:

- add one die to the damage of the spell per two levels of the caster
- increase range by 25 percent
- increase duration by 25 percent
- decrease casting time by $\frac{1}{2}$
- replace the material components of the spell with the element of the spell's province

- increase the number of targets affected by the spell
- expand the area of effect

If a die is added to the spell's damage, it is always a die of the same type normally used to determine damage for that spell. For example, if the spell causes 1d6 points of damage per level of the caster, the die the sorcerer adds is a d6.

Increases to range and duration are self-explanatory. Determine the final range or duration of the spell and add up to 25 percent, as decided by the casting sorcerer.

A decrease in casting time is made possible because of the sorcerer's familiarity with the elements of the spell. This option is often taken when a mage needs to cast a spell immediately. *If the spell being cast has a casting time of 1 round or less, the casting mage will automatically have the initiative, as the spell need only be thought of to take effect.*

Material components are an important part of spellcasting, but sorcerers have found ways to get around them. A sorcerer can use some element from the spell's province as opposed to using those listed in the spell's description. The amount of element per level of spell is as follows: 1 pound of sand, 1 quart of water, 1 torch for flame, and a strong gust of wind.

The mage must actually be in contact with the appropriate element for it to replace the material components of the spell. Sand used for this purpose is temporarily drained of its magical potential and may not be used to power another spell for at least 24 hours. Water evaporates when used in this way, and fire is extinguished. Wind is not noticeably affected, but the same gust of wind may only be used to power a single spell, no matter how long the wind actually blows.

Wind is the only element that operates differently when used as a material component. Unlike other elemental provinces, which require larger quantities of element as the power of the spell increases, spells that use wind as a material component require only a single gust of wind. This is because all winds are part of a greater whole, connected more completely than are isolated pockets of other elements. Drawing upon



the wind requires only its touch, however brief. The disadvantage is that a gust of wind may not come along when needed, and the sorcerer will be forced to use the standard material components for his spell.

If a sorcerer decides to increase the number of targets affected by the spell, he may add as many targets as he has levels, divide by three, and round down. So, a 12th-level mage who wishes to cast a *banish dazzle* on his companions may cast it upon a maximum of 5 individuals (1 for the original target of the spell, plus $12 \div 3$, or 4, for a total of 5).

Area of effect can also be increased by 10 percent per two levels of the caster. Spellcasters who often increase the area of effect of their spells should make the extra effort to figure out their increased areas before play begins so as not to bog down the game with their computations.

Sorcerers of this sort may be limited as to the variety of spells they can learn but are unsurpassed in the power of the spells they know.

Apprentices

Sorcerers are respected and feared throughout the Land of Fate, their reputations far preceding them in their travels. They occupy every strata of society, often rising from the ranks of beggars to become trusted advisers to a caliph. Because of this, they are often sought out by would-be students yearning for magical knowledge.

Of course, not all sorcerers are going to want to deal with a sudden line of apprentices at the door and may simply never enter into the teaching side of sorcery. Others, however, realize the convenience of having a number of young, strong backs at their command. Apprentices spend a good deal of their time performing back-breaking labor in exchange for a minor spell. Unscrupulous sorcerers may even go so far as to string apprentices along, always promising power yet never delivering.

Despite their hard lot, there are still plenty of young men and women who seek out a powerful sorcerer to study with. Eventually, player characters become such sorcerers and eager students may begin seeking them out.

Characters who do not wish to be tied down with a number of dependent students can simply turn away those who come to them. After turning away enough students, word will spread and the mage will be bothered no more.

Accepting an apprentice, though, will bring even more students the sorcerer must deal with. This section covers the acquisition and training of sorcerous apprentices as well as their practical and not-so-practical uses.

When a sorcerer reaches 9th level, the first apprentices will begin to approach him. The location of the character and the number of impressive deeds performed by the character in that vicinity will determine the initial number of applicants.


The initial apprentices-to-be will always be the least promising. Most will come from the poorer population, hoping to rise in wealth and power as a mysterious sorcerer.

If the sorcerer has a permanent base of operations, such as a particular city, he will naturally attract more potential apprentices than a mage who spends her time wandering from place to place, or keeps her location well hidden.

Sorcerers with an established base of operations will be approached by 1d4 0-level apprentices within 1d6 weeks of attaining 9th level. The apprentices do not arrive *en masse*, but arrive singly or in pairs over the course of a few weeks. They are of low station (1d4+1) and will bring nothing but the clothes on their backs and a desire to learn magic. Therefore, they will require food and shelter and any special clothing the sorcerer wants them to wear. Basic upkeep for an apprentice will cost the sorcerer approximately 3 sp per month. This provides simple meals and other basic necessities for the apprentice, but nothing else. If the sorcerer doesn't have room for all his apprentices, he will have to build onto his abode or put them up in a nearby inn.

Sorcerers who wander about or who keep their location hidden from the general populace will initially have but a single applicant for apprenticeship. The apprentice will arrive within 1d4 months of the character's attaining 9th level, and, like those above,





arrives with nothing save the clothes on his or her back. Costs for maintaining this apprentice are the same as those listed above.

Apprentices will only leave the sorcerer if they are treated very poorly. As long as they are fed and sheltered, they will put up with whatever abuse the sorcerer heaps upon them. The exception to this is execution—any mage who knowingly kills off an apprentice will find all of his apprentices leaving him. The offending sorcerer should also receive some sort of severe experience penalty for committing such a craven act. A change to an evil alignment (if the character is not already evil aligned) is in order as well. In addition to the above penalties, other sorcerers are likely to take umbrage over the killing of an apprentice. After all, it damages the reputation of all sorcerers, and such actions are not to be tolerated.

Once the apprentices have arrived and settled in, they will expect their mentor to begin teaching them magical knowledge. Most sorcerers will hold classes once a month, allowing their apprentices time off from their chores to attend. (Basic chores like cleaning and cooking must still be taken care of.)

Classes may last from one day to one week. And, if they study hard enough and are magically adept, the apprentices may gain experience for every day of class.

At the end of every day of teaching, there is a base 20 percent chance that each apprentice has learned something. This chance is modified by the apprentice's "chance to learn spell" as determined by their Intelligence score. Thus, an apprentice with an Intelligence of 9 (the minimum possible for a sorcerer) will have a 55 percent chance to learn something at a given class. If an apprentice does learn something, he gains a number of experience points equal to $\frac{1}{2}$ of the teacher's "chance to learn spell" percentage rounded down. Experience gained in class is modified by -5 XP for each student in the class after the first.

As an example, consider a class being taught by one Akbar ibn Aziz. Akbar is a 9th-level sorcerer with an Intelligence of 17. His base "chance to learn spell" percentage is 75 percent. His students are Farida, Anwar, and Fatima. Respectively, their "chance to learn spell" percentages (as determined by their

Intelligence) are 40 percent, 70 percent, and 85 percent.

During their first day of instruction, Akbar introduces the apprentices to the basics of spellcraft. After a grueling session with the irritable mentor, the DM rolls to see which apprentices learned something that day. Farida rolls a 33, Anwar a 71, and Fatima a 27. Farida and Fatima both succeeded, rolling lower than their respective "chance to learn spell" percentages of 40 percent and 85 percent. They earn a total of 27 XPs each. That's half of Akbar's "chance to learn spells" ($75 \div 2 = 37$ rounded down) modified by -10 for two extra pupils ($37 - 10 = 27$).

Anwar, on the other hand, was not paying close attention to his mentor; he failed his roll and learned nothing that day. Akbar won't be happy to have his time wasted.

Anwar's failure raises an important factor that can easily limit the number of apprentices a sorcerer may have. Any apprentice who fails to learn anything three days in a row lacks the necessary ability to become a sorcerer. The sorcerer teaching such an apprentice will sense this lack of ability in his pupil and may decide to eject the dullard from his domicile. Or, hard-hearted sorcerers may string the poor fool along to wring out a bit more labor. Apprentices tricked in this way will recognize their lack of ability in 1d6 weeks and leave of their own volition.

Apprentices need 2,500 XP to achieve 1st level. Upon reaching this, an apprentice may continue his studies or leave and take his chances in the world of adventuring. Those apprentices who stay on must choose to study the same elemental provinces as their mentor, though they may opt to switch primary and secondary provinces. Apprentices who study the same primary and secondary provinces as their mentor can learn from that mentor until they reach half of their teacher's level (round down). Those who decide that they would rather reverse their primary and secondary provinces may only learn from their mentor until they reach a level that is $\frac{1}{3}$ (rounded down) of the teacher's level.

For instance, Fatima (from the example above) achieves 1st level after arduous study and long hours of



shoveling manure in Akbar's stables. She chooses to stay on and study under Akbar rather than strike out on her own. Akbar's primary province is flame and his secondary is sand. Fatima may either take flame as her primary and sand as her secondary, or she could reverse them and take sand as the primary. If she does change sand to her primary province, she will only be able to rise to 3rd level under Akbar's tutelage. If Akbar rises in level, Fatima will be able to learn more from him.

Once a sorcerer's apprentices attain 1st level and become sorcerers in their own right, a new batch of applicants will arrive for teaching. For every apprentice at 1st level, a new student will seek the mage out. This will occur within 1d4 weeks of the apprentice gaining 1st level. The new student will be of 1st to 3rd level and will always have the same primary and secondary provinces as the teacher. These new apprentices start with a station of 1d6+4.

The new student is not only of better quality than the first apprentices, but will also arrive bearing gifts. In exchange for being accepted as an apprentice, the student will bring a tribute equal to 100 gp per level of the student. The gift may be actual money but more often will be a minor magic item, hard to find spell components, or other such gifts.

The new students require upkeep just as the first apprentices did, and cost the same to maintain (around 3 sp per month). They follow the same procedure for studying under the master but may learn spells in addition to the normal course material of magical theory.

Every apprentice of 1st level or higher can learn spells. The time required to learn a spell is one day for every two levels of the spell. Thus, a 4th-level spell requires two days of study to learn. A mentor may only instruct one apprentice at a time when teaching spells due to the complicated nature of such instruction. Because it can be so time consuming, spell teaching is rarely done, and apprentices vie among themselves for the right to learn another spell.

What does a sorcerer gain for all the time he spends teaching his apprentices? First, he gains a number of followers who will come to his defense if he so needs. Also, the sorcerer may require his apprentices to take a

part-time job and give him the money. Apprentices can also aid in spell research and may be sent out to retrieve spell components. In short, for the time he spends instructing his pupils the sorcerer gains a small number of loyal servants and allies.

Apprentices will not be every character's cup of tea, and some sorcerers may choose to have no apprentices to tie them down. But for those that do, this system is very easy to use and requires little paperwork. It also gives the DM a handy number of NPCs, which can be used as adventure hooks ("Akbar, Fatima has been captured by the yak-men!") or as interesting background.

DMs are encouraged to allow the players of sorcerer characters to make the apprentices, fleshing them out to whatever degree they desire. If properly supervised, this can help build an attachment to the apprentice characters, which makes them that much more real to the player. Overall, apprentices add variety to a campaign and have many role-playing uses.

Sorcerers do not attract followers other than apprentices. They may hire NPCs to act as guards or other specialized sorts of servitors (masons, tailors, cooks, etc.), but these are not gained by virtue of level advancement.

The Sorcerous Duel

On occasion, two sorcerers may have a disagreement for which there is no amicable solution. It is for these instances that the protocol for the sorcerous duel was laid down.

These duels are as old as sorcery itself, and they are respected throughout the Land of Fate. Whoever wins such a duel has the right to name the penalty he wishes to enforce on the loser. In a few cases, this may be death, but it will more likely be a demand of tribute or an order to cease and desist some undesirable activity. In any case, the outcome of a sorcerous duel is inviolate, and there is no such thing as a rematch! Whatever the results are, *all* sorcerers abide by them.

The duel itself is a relatively simple affair, but arranging it can be extremely difficult. Duels may only be conducted on days that have no religious significance to either of the combatants, which, in and of itself, can make the fight very difficult to schedule.





To arrange a duel, the sorcerers involved must contact the heads of their respective societies. Sorcerers of the same society rarely duel, and in some cases may be expelled from their society for even requesting a duel. The society of each sorcerer must decide whether or not the duel is necessary and may decide to simply try to work out the matter themselves. Each society has its own feeling about duels, and their attitudes are discussed in Chapter 3. In the event that an agreement cannot be worked out between the societies involved, the duel is scheduled to take place on the soonest available date.

The location of a duel can be vastly important, especially if the sorcerers involved are masters of different provinces. If possible, a location is chosen that contains a large amount of both sorcerers' main element so that neither side is unduly favored. If such a location is not readily accessible, an area will be chosen that contains the smallest possible amount of each sorcerer's main province.

Once a date and a location are chosen, the sorcerers prepare themselves for the duel. Study and meditation are undertaken as each sorcerer gets ready for the confrontation. Sorcerers may spend as much or as little time as possible, but the longer one prepares, the better the chances of emerging victorious.

Sorcerous duels are not simply a matter of hurling spells at one another. Nor are they resolved in hand-to-hand combat. Each sorcerer transforms the spells he knows into raw magical energy, which is stored within his body.

Each sorcerer may hold energy from spells that the character actually knows and can cast. Each spell is converted into "magic points," which are then held within the sorcerer's body for release during the duel.

Each spell may be converted to a number of magic points equal to its level multiplied by 10. In addition, the sorcerer's knowledge of these spells may coax out a bit more magic from every spell. Because of this, the mage's level is added to the total number of magic points available to the mage.

When converting spells to magic points, it is important to note that different types of spells will serve different purposes during the duel. Magic points



derived from spells may serve in Attack, Defense, Draining, or Fortifying modes. A separate point tally must be kept for points in each mode.

Spells that are typically used to harm (such as *magic missile*, *fireball*, or *chain lightning*) contribute magic points to the sorcerer's total magic points for Attack.

Spells that are essentially defensive in nature, including those that can be used in combat but which do not cause overt damage (such as *web*, *prismatic sphere*, and *Bigby's interposing hand*) add their points to the total number of Defense points available to the sorcerer during the duel.

Those spells that are primarily used for altering existing objects in a negative way (*transmute rock to mud*, *polymorph other*, *power word blind*) add to the points the sorcerer may use to Drain his opponent.

Finally, spells that alter existing objects or creatures in a positive way, or which cause the creation of a new object or creature, add their points to those that the sorcerer can use to Fortify himself. A convenient list of all spells (from the *Player's Handbook*, *Tome of Magic*, *Arabian Adventures*, and *Secrets of the Lamp*) is provided in the appendix of this book.

Duel Structures and Actions

The duel is structured much like combat. However, the nature of the combat is different and requires a few changes in the basic combat procedure.

First, the combat is resolved in much faster increments than the normal one-minute round. In a sorcerous duel, time is measured in one-second increments. Second, the duel does not take place on the physical plane, but rather between the minds and spirits of those involved. (To the uninvolved, the sorcerous duel is rather unimpressive—just two mages staring at one another intently.) Third, there is no physical contact in a sorcerous duel. All attacks are the result of magic. Fourth, there is no need to roll initiative in a sorcerous duel. All actions occur simultaneously. Even if a character is defeated in a round, his action for that round will still occur as normal. Fifth, and most important, the damage caused in a sorcerous duel is rarely physical, affecting only the magical reserves of the combatant sorcerers.


There are four possible actions that a sorcerer may take in a duel: Attack, Defend, Drain, or Fortify. These actions are all powered by the points the character calculated while converting spells to magic points. At the beginning of every round, each sorcerer writes down both the action he will perform (Attack, Defend, Drain, or Fortify) and the number of points that he will spend in that action. This is part of the strategy of the duel: not only must you divine what action your opponent will take, you must also determine how many points he will spend on that action. Careful action selection and wise point expenditure will assure victory, while uninspired actions and overspending (or underspending) will surely lead to a quick defeat.

Attack is just that; the sorcerer uses a portion of his magic points to direct an attack against his opponent. To hit with such an attack, the character must make a successful check versus Intelligence -4, or a successful check versus the sorcerous duelling nonweapon proficiency (see below). A successful Attack erodes the target's Defense points by the number of points used in the Attack, less the target's level.

Defense is an action that uses a few magic points to offset the effects of an attack against a character. The number of points spent on Defense, doubled, is the number of magical points subtracted from an attack directed at the character. The advantage of Defense is that it can repel a powerful attack with a relatively minor expenditure of magic points. The disadvantage is that overspending can expend more points than the attack itself may have expended.

Drain is a subtle attack that creates a siphoning effect on a character's magic points. When a sorcerer decides to use a Drain, he must not only write down which action and how many points he will be using, but also which category of magic points (Attack, Defense, Drain, Fortify) he will affect. The only successful defense against this is the use of Fortify. If the target doesn't use Fortify, or if he fails to use enough points to negate those used to Drain, the Drain affects the targeted category of magic points. The target sorcerer is unaware of which category has been affected and may not realize that he has been affected at all. The next time the "drained" sorcerer uses magic





points from the affected category, he loses a number of magic points equal to the number used in the Drain attack (minus any Fortify defense that was in effect), plus any points that would have been used for that action. For instance: Akib and Fazeel are facing off in a sorcerous duel. Akib attacks with 20 points to Drain, and Fazeel counters with 15 points to Fortify. The Drain was able to penetrate the Fortify (though Fazeel doesn't know this) and affects Fazeel's Attack for 5 points. Next round, Fazeel decides to use Attack as his action and expends 10 points. At that time, the Drain occurs, robbing Fazeel not only of the original 5 points of Drain, but also of all 10 points that he had intended to use for Attack.

As can be seen, Drain is a very potent duelling action. It does have its drawbacks, however. If a character uses Drain and is Attacked in the same round, the sorcerer using Drain suffers double normal damage from that Attack.

Fortify is an effective defense against Drain. Unlike the Defense action, the number of points spent on Fortify are not doubled. A character who spends 5 points on Fortify may deflect up to 5 points of Drain. Fortify has no effect against any other action.

Sorcerers near a large supply of their primary elemental province have a certain advantage in a sorcerous duel. Specifically, the sorcerer whose element is most prominent may always add 2 points to any Defense or Fortify actions that he takes. This makes it very important to choose a neutral battleground; a lopsided duel is not at all desirable.

Once a sorcerer has lost all of his or her magic points, it is assumed that they will give up. They have no attack or defense capability, making further fighting pointless – unless the sorcerer opts to convert his own hit points into magic points. A character may convert up to half of his hit points to magic points on a one-to-one basis. These points can be placed into any categories the character desires. This is rarely done, however, because it greatly weakens the mage and could lead to death.

If a sorcerer establishes this connection between his hit points and magic points, the character can be killed in the duel. Once all of the new magic points are

depleted, any Attack or Drain actions are deducted from the sorcerer's remaining hit points. A particularly strong Attack could very well slay a weakened sorcerer.

A duel is over when one of the sorcerers is either so weakened that he cannot continue or gives up. In either case, the winner has the right to demand the agreed upon restitution, and the argument is considered by all to be resolved.

Once a duel has settled a disagreement, anyone who tries to start it up again faces any of a number of punishments. Banishment is the most common form of punishment for those mages who break an agreement set by a duel. Banished mages are ousted from their Society (if they belong to one) and forced out into the desert. They are allowed to take only what they can carry, and no servants or apprentices may accompany them. Those mages who submit to their fate are allowed to retain their honor and may return to their Society after three years.

Sorcerers who are banished, but who refuse to submit to their fate have their punishment advanced to the next level of severity. The Marking, as this punishment is known, is a terrible fate for any enlightened sorcerer. The offender is hunted down by the members of his spellcasting society and branded with a magical sigil. Throughout Zakhara, this sigil is recognized as the greatest disgrace a mage may have thrust upon him. The sorcerer loses all honor and will be treated poorly even by beggars. Though the sorcerer doesn't lose the ability to command magic, all respect for the character is gone. Most mages willfully banish themselves rather than continue through life with such an indelible stain upon their honor.

More Information

Sorcerers are in great evidence throughout the Land of Fate, from back alley soothsayers to the highest-ranking court officials. They have many of their own organizations (including the mysterious Society of Shadows), which are generally hidden from the public eye. They attend a number of meetings every year, during which matters of import to sorcerers across Zakhara are discussed. It is at these meetings that the various sorcerous societies have a chance to air their



grievances with one another and during which the largest number of sorcerous duels take place.

All of this information is discussed in detail in Chapter 3.

Mysteries of The Elemental Mages

Elemental mages are devoted to their element, shunning all others. Whereas sorcerers may focus on two elements, no elemental mage would do such a thing. To them there is only one “right” element, though they argue vociferously over just which element that is. Fire mages believe the most strongly that all elemental mages should follow their way. Not only that, but many fire mages believe that all other elemental mages should devote themselves to the Brotherhood of the True Flame, the largest and most evil society of elemental mages in existence. Fortunately, this group has not yet been able to subjugate all elemental mages.

Most elemental mages are freewheeling sorts, content to study their element and learn as many new spells as they can. Outside the Brotherhood, the elemental organizations tend to be little more than social clubs, with only a very few notable exceptions.

Still, elemental mages are regarded with mistrust among the peoples of Zakhara, and many elemental mages have begun working to change public opinion of themselves. These elemental mages devote themselves to public service, though they are very careful not to reveal their true nature until they have completed this service and are preparing to move on. This gives the people of an area a chance to get to know the elemental mage as a person before they must accept him as one of the more mysterious types of mage. Also, it hides the elemental mage from any Flame Brothers who might be around.


Characters who wish to become such “devoted” elemental mages must choose a service to perform. The character cannot advance in level until this service is completed. Once a character completes his service and advances a level, another service must be chosen. The advantage of devotion is a 10 percent XP bonus gained for activities related to the service.

Devoted elemental mages can further refine their service by choosing a particular area in which to work. This increases the danger of their situation considerably, as they may attract the attention of the Brotherhood, but it also increases experience gained in performing the service by another 10 percent, for a total addition of 20 percent.

Services must be appropriate to the level of the elemental mage who becomes devoted. It must also benefit the people for which it is performed, and the elemental mage may accept no payment for his services. Some examples are given below:

- *1st-level service:* Designing a more efficient irrigation system for a village. Helping to shore up the defenses of a village beleaguered by bandits. Acting as an interpreter for a group of travelers who do not speak the local language. (Traveling with the group until they reach their destination is a must.)
- *2nd-level service:* Ridding a village of a minor monster threat (a few goblins, a thief in their midst). Helping locals find a new source of water, possibly in an underground cavern inhabited by minor monsters.
- *3rd-level service:* Helping to remove a curse from a particular object or location, even to the extent of engaging in a minor quest.
- *4th-level service:* Using magic to aid in the construction of a large city work, such as a main hall or aqueduct. Using magic to discover the truth behind a dangerous mystery.
- *5th-level service:* Acting as a liaison between an irate jann and a group of nomads that have inadvertently trespassed upon the genies’ lands. This may involve undertaking a quest for the jann in question.
- *6th-level service:* Tracking down and returning a historical artifact stolen by bandits. This could take months to complete as the elemental mage tracks the bandits across the desert and wrests the artifact from their grasp.
- *7th-level service:* Acting as a bodyguard to an important noble on a dangerous journey. Perhaps the noble is on his way to explore the Haunted Lands in search of an ancient family estate.





The difficulty of these missions increases as the elemental mage increases in level. DMs must be careful not to let the elemental mage gain the experience bonus for inconsequential services. Devoted elemental mages are devoted to the service of others in order to improve society's perception of elemental mages in general. Do not let characters shame the actions of other devoted elemental mages through their own shirking.

Between the Brotherhood of the True Flame and "the devoted" lie the majority of elemental mages. These wizards are neither bloody-minded control mongers nor humble public servants. Most like their position among the common folk and use their status to improve their lot in life. While they may not go out of their way to help people, they rarely try to hurt those who leave them be. Rather, the elemental mages are sorcerers who revel in the aura of mystery with which they surround themselves and are loathe to let anyone discover their true nature.

Players are encouraged to play up the mystery of their elemental mage characters. The common people (for the most part) firmly believe all elemental mages to be in league with the Brotherhood of the True Flame, Common folk, therefore, are prone to give undue obeisance to such elemental mage characters and stay well out of their way. Elemental mage characters who decide to abuse their reputation will find tales of their actions spreading quickly. Neither the authorities of enlightened lands nor the cruel-hearted Brotherhood assassins will be happy to hear of such characters, and one or the other group is going to take some action.

Most authorities will approach elemental mages with a great deal of caution. Due to the amount of misinformation spread about these mysterious practitioners of the arcane, no one is really sure of their true capabilities. While most city leaders know that the majority of elemental mages are not as powerful as they would like to appear, no one is likely to approach a mage of unknown power without care.

Most commonly, local authorities will simply ask the elemental mage to pack his things and leave town by nightfall. If this doesn't achieve the desired results,

the authorities will step up their actions. Guards will be posted outside the mage's residence, if its location is known, and elite guardsmen will follow the mage wherever he goes. This is not a subtle shadowing, either. Guards assigned to follow a wizard are told to make him feel as uncomfortable as possible, and they excel at their work. If a wizard makes any hostile action while being followed, the guards will do what they can to subdue the offender without killing him. Should the wizard prove too difficult to capture, the guards will pull back, call in reinforcements, and start firing arrows at the wizard.

At this point, intelligent wizards will leave—even the most powerful of mages are leery of pursuit by the entire city guard. There is also the danger that the city will seek out other mages who may very well declare war on such a dishonorable wizard lest shame fall on them all.

Some elemental mages are either too proud or too deranged to leave once the serious fighting starts. In this case, one or more of geniekind will be summoned by local sha'irs. In the end, the elemental mage will be removed from the city.

The Pantheist League cities are considerably less forgiving in their attitude toward rogue mages and are likely to simply call upon the services of a few holy slayers as soon as it looks like there is going to be trouble. Though their method is far harsher than that used in the rest of Zakhara, it is considerably less dangerous. Wizards traveling in the Pantheist League should consider themselves warned.

The Unseen

Many elemental mages prefer to travel in disguise, both to remain unseen by the eyes of the Brotherhood and to add to their own mysterious appearances and disappearances. While a good many of these elemental mages will confine their activities to the use of the disguise nonweapon proficiency, a few have devoted themselves to a more concealing form of disguise. Such elemental mages are known as the Unseen and are the source of many legends. The tales of an elemental mage being chased to ground, only to disappear (disguised as another class) from beneath the noses of



his attackers have their origins in the Unseen.

In order to become one of the Unseen, an elemental mage player must declare this intention prior to the character's first adventure. The character may choose to disguise himself as any other nonspellcasting character kit found in the *AL-QADIM® Arabian Adventures* rule book. When the character enters play, it does so under the guise of the kit chosen as its disguise.

When designing an Unseen elemental mage, the player must make a few changes to the basic character generation process.

First, the Unseen loses one of his starting nonweapon proficiencies. This nonweapon proficiency becomes an additional weapon proficiency, which must be used to gain proficiency in a weapon commonly used by the kit employed as a disguise. This allows the elemental mage to pass himself off as a member of that class should things come down to a fight.

Second, Unseen elemental mages must use at least one of their remaining nonweapon proficiency slots to purchase a proficiency common to the disguise kit. This nonweapon proficiency costs the same as if the elemental mage were a member of the appropriate kit.

The Unseen elemental mage must also postpone learning to cast spells until second level, after which time they advance normally. The time usually spent in magical study and practice is instead used to study the special benefit(s) of the disguise kit. If the kit has more than one benefit, the elemental mage may only chose one.

In cases where the kit has a number of special abilities, such as those gained by members of the rogue class (pick pockets and such), the elemental mage may choose to not take a normal benefit of the disguise class in exchange for one of these abilities. For example, an Unseen elemental mage that chooses the beggar kit for his disguise may decide to forgo the beggar's special benefit of being able to blend into a crowd in order to learn the pick pockets skill. Regardless of which skill or benefit the Unseen character chooses, he may only have a single skill or benefit.

Elemental mages always start with the beginning funds of their chosen disguise kit. This is determined as is normal for the disguise kit, with no modifier.

Likewise, the elemental mage begins with the beginning station of their chosen disguise kit.

Unseen elemental mages always use 1d4 to determine their hit points and never that of their disguise kit.

The elemental mage may wear the armor of his chosen disguise kit without penalty during his first level. At second level, however, the elemental mage cannot wear armor for more than three hours a day. If the elemental mage decides to wear armor beyond the three hours, he will be unable to cast spells for the following 24 hours as the mindset of the disguise kit has become too prominent in the Unseen elemental mage's awareness to allow normal spell casting.


The elemental mage may always use the weapon proficiency of his disguise class, but will rarely do so as it would doubtless reveal his true profession to any onlookers.

Under no circumstances may an elemental mage cast spells while in disguise. Not only would this ruin the disguise, but it might also be impossible due to armor restrictions.

Until an elemental mage reaches 2nd level, he must maintain his disguise in order to become comfortable with it. After reaching second level, the Unseen elemental mage may change from his normal appearance to his disguise whenever he wishes, provided there is enough time and privacy. It takes one of the Unseen a little over five minutes to don a disguise, though putting on armor can easily increase the time to 10 or 20 minutes.

An elemental mage may never advance in his disguise kit, nor does he gain any additional abilities the kit would normally receive. While the elemental mage is able to pass himself off as a member of his disguise kit, he will always appear as something of an amateur to others of that kit. Also, real members of the kit the elemental mage is using as a disguise may have a chance to penetrate that disguise. The base chance is 30 percent, plus 5 percent per level of the character trying to penetrate the disguise. While most kits will





simply laugh at an elemental mage whose disguise they have pierced, some (particularly mamluks and holy slayers) may take offense. In these cases, it is wise for the elemental mage to make himself scarce. Once an Unseen elemental mage's disguise has been revealed, that elemental mage may never again fool those who penetrated his facade. This can be very dangerous if an enemy has penetrated the disguise. Authorities who penetrate an Unseen's disguise are likely to have some questions to ask of the elemental mage. Traveling incognito is not at all uncommon in the Land of Fate, but elemental mages have considerable public image problems.

An elemental mage gains the station of the elemental mage class once he achieves second level. However, this station is not apparent when he is traveling in disguise, during which time he has the station of that kit. This allows many high-station elemental mages to scrounge around among those of lower station without appearing too conspicuous.

In general, Unseen elemental mages are those who have something to hide. Because they postpone the acquisition of their spell-casting ability, they begin their careers relatively weak – they aren't full mages nor can they use all the abilities of another class. They must be careful not to overstep the bounds of their disguise, as discovery could have dire consequences. It is recommended that DMs help players of Unseen elemental mages to come up with a reason for their disguise. Perhaps they really are only seeking secrecy and a mysterious aura, but many have much darker, more dangerous reasons for maintaining such an elaborate facade.

At the DMs option, Unseen elemental mages may gain 50 XPs if they use their disguise to escape from a dangerous situation. These experience points may only be gained if the elemental mage's disguise is the reason for the escape and if the elemental mage was facing a real danger. Ducking into a back room and switching into disguise in order to avoid a Brotherhood assassin in an inn is acceptable; changing into a disguise and running from a lone beggar is not.

Elemental mages are rare in Zakhara. They are an unknown quantity around which many individuals are

nervous. DMs should play up this quality, and characters should expect to be questioned about their motives on occasion. While they are not outlawed, elemental mages are almost always viewed with suspicion until they prove themselves to be trustworthy.

Enchantment of The Sha'irs

The sha'irs are masters of legend in the Land of Fate. They freely converse with some of the most powerful and devious denizens of Zakhara and appear to have struck a bargain with geniekind. Exactly when this bargain was made, and by whom, is something of a mystery. (Ask 10 sha'irs and you'll likely get 20 different answers.) Some suggest that the sha'irs themselves do not know why they have such an affinity for geniekind and are merely concocting stories to make themselves look impressive and all-knowing.

What is known is that sha'irs are as much born as made. Some believe that there are traces of genie blood in all the races of the Land of Fate and that this blood manifests itself in the person of a sha'ir. While studying to become a sha'ir is possible, some of those who start out on the road to become one simply never reach their destination, no matter how much knowledge they gain. This has lent an increased air of the exotic to sha'irs, who may be the most flamboyant of all the wizards to walk the sands of Zakhara.

Gens

The most important thing in a sha'ir's life is his gen. Without this creature, there is no way for the sha'ir to gain spells, and the connection with geniekind becomes very strained. Sha'irs are, therefore, highly protective of their gens and liable to aid them before helping out a friend or relative. Such behavior is not necessarily honorable in the Zakharan sense but does not result in a loss of honor to the sha'ir. All know the importance of the gen and its relation to the sha'ir.

Gens are as different as the sha'irs who call them, and their attitudes do not always coincide with those of the sha'ir with whom they work. Gens often have



an agenda of their own, though it may seem inconsequential to their masters. Still, the gens regard their private goals as nearly sacred, and sha'irs must pay attention to the requests of their gens. While a gen cannot leave a sha'ir, it may certainly become difficult to deal with if it is not allowed to see to its own affairs. If a gen deems it necessary that his master go and retrieve a magical item the gen has heard of, the master most often will go simply to avoid a conflict with the gen. Even gens know their bounds, however, and are not likely to force an issue with which their master has voiced his extreme displeasure.

DMs should spend a good deal of time working out the particulars of each sha'ir's gen. These little creatures can make for interesting plot hooks that might not otherwise present themselves.

Gen quests can add excitement to any campaign. A gen quest is simply a task handed down from geniekind for a gen to complete. These tasks must be completed as soon as possible, and the gen will only be able to retrieve spells for his sha'ir once this quest has begun.

Gen quests may be of almost any nature but will always have something to do with genies. The quest might involve removing a janni's artifact from a temple consecrated to yak-men, or the releasing of a djinni bound in a djinni prison by another sha'ir. As the character's level increases, so does the difficulty of a quest. Such quests are given to a particular gen no more than once a year. Also, geniekind will look favorably upon those who undertake a gen quest without griping or complaining and will always reward a sha'ir who completes the quest. Such rewards vary according to the difficulty of the quest but will usually consist of a magical item or a few scrolls. Monetary treasure is also available, and geniekind will transport this treasure wherever the sha'ir requires. In matters of a gen quest, geniekind act as truthfully as they can and will always honor the intention of any agreements rather than the letter. Genies are rarely so honest and helpful when not dealing with those on a gen quest.

Care and Feeding of a Gen

In addition to their own plans and the occasional gen quest, there are other things that must be taken care of

in order for a gen to prosper.

First, the gen must be allowed to rest on the elemental plane appropriate to its type. Gens usually rest when their masters do and do not appreciate being woken from their rest. If a character, for whatever reason, wakes in the middle of the night (or during the normal resting period) and demands the presence of the gen, there is a very good chance that he will be ignored. This chance of being ignored by the gen is equal to 50 percent minus 5 percent per level of the sha'ir (to a minimum of 10 percent). Sha'irs of the same alignment as their gen receive an additional 10 percent bonus to this roll. If the gen chooses to ignore the sha'ir to whom it is loyal, it will not appear until its normal rest period is over and will be very grumpy about having its sleep disturbed. For the following day it will take the gen an additional 10 minutes to find any spell it is sent to retrieve.

If the gen does wake and respond to its master, it will be very sleepy and not at all in a mood to go searching for spells. If sent to find a spell, it will spend five minutes griping and groaning before it departs and will take an extra half an hour to return with the spell. If it knows its master is in dire need of the spell, it will take only the normal time to find the spell but will gripe and complain even louder until it is free to return to its elemental plane. Gens who wake and come to their master in the night will require an additional 20 minutes to locate spells during the next day.

The second requirement that must be dealt with is the payment of the gen. While they are loyal to their masters, they like to feel as if they are valued allies rather than slaves. For every level of the caster, the gen will require 10 gp per month in payment. Sha'irs may substitute other forms of treasure appropriate to the gen's element for gold and are encouraged to do so. No gen is happier than when carting back a nice bit of art or a new tool to its home on the elemental plane. Such items might include a nice brazier for a fire gen, an ornately crafted wind chime for an air gen, a beautifully carved model boat for a water gen, or a painstakingly sculpted piece of semi-precious stone for an earth gen. All of these are appropriate, as are many others. The gen appreciates those items made by its







master over those crafted by the hands of strangers but will accept any items it is given. Precisely what gens do with their “payments” is unknown, but it is believed they simply hoard the stuff. Rumors that they send a portion of their tribute to others of geniekind are unfounded but still popular.

The third necessity required by all gens is praise. Gens believe that they perform a necessary function for their sha’ir and should be complimented for taking such action whenever possible. (The fact that it is also being paid for its services doesn’t concern the average gen.) A sha’ir who doesn’t introduce his gen to new acquaintances should expect the gen to handle this chore itself. This can be particularly disconcerting if the sha’ir is trying to conceal the fact that he is such a mage. Fortunately, most gens have enough sense not to endanger their sha’ir over much. Though they feel it is fine to make the sha’ir feel some discomfort (after all, humility is a sign of greatness), they will never do anything that may result in overt harm to their master.

The last thing that gens require is contact with those of geniekind. Gens are very much dependent on their more powerful cousins for their magical powers and, some believe, for their very existence. Gens must be allowed to spend at least five hours a week talking to their kindred. While this requires no special actions on the part of the sha’ir, it will place the gen beyond contact range for a time. Most gens like to tack this “social time” onto the beginning or end of their “resting time.” This allows them to enter the elemental plane and talk to some genies and then rest.


If a gen is deprived of any of these requirements for a week, the gen becomes very irritable and prone to irrational fits of anger. During this time, the gen will not actively hurt the sha’ir or cause the sha’ir harm in any direct way, but it will not go out of its way to help the sha’ir, either. If a sha’ir wants a spell and is not in immediate danger of being killed without it, the gen may take up to twice as long as normal to find the spell. This continues until the gen has received the treatment it requires in addition to some small, special treat that its master has long denied it. All gens have a tendency to ask for things they cannot have; this is a good chance to make a sha’ir pamper the gen a bit.

If a sha’ir is so callous as to pay no heed to his gen’s surly attitude, the gen becomes even harder to handle and takes even longer to retrieve spells. All spells will take double the normal time to find, and the gen will deliver the spell with a snide comment of some sort or another. In addition, the gen will refuse to wake during its rest period regardless of the situation its sha’ir is in. After a week of this, the gen will come right out and tell the sha’ir what the problem is and how to fix it. This will require no less than a week’s “vacation” for the gen, as well as some sort of special prize that the gen has had its eye on. This gift must be worth at least 100 gp per level of the caster and must be delivered to the gen as quickly as possible.

Should all of this fail to apprise the sha’ir of his gen’s exceedingly poor attitude, the gen will make the ultimate show of disgust—the poor creature will simply disappear for a week. What the sha’ir doesn’t know is that the gen has sought refuge with geniekind and is busy pouring its heart out to anyone who will listen. At the end of the week, a genie will appear before the sha’ir and explain the problem to him in terms that cannot be misunderstood. The genie who appears will be a step above the most powerful genie that the sha’ir can bind and will not be amused should the sha’ir try anything so foolish. This member of geniekind will act as an arbitrator in the dispute and will protect the gen until something satisfactory has been worked out. If things get to this stage, the sha’ir is going to pay dearly and only some very persuasive arguments will prevent the forfeiture of the gen’s services for no less than a month and tribute worth at least 1,000 gp per level. Geniekind will enforce the agreed upon settlement. Should the sha’ir decide to break his agreement, his gen will leave forever and he will be forced to begin his career over as a sorcerer or elemental mage.

While all of this may make gens seem to be vain, troublesome creatures, in truth what they ask is quite reasonable. After all, the gen provides its sha’ir with magicks that other wizards of similar levels can only dream about. And the gen is also a competent servant. While they require a little more care and pampering than a standard familiar, they are far more versatile





and considerably more powerful. A sha'ir who abuses such a creature deserves whatever he gets.

Gens and Spell Fetching

The retrieval of spells is the primary function of a gen; it is the one task they perform very well. But just exactly how do the gens manage to retrieve powerful spells in a relatively short amount of time and present them to their sha'ir in a readily usable form? Two methods are outlined below, either or both of which can be used in an AL-QADIM® campaign without upsetting the balance of magic. These are merely explanations of the way things work and should be considered guidelines, not rules "written in stone."

The first method by which a gen retrieves spells is known as the "token concept." According to the token concept, genies and other powerful creatures store their magic in easily transportable items known as tokens. These tokens are carefully guarded, but many have become lost over the years and are scattered about the various elemental planes. In addition to those created by geniekind, there are also a number of tokens that have formed spontaneously on the elemental planes. These magical items are quite powerful and will last forever if their magics are not triggered.

When a gen is sent to retrieve a spell, it heads out to the elemental planes to get some of these tokens. An innate sense guides the creature to the appropriate token, which is then returned to the sha'ir. To cast the spell contained in the token, the sha'ir must concentrate while holding the token. As the sha'ir focuses upon the token containing the spell he desires, the appropriate words and gestures pass into the sha'ir's mind, allowing him to release the power of the spell. The entire process requires only the normal amount of time to cast the spell in question. The sha'ir must be able to speak and move freely to cast the spell; only the source of the spell knowledge is different. Once the spell is cast, the token crumbles to dust (or evaporates, or bursts into brief flame and wafts away in a puff of smoke) and is no longer usable. If a spell is not cast within three turns from the time the token is delivered to the sha'ir, the token fades away to nothingness as

distance from the elemental planes weakens the forces which hold the spell within the token.

Gens have a very cautious attitude when it comes to tokens. Gens believe that members of geniekind can detect the presence of tokens. While one token presents a negligible risk of detection, more than one might very well draw some unwanted attention. Because of this fear, which may or may not be valid, a gen will never allow its master to have in his possession more than one token. Until a sha'ir casts the spell contained in a token that he possesses, or the token disappears because it is not used within three turns, the gen will refuse to bring any more tokens to the sha'ir. No amount of cajoling or bribery will convince the gen to overcome its fear of discovery by members of geniekind who may not be happy to have their lost tokens used by sha'irs.

Outside of what is detailed above, tokens operate under all of the rules for retrieved spells as discussed in the *Arabian Adventures* rule book.

The second method by which gens are able to retrieve spells is known as the "residual imprint concept." This concept holds that once a spell is cast, it leaves a bit of itself behind in the world. Gens can reconstruct the patterns, gestures, and words necessary to cast a spell by studying its imprint. Unfortunately, gens cannot hold the pattern within their minds for any length of time and must restudy each spell's pattern every time they are sent forth to retrieve it.

Once the gen has studied a pattern, it can impart this knowledge to its sha'ir. This doesn't require physical contact, but the gen must be within 10 feet of its master to transfer the knowledge. This transfer is instantaneous and automatic, instantly imparting the knowledge of the spell to the sha'ir.

Sha'irs are not able to contain this knowledge for long and must cast the spell within three turns of gaining its knowledge or they will forget it entirely. Sha'irs can't hold more than one spell in their memory and must cast the spell they know (or allow three turns to pass and forget it) before they may gain another.

There are other methods by which gens may retrieve spells for their sha'irs. DMs are encouraged to be as creative as possible when deciding how this



works within their campaign. It is even possible for different gens to have different ways to retrieve spells, adding a further layer of mystery to the functioning of the sha'ir and their elemental familiars.

CONNECTION TO A GEN

Gens are very similar to familiars, though there are a number of differences between a gen and a standard familiar (as stated in the *Arabian Adventures* rule book). The connection between a gen and its sha'ir is also a bit different from that enjoyed by a standard sorcerer and its familiar.

One of the major differences is the intensity of the connection. While an ordinary wizard shares an empathic link with her familiar, a sha'ir and a gen become very closely linked. A sha'ir can see and hear through a gen's eyes and ears and may indulge in two-way, mental conversation with the gen. The range of this communication is equal to 10 feet per level of the caster. This ability allows a gen to become a consummate spy, instantly reporting to its sha'ir and gaining further orders without the need to return and confer with its master.

Gens are also more intelligent than standard familiars, which gives them the ability to handle more complex tasks. Gens are as intelligent as bright children and only a little more mature. Thus, while they are able to perform complex tasks, the wording of such tasks is extremely important. A sha'ir who commands his gen to go and take a precious gem from the coffers of the caliph must remember to also ask the gen to be sneaky. Otherwise the gen is likely to walk up to whoever is guarding the gem and demand the item, usually in the name of its sha'ir. This is a situation that could become very embarrassing very quickly. Like all of geniekind, the gens are somewhat capricious; ask what you will of them, but always be very specific.

Increasing The Abilities of a Gen

A gen increases in hit points as its master increases in level, but there are other ways to improve the abilities of a gen as well. A gen's strength, damage, THAC0, and special abilities can be increased, and new abilities can be added.

Increasing a gen's capabilities is no light undertaking. Powerful rituals must be performed and the risk is great for both gen and sha'ir. Success is well worth the risk, though, and many sha'irs and gens undergo the rituals every year.

Before a gen can be increased, the permission of geniekind who govern his or her element must be sought. These genies are the only beings who can devise the rituals for individual gens and their sha'irs. To gain the favor of these genies, it is necessary to undertake a quest or to deliver some amount of gems or other valuables to the genies in question. These gifts are not demanded immediately; in most cases the sha'ir has until the next full moon to deliver the goods.

Even if the sha'ir is able to provide the genies with the item(s) that they want, he may still find his request for the rituals to improve his gen denied. The base chance for success in convincing geniekind to hand over the proper ritual is calculated as follows: $(\text{Level of sha'ir} \times 10) - [(\text{Cost of ability to be added or improved}) + (\text{number of abilities already added to or improved upon for this gen} \times 5)]$. The sha'ir must roll equal to or less than the number generated by the above formula on percentile dice in order to gain the rituals necessary to improve his gen.


Example: Fazil is a 6th-level sha'ir who wishes to add the ability to channel spells to his gen. His level multiplied by 10 is 60. The ability cost for channeling spells is 20, and the gen has already had three abilities added or improved. The final chance for success is $(6 \times 10) - [(20) + (3 \times 5)]$. This results in $60 - (20 + 15)$. Thus, Fazil has a 25 percent chance to increase the abilities of his gen.

If the sha'ir fails to sway the opinion of the genies, he will be stricken with some sort of punishment for his impertinence. Genies are not known to be overly kind when devising such punishments, especially for those sha'ir who repeatedly annoy them.

The first time a sha'ir fails to convince the genies that he needs to improve his gen's abilities, the genies will lower the "evil eye" on the character. This effect lasts for 1d6 days and cannot be removed before its duration is spent.

The second time the sha'ir bothers the genies and cannot convince them that his gen really needs a new





ability, the effect is much more severe. The next time the gen goes out to find a spell, the genies will capture the familiar and keep it for 1d6 days before allowing it to return to the sha'ir. Usually the gen will be sent back with a message stating that the gen is in fine shape, and the genies really see no reason to meddle with the creature.

Penalties get much more severe from here, and genies have been known to go out of their way to cause trouble for the sha'ir who consistently fails to get permission to alter her gen. Genies find such sha'irs to be a bother and delight in tormenting them in subtle or not so subtle ways. Deprivation of magical abilities, physical disfigurement, shameful curses, and other debilitating fates may be visited upon sha'irs who try to overstep their bounds in the enhancement of their gen. Many are the tales of sha'irs who tried to force their will upon the genies in this manner. After repeated failures, many took their own lives rather than live with the humiliating punishments heaped upon them by geniekind.

Rituals

If the sha'ir convinces geniekind to design the proper rituals, he will have to leave the gen with the genies until the next full moon. This gives the genies the time they need to study the gen and discover the safest way to alter its being. Once this time has passed, the sha'ir may retrieve his gen. For the time that the gen is with geniekind, the sha'ir will not be able to cast any spells. Under *extremely rare* circumstances (if the sha'ir has proven himself to be a powerful friend and ally of all geniekind, for example), the sha'ir may be granted temporary use of another gen. This gen will never be as loyal or as efficient as the sha'ir's normal gen. All attempts to retrieve spells by the "stand-in" gen will suffer a 10 percent penalty.

Preparations for the ritual must commence on the next night of the full moon. The proper materials must be gathered and prepared before this time and are specific to each ability to be added or improved. Each ritual requires a variable period of time, depending upon the ability to be added or improved, and the sha'ir and his gen can do nothing that is not directly

related to the ritual for the entire duration of the ritual. Eating is forbidden, as is leaving the ritual area for any reason. Sha'irs are advised to cast whatever spells they can in order to make eating, sleeping and other bodily functions unnecessary. (The spell *ritual strength* in Chapter 4 provides a way for sha'irs to maintain their strength during a strenuous ritual.)

Sha'irs without access to spells that will help them make it through the ritual may not be able to finish the ritual at hand. Rituals that last less than eight hours are relatively easy to complete, though sha'irs with very low Constitution scores (8 or less) will be exhausted at the end of their ordeal and must rest for no less than 10 hours before undertaking any sort of activity more strenuous than eating and drinking.

Rituals that require from 9 to 16 hours to perform are more difficult for mages to undergo. At the end of every hour after the eighth, the sha'ir must make a Constitution check, applying a penalty of -1 to the sha'ir's Constitution at the end of every hour after the ninth. Thus, after the tenth hour, the sha'ir must make a successful Constitution check at -1; following the eleventh hour, the Constitution roll is made at -2 and so on until the ritual is complete.

Failing one of these rolls does not immediately ruin the ritual. The sha'ir who fails such a roll must make a "recovery check," at this point to see if he can keep going. This check is based on Intelligence. The first recovery check is made at the penalty imposed upon the Constitution roll that failed; i.e., if a sha'ir failed a Constitution roll that was made at a -2 penalty, the recovery check (based on Intelligence) would also suffer a -2 penalty. The player of a sha'ir is responsible for recording his failures and the number of recovery checks made. Every recovery check after the first is made at an additional -1 penalty, and this penalty is added to that required by the Constitution roll (their effects are cumulative!). If a character fails a recovery check at any time, the ritual comes to an immediate end, and the sha'ir must deal with the forces he has created or unleashed.

Rituals that end before 16 hours have passed are generally not that dangerous to those involved. While there are a number of elemental forces that are drawn




forth during the ritual, these will generally dissipate in a harmless manner. The sha'ir will suffer a number of hit points of damage equal to the rating of the ability or improvement sought for his gen (see below). The sha'ir will be extremely weary if the ritual fails and must rest for a number of hours equal to 24 minus the sha'ir's Constitution. The sha'ir may do nothing during this time of resting and will be fast asleep. The gen is likewise sleeping safely away on its elemental plane. The gen will sleep for as long as the sha'ir it is bound to and cannot be awakened by any means until the appropriate number of hours have passed. The sha'ir may be awakened by damage done to him, but will suffer a -3 penalty to all actions while he is awake. Even if the sha'ir does wake up, his gen will remain on its elemental plane until it has rested the required amount of time.

Rituals longer than 16 hours become intensely grueling affairs. The sha'ir has been up for a long time without sleep, is most likely getting hungry, and thirst will have reduced his throat to a parched waste from which croak the syllables of his chant. Now is the time that many sha'irs find they can go no further and collapse into the sands.

At this point, the penalty on Constitution rolls levels off at -8. Sha'irs must roll every hour just as before and are allowed to make recovery checks as normal. Failure at this point is much more hazardous, however, and releases forces that are often very destructive in nature. As before, the sha'ir will suffer a number of hit points of damage equal to the rating of the ability or improvement the ritual would have bestowed upon the gen. An additional 1d4 hit points of damage are suffered for every hour remaining in the ritual. The gen suffers damage equal to the rating of the ritual, just as the sha'ir did, but doesn't take any additional damage. The gen will immediately flee to its home plane and will remain there for 1d6 days. The sha'ir will fall into a comatose state and will not awaken until all damage caused by the ritual's failure has been healed. If magic is used to heal these wounds and get the sha'ir back on his feet a little faster, the sha'ir must make a system shock roll or collapse back into a coma for 1d4 weeks.





Rituals lasting 24 hours or longer go beyond grueling—they become potentially lethal. After 24 hours, the sha'ir will be forced to roll for dehydration, subtracting 1d6 from his Constitution. A Constitution check is required at 24 hours and for every 2 hours following. Failure at this point becomes very likely and is extremely dangerous. The rating of the ritual, doubled, is suffered as damage by the sha'ir. The gen takes this damage as well and retreats to its home plane until the sha'ir is able to summon it once again, or until called upon by geniekind. In addition, the sha'ir suffers 1d6 points of damage for every hour remaining in the ritual as elemental forces are unleashed and attack. The sha'ir who is not killed by the power of the elements arrayed against him will fall into a deep sleep. The only cure for this wasting away is for geniekind to have mercy on the sha'ir.

There are no hard and fast rules for whether or not the genies take mercy on the sha'ir. In order to give the character a fair chance, the DM should allow the sha'ir to appear, in spirit form, before the genie court. The DM will play the part of the court members, and the scene will be role-played out. At this time the sha'ir must justify his actions to the genie court—was he doing something to aid his gen, or was he merely attempting to garner a bit more power for himself? Use every argument you can think of to condemn the character, and force the sha'ir to use every ploy that he can to save himself. This can be very entertaining role-playing and makes the player take a look back at his character and question his own motives.

If geniekind decide that the sha'ir is a power monger, the character will normally die, There is a possibility, however, that the character may convince them that he realizes the error of his ways and sincerely intends to reform. If this is indeed the case, the sha'ir must perform a task for geniekind (usually a major undertaking) and will be barred from ever attempting to improve his gen again. For this price, the sha'ir will be returned to the land of the living. His wounds will heal normally, and when they have healed, the sha'ir will awaken and his gen return. From the moment he is conscious, the sha'ir has one week to begin the task demanded of him by the genies. Failure

to do so results in the character's sudden, irrevocable death. This has given rise to the saying "sha'irs' demise" in relation to any death for which there is no immediate, detectable cause.

While it appears that adding attributes or abilities to a gen is an impossible task that could end in sudden death, it should be remembered that sha'irs have access to a number of magical aids that will see them through most rituals. *Ritual strength* is one such spell, cool strength will save the character from the effects of dehydration, and *lifeproof* will save the character from making any rolls until 24 hours have passed. At that point, the sha'ir must make Constitution rolls as if he had been working the ritual for eight hours.

Altering the abilities or attributes of a gen is a very dangerous undertaking. But, when handled by a proficient mage, the danger is manageable.

Below is a list of the various abilities that a sha'ir can add to his gen, and the ritual rating and requirements for each ability.

Increased Damage

Rating: 15

Ritual Requirements: A large amount of the gen's element (at least 20 gallons, 100 pounds, or 20 square feet) must be present at the center of the ritual area. A gem worth 500 gp must be placed within the element at hand and will be consumed during the ritual.

Time: This ritual requires 16 hours.

Description: *Increased damage* adds one die to the damage normally done by the gen in question, This ritual may be performed more than once on the same gen, but not more often than once a year.

Improved Armor Class

Rating: 15

Ritual Requirements: This ritual requires a diamond of no less than 500 gp value. If the ritual is performed more than once on the same gen, the value of the diamond is increased by 500 gp for each time the ritual is performed,

Time: This ritual requires 16 hours.

Description: When this ritual is performed, the gen receives a +1 bonus to its AC.



Enhanced Senses

Rating: 12

Ritual Requirements: The requirements for this ritual vary depending upon which sense is being enhanced. An increase in sight will require two rubies worth 600 gp a piece. Smell requires a concoction of rare herbs that costs 600 gp. An increase in the sense of taste uses a special unguent; the ingredients cost 300 gp. To increase the gen's hearing, a set of earrings studded with small precious gems for a total cost of 500 gp (250 gp each) is needed. The gen's sense of touch cannot be increased through the use of this ritual.

Time: Sight improvement rituals last 24 hours; hearing, taste, and smell rituals last 16 hours.

Description: This ritual improves one of the gen's senses, allowing the gen to become a more competent servant for the sha'ir. There are a number of improvements that can be added to the gen's various senses. No more than one improvement can be added to the gen's senses per ritual performance.

The following improvements are available for the gen's sight:

1. *Detect invisible, 30 feet.* This ability allows the gen to see invisible objects, regardless of the spell or ability that hides them, within 30 feet. This ability works without fail and cannot be fooled by any magic or magical ability,

2. *Infravision, 300 feet.* By performing this ritual upon the gen, the sha'ir gives his familiar the ability to see out to 300 feet using infravision. This is not to be confused with "eyes of the eagle" below.

3. *Eyes of the eagle.* This ritual gives the gen incredibly acute eyesight. The gen can spot creatures the size of rabbits with no difficulty up to 100 feet. If the creatures are hiding, their "hide in shadows" percentage is reduced by 15 percent. Man-sized creatures can be spotted at 100 feet regardless of whether or not the creature has successfully hidden in shadows. At 200 feet, man-sized creatures who are hiding in shadows suffer a -15 percent to their skill roll when attempting to hide from the gen. The "eyes of the eagle" also gives the gen double the normal chance to spot hidden or concealed doors, though they give the gen no special ability to penetrate magical concealment.

4. *Eye of truth.* This ability gives the gen a chance to see through magical illusions. The chance is 50 percent, +5 percent per level of the sha'ir, -10 percent per level of the illusions' caster. This ability works automatically, and the DM should roll the dice to determine if the gen pierces the illusion.

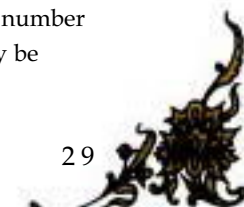
An increase in the gen's sense of smell can result in one of two enhancements to that sense.


1. *Tracker scent.* With this ability, the gen can track creatures by the sense of smell. This ability only works when tracking those creatures who travel overland and who are in contact with the earth. Creatures such as djinn and pegasi, which fly, cannot be tracked unless they remain on the ground.

This ability is an enhanced version of the tracking nonweapon proficiency. The gen's base chance to track is 15, and the ability is checked exactly like a nonweapon proficiency. The gen is affected by few of the modifiers listed under the tracking nonweapon proficiency (p. 64, *PHB*). Those that do affect the base chance are: shallow water (-10), every two creatures in group (+1), every 12 hours since trail was made (-1), every hour of rain (-5). No other modifiers have any effect on the gen's ability to track.

2. *Scent of danger.* Sha'irs have a wide variety of enemies, many of which like to strike quickly and from the shadows. With this ability, the gen of a sha'ir can detect danger directed at its master—most of the time. The base chance for this ability to work is 14; the DM should roll a d20 whenever there is danger of which the sha'ir is unaware. On a roll of 14 or less, the gen detects the danger and can warn the sha'ir. This ability only detects danger aimed specifically at the sha'ir, not general dangers such as those posed by natural disasters or threats directed at a group of characters. The gen is not able to tell what sort of danger is present, nor where it will strike from, but it does give the sha'ir a chance to take some basic precautions when danger is present. While many sha'irs grumble about the vague nature of their gen's ability to detect danger, all admit it is an ability that is extremely useful.

A gen's hearing can also be augmented in a number of different ways, but, like all senses, it can only be





added to once per ritual performance. There are three basic hearing increases listed below.

1. *The sound of lies.* With this ability, the gen can detect whether or not a person is lying. The gen has a 14 in 20 chance to detect lies. The person in question must be speaking to the gen's sha'ir, and the gen can only determine the truth or falsehood of entire sentences. So, a clever speaker can confound this ability by couching his lies between truths. If a speaker has as many lies as truths in a sentence, the gen will detect the fact that the sentence was neutral, but cannot tell which parts were true and which false. A sentence with more lies than truth will be recognized as essentially deceitful, but the gen will not be able to tell the lies from the truth. A sentence with more truths than lies will be noted as true, even though it contains some falsehood. The important thing to keep in mind is that this ability works on sentences as a whole, not on elements of that sentence. Even the sentence, "The sky is blue, the sky is green, and the sky is blue," would be reported as true by a gen with this ability. After all, there are two true statements in the sentence and only one false.

2. *The whispering of the wind.* This ability allows the gen to hear any conversation that he can see taking place. No spells or other magical barriers can stop this ability from functioning.

3. *Sounds of the gentle zephyr.* This ability increases the natural hearing ability of the gen in question. This gen will be able to hear any normal sound made within 100 feet of it. This ability grants the power to control what it hears and doesn't hear to avoid being overwhelmed by a thousand cacophonous voices. The gen is also able to hear characters who are trying to be quiet. A gen with this ability cannot be surprised by any creature that makes sound, and only a *silence, 15' radius* spell is sufficient to block what the creature can hear. It should be noted that the gen is not able to duplicate either "the sound of lies" or "the whispering of the wind" with this ability. "Sounds of the gentle zephyr" only allows the gen to hear sounds it might not otherwise hear but doesn't allow comprehension of these sounds (such as would be necessary to make sense of conversation some distance away).

The Falcon's Wings

Rating: 20

Ritual Requirements: This ritual requires the feathers of a falcon gathered from the falcon's aerie by the hand of the sha'ir himself. These wings must be glued to the arms of the gen, using a paste made from rare herbs and unguents (total cost 1,000 gp).

Time: 36 hours.

Description: This ritual causes the gen to grow wings from its back or arms, as determined by the sha'ir. It doesn't matter where the wings grow from, the effects of the ritual are the same. Once this ritual has been completed, the gen will be able to fly at 36' a round with a maneuverability class of A. The gen has complete control over its abilities but may fly for no more than one hour at a time without becoming exhausted. The gen may not make swooping attacks, however, as the wings are not sturdy enough to support it through such a stressful maneuver.

Cloak of Gathering Shadows

Rating: 12

Ritual Requirements: This ritual requires a spider web found under the shadow of a rock. This web must be large enough to cover the gen's upper body at least. The difficulty of finding a web of this sort should be set by the DM, but should not be an easy task. This ritual also requires a handful of hair from a stealthy man (typically a thief or holy slayer).

Time: 18 hours.

Description: This ritual adheres a spider web to the back of the gen. This web contains the essence of shadows in it and will allow the gen to hide itself in such shadows with relative ease. The base percentage chance for a gen to hide in shadows is 55 percent, +1 percent per level of the sha'ir to which the gen is bound. Gens who hide in shadows are subject to the same restrictions as thieves using the same ability.

Touch of Opening

Rating: 20

Ritual Requirements: A set of golden lockpicks. The cost of this set is at least 2,000 gp, plus the difficulty of finding a craftsman to make them for the sha'ir.



Time: 30 hours.

Description: “The touch of opening” is an ability that allows the gen to open any door that is not magically barred. The gen need only touch the door in question, and any locks will open and bars will lift. The door can then be opened with ease. This ability is also effective against locked chests and other containers, but any magical sealing of those containers will completely foil the gen. Sha’irs who empower their gen with “the touch of opening” are regarded with distrust, even by their own kind. Sha’irs who enhance their gens with this ability must subtract one from their current station. Though they have not committed a crime, it is suspected that they intend to do so once this ability is added to the gen.

Spell Conduit

Rating: 25

Ritual Requirements: This spell requires that an exact model (though of much reduced size) of the sha’ir be constructed from ivory, gold, silver, and obsidian. The model must be hollow and its interior filled with hair and nail clippings, saliva, and tears from the sha’ir. The model is then hung from a necklace of rare black pearls worn about the neck of the gen. The cost of all these materials is no less than 5,000 gp plus the cost of locating and procuring the necessary items. The craftsman who makes the necklace will also add no less than 1,000 gp to the cost of the ritual (due to the exacting nature of the work). The sha’ir must stay close to the craftsman who designs the necklace so the model will be accurate+ The model will require no less than three weeks to construct, though this time can be reduced by paying an extra 1,000 gp per week of reduced construction time. This is essentially the same as hiring the craftsman as a servitor and sitting with him or her for a full eight hours every day. The model will require at least a full week to get exactly right.

Time: 48 hours.

Description: “Spell conduit” allows the sha’ir to cast spells through his gen. The sha’ir is still the one casting the spell, but the spell issues from the gen’s location. The maximum distance allowed between

sha’ir and gen is 100 feet per level of the sha’ir. If the gen moves out of range or the sha’ir is forced to move out of range for some reason, the conduit is separated until gen and sha’ir can get back within the required range.

This ability is different than the other enhancements listed in this section because it is not actually a part of the gen. Instead, the ability is embedded in an item that is attuned to the gen and which transfers the spell conduit ability to the gen. Because of this, the conduit can be broken by someone stealing the necklace and model from the gen. There is no known way to spoil the model and necklace (short of a wish spell), so all that the gen must do to restore its spell conduit ability is get the necklace back. Though it is considered bad form, some sha’irs will steal and hold these necklaces for ransom, extorting large sums of wealth for their return.

Other abilities may be invented by DMs, or by players with the DM’s approval. Abilities can be quite powerful, but should have correspondingly high ratings and time requirements, as well as expensive or hard-to-obtain ritual requirements. This will help to keep things in balance, as lower level sha’irs will not risk their lives to enhance their gens. High power will still lie in the hands of the higher-level sha’irs and a few lucky low-level practitioners.

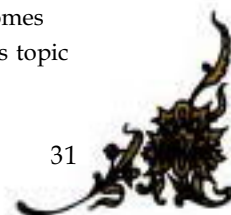
It should be remembered that if a gen is destroyed or lost, all of its special abilities are lost too; the sha’ir will have to start all over with yet another gen.


Free Gens

Though it doesn’t happen very often, a gen does sometimes become a free creature, uncontrolled by a sha’ir or other master. Many of these creatures are merely mischievous beings of little power who delight in playing tricks on unsuspecting humans.

There are those, however, who are extremely powerful, having been augmented by their sha’ir (see above) to such a level that they can become a real threat.

Some debate exists as to just how a gen becomes free, and volumes have been devoted to just this topic





in the libraries of many sha'irs. It is a question that impacts heavily upon every sha'ir: if a gen may one day become free-willed and able to act of its own volition, might it not turn on its master of so many years?

What is known is that no sha'ir has ever had a gen go free and remained in circulation long enough to talk about it. In all documented cases, free gens claim their sha'ir is either dead or imprisoned on some distant plane (usually at the hands of geniekind). These gens are reluctant to speak of how their former masters came to such a fate, though they do say they are not to blame. If what they say is to be believed, most gens go free when their sha'ir is slain in a sudden, unexpected manner, or when their sha'ir manages to offend geniekind in some great way.

The following are possible explanations for why this occurs. DMs are encouraged to chose which reasons are valid and which are just the misguided thinking of sha'irs.

- When a sha'ir dies suddenly, he is unable to give his gen the freedom it deserves. Because of this, the gen must either cease to exist entirely (just as its sha'ir has) or somehow manage to make the jump and become a free-willed creature. There must be a large amount of magic, either in recently cast spells or items, in the area for the gen to make the transformation. If this explanation is correct, odds are that less than 1 in 100 gens ever manage to gain their freedom this way.
- Sha'irs who are extremely unkind to their gens will be given a chance to atone for their misdeeds (see "Care and Feeding of a Gen" above). If the sha'ir doesn't prove himself worthy of his status, his gen will be taken away. In extreme cases, the sha'ir will become a prisoner of geniekind, who will treat the sha'ir just as he treated his gen. In the worst possible scenario, the sha'ir becomes a mindless servitor to geniekind, and his free will is implanted in the gen that suffered at his hand. This may explain why some free gens have more than a little of their former master's personality,
- Over time, a gen may be enhanced by its sha'ir,

gaining greater and greater levels of intelligence as a result. Though there is no ritual specifically designed to increase the intelligence of a gen, this seems to be a side effect of the more powerful rituals. As the gen increases in intelligence, it may begin to rebel against its master. If the sha'ir is naive or recklessly continues to augment the gen, it is likely that the gen will openly confront the foolish sha'ir. In this case, the gen finds some way to get around his servitude to the sha'ir and will probably try to kill the sha'ir. Alternately, the gen may call upon the help of its cousins, geniekind, who may or may not free the gen. In either case, the gen will do its best to hide the fact that it killed its master, wary of calling the wrath of the entire sha'ir community down upon it.

- A gen may increase in abilities naturally. Some sha'irs believe that a gen gradually grows in power as its master increases his magical knowledge. Eventually, these gens gain the ability to become lesser members of geniekind themselves. When this occurs, the gen will ask for its freedom. It is believed that the gen will barter some sort of treasure for its freedom, tricking its sha'ir master into a trap. This theory is interesting as it assumes that gens serve sha'irs simply because they don't know any better. Once a gen reaches a certain level of intelligence, it realizes that it has a choice in its life and decides to exercise this choice.
- Some sha'irs believe that gens are merely immature genies. This theory states that the gens are sent out into the world to study the workings of man's magic. They must stay with their masters until their masters' deaths. Then they are allowed to return to their homes where they make the change to full genie. Of course, this is all kept quite secret by geniekind, who don't want their young to be held hostage by greedy sha'ir. A gen becomes free, under this theory, when its master dies quickly and its genie relatives do not believe it to be mature enough to make the transition to full genie. Thus, the gen is forced to stay among men for a while longer, learning more before it can return and come into its mature stage.



Regardless of how a gen becomes free, once they gain their freedom they are a significant discomfort to sha'irs everywhere. These creatures delight in taunting other gens, often doing all they can to delay or trouble the dutiful gen. When a free gen is in the area, it will take a bound gen twice as long to find a spell for its master. The free gen will always waylay the sha'ir's gen, leading it on a merry chase far away from whatever spell the gen is searching for.

Once a gen becomes free, it gains a personality of its own as well as goals and dreams that it pursues. A gen will retain its natural alignment (as determined by its elemental composition) and will act accordingly.

Good gens will generally do nothing that will result in the permanent loss of life, property, or station. They will keep their pranks on the level of practical jokes. Some good gens have even overcome their desire to taunt sha'irs and other gens altogether and act as advisors to those gens who seek them out.

Evil gens are just the opposite. Their idea of a good joke is installing a spring-loaded dagger in the out-house or filling a sleeping man's bed with scorpions. Their jokes are based around cruelty and pain. To them, such acts of violence are hilarious, especially when several such pranks occur in rapid order. A sha'ir who draws the attention of evil free gen may find themselves experiencing a terrifying run of bad luck and mysterious accidents, all of which are accompanied by a nearby tittering.

Some of the most intelligent good and evil gens have even managed to form loose organizations. These are extremely small in number, usually supporting no more than three to five gens. These organizations do what they can to achieve a specific goal. Many have come into existence for the sole purpose of battling one another, leading to gen wars that rage on for years before one or both sides are wiped out by magical abilities and surprise attacks.

There are rarely more than 50 free gens loose in Zakhara at any time. Of these, perhaps 10 will be of the most intelligent variety while the others are of low intelligence. As stated, the circumstances under which free gens are created are mysterious and rare, limiting the numbers of these creatures extant at any one time.

Attributes for Free Gens

A free gen has the hit points, AC, damage capabilities, and other abilities that it possessed when it was serving its sha'ir master. None of this changes just because the gen has gained its freedom. The gen's intelligence does increase, raising to the low end of the Moderate level. A very few gens have their intelligence increased greatly, going from Low to High. These gens do not suddenly gain a number of intelligence points, but instead have been slowly becoming more and more intelligent. Their freedom was merely the catalyst that energized this ability and allowed them to use their intelligence to its fullest.

Gens will normally loot the home of the sha'ir they used to serve. This means that the majority of free gens will have a number of magic items with them when encountered. Gens may use any magic item that a sha'ir may use, which is another reason they harass other sha'ir. If they can cause enough trouble, they may be able to convince the sha'ir to "buy off" their troubles by giving forfeiting a magic item or two.



Due to their long-standing relationship with their sha'ir, free gens can continue to seek out spells as they had under their masters and, in addition, may cast these spells (though not as proficiently as they would have others believe). Their ability to search out spells is the same as when they had masters, and they have the same chance of success as had their masters when the gens were released. Chance of failure in casting the spell is equal to 10 percent per level of the spell, with a further modification of 60 percent for priestly magic. Should the spell fail, nothing happens to the gen. A free gen can cast only a single spell per day. In general, a free gen will have a single impressive spell on hand to deal with those who come calling.

No gen will sully its hands with weapons or wear armor. Not only is this a display of weakness and fear, but it is extremely difficult to find any armor designed for a person only 18 inches tall.

Life of The Free Gens

Most free gens spend their time traipsing about and causing trouble for any sha'ir and gen they meet. They





play practical jokes and steal on a whim, making them a very real nuisance to those sha'irs they target. Many free gens will allow themselves to be bought off with magic items, as long as the sha'ir appears to be properly respectful of them. Once a gen has been paid to leave a particular sha'ir alone, it will do so. But it will also inform other free gens of the whereabouts of a sha'ir who is "a real pushover." The sha'ir can then count on being harassed at every turn by other free gens, all trying to get him to buy them off for outrageous sums.

Most free gens have no permanent home on the Prime Material Plane. They keep all their goods on their elemental plane and retrieve those they need when they need them. If a gen has managed to remain free for some time, his home will have as many luxuries and magical items as that of any sultan. Many are the adventurers who have tried to find the location of just such a treasure-trove. Mysteriously, none of these has ever returned from his quest.

There are gens who are more intelligent than their peers, and these have taken the title of "exalted gen" for themselves. Among the lesser gens, the exalted gen wields much power and is treated as a noble ruler. Though exalted gens are not significantly more powerful than their companions (some have no special abilities other than those they started with), they are significantly more intelligent. Their rating of High allows them to trick and cajole lesser free gens into service. This gives each exalted gen a retinue of gens that serve it loyally. These servitors are used to gather items of power. They are used as soldiers, bodyguards, spies, and messengers. The least powerful among them may find themselves working to expand or organize the home of the exalted gen that they serve.

Exalted gens spend their time trying to increase their power. They may converse freely with sha'irs, trying to learn various "tricks of the trade," or they may indulge their baser instincts in acts of espionage and thievery. Unfortunately for the sha'ir, there is very little that can be done to prevent an exalted gen from sending in his gen spies. A sha'ir's own gen can detect these spies and report their presence to the sha'ir, but

most an exalted gen's operatives are sent in groups of three or four. Only by carefully warding one's place of residence and laboratory against intruders from other planes of existence can a sha'ir hope to stem the tide of spying and stealing.

The most evil of gens are capable of unspeakable acts. Some have enslaved other elemental races through magical means and used them to capture humans to use as slaves and spies in the city of Zakhara. These evil, exalted gens are almost always opposed by other exalted gens who do not want to draw too much attention to themselves. The majority of exalted gens see sha'irs as valid targets for harassment or other punishments, but the rest of the intelligent beings of the Land of Fate are off-limits. Exalted gens wish to keep their nature secret from those already in the know, and to keep other sorts of mages from ever learning about them. It is every gen's worst nightmare that a sorcerer or elemental mage learn to conjure and control it. Such a discovery by such wizards would result in a much larger number of gens being enslaved than are currently under the sway of the sha'irs. Far better to leave non-sha'irs alone.

Statistics for Gens and Exalted Gens

Gens are all unique creatures with attributes determined by the level of their master (at the time the gen gained its freedom) and the number of improvement rituals that the gen has experienced. For this reason, there is no "standard" for gens. A relatively low-ranking member of gen society may be quite powerful but also quite stupid. Conversely, an exalted gen could be relatively weak but intelligent enough to rule over five or more other free gens.

When designing a free gen for your campaign, keep in mind the purpose of the gens. Is it meant to be comic relief, attacking the party's sha'ir with bumbling inefficacy? If so, don't give it increased damage and a lot of stealth abilities. Always remember: most free gens were once the property of sha'irs. When designing a free gen, the level, nature, and resources of its former master must be taken into consideration. A sha'ir dedicated to destroying all of his competition would

likely have given his gen the “cloak of gathering shadows” and a spell conduit to do away with opponents from the cover of darkness at a distance. If you take a moment to consider the sort of gen you are designing, its purpose in the campaign, and who its former master was, you’ll come up with a much fuller, better realized NPC for your campaign.

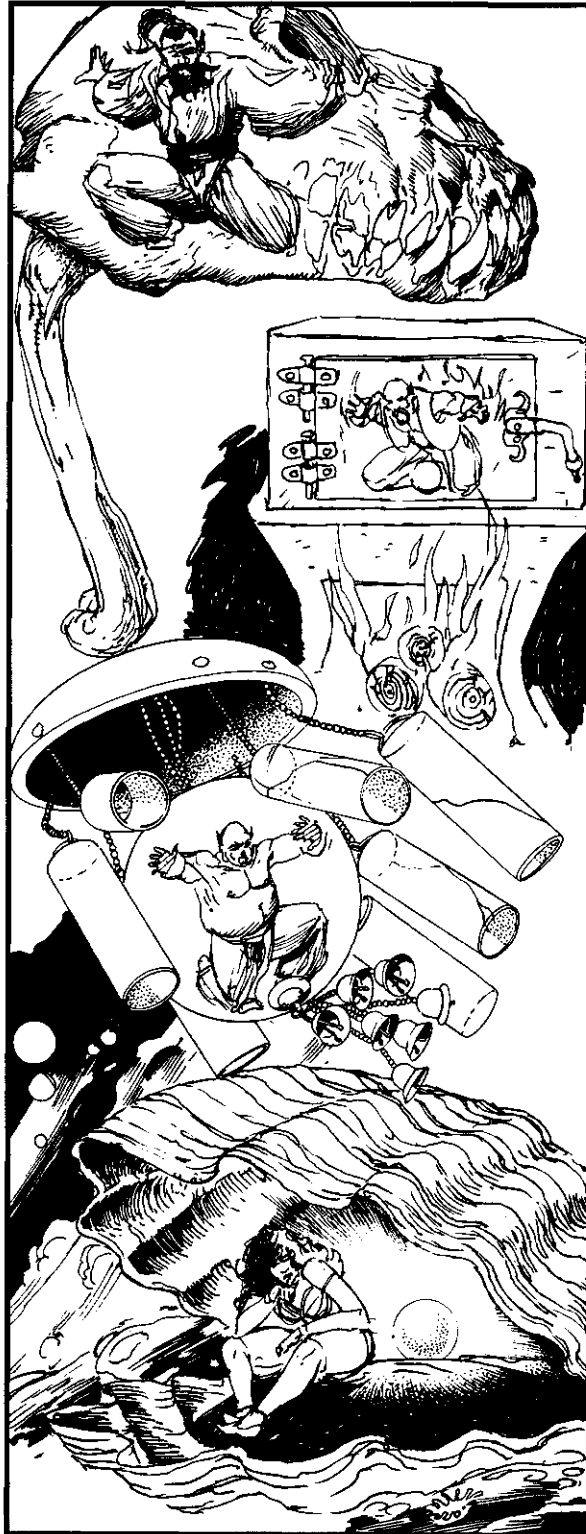
Genie Prisons


One of the most useful powers the sha’irs have involves the imprisonment of genies. While this ability will gain no friends among geniekind, it does give a sha’ir a powerful bargaining chip when dealing with particularly difficult members of the race. It can be very difficult to carry on serious negotiations when bargaining from inside an old wine bottle.

Before sha’irs attempt to trap a genie, some thought must be given to the appropriate containers that will hold the genie about to be trapped. The location of the prison is also a factor; many types of genies must be kept well away from their natural element to prevent their escape from even the best crafted prison.

On page 108 of the AL-QADIM® Arabian Adventures rule book, it states that any type of material or object may be used to trap a genie. While this is true, various genies are easier to trap in certain types of materials. (If you’re going to go hunting down genies, it is best to give yourself any advantage that you can find.) If targeted by a material that is especially appropriate for the type of genie being captured, the genie suffers a -1 to any saving throws to avoid being captured. Genies also have weaknesses for certain types of containers, making it easier to trap them within those containers. A genie targeted by a container for which it has a weakness is also at -1 to its saving throw to avoid imprisonment.

Location is more difficult to choose. In order to trap a specific genie, the sha’ir must actually seek out the genie in order to trap it. In this case, there is no way for the sha’ir to pick the location of the prison. Therefore, no advantage can be gained. If the sha’ir can trick that genie into coming to the location of the prison, the genie suffers a -2 to its saving throw to





avoid imprisonment. Sha'irs who are not picky about which genie they imprison can always attempt to gain this advantage by using their *summon genie* power. It should be noted that the prison must remain in the location where the genie was imprisoned. If it is moved for any reason, the genie is allowed another saving throw without the -2 modifier for location. Genies that make this roll are freed from their prisons and are not going to be at all happy.

Due to the necessity of leaving the genie prison where the imprisonment occurred, most sha'irs pick out locations that are close to their homes. This allows the sha'ir to periodically check on the prison and make sure no one is tampering with it. Sha'irs use many sorts of magical guards and wards to make sure that no one accidentally, or intentionally, tampers with the prisons.

The following details several appropriate materials and types of prison, as well as locations for the prisons, to trap the various types of genies:

Dao are among the most difficult creatures to trap because almost everything that you could contain them in would be made from earth. While they have no special ability to escape from earthen prisons, they don't have any special weakness for them either. Ideally, the container for trapping a dao will be something that was once living. Skulls, shells, rib cages, hollowed bones—all of these will serve admirably for the purpose of imprisoning a dao.

As far as the type of container that will best imprison a dao, tools of the earth are most appropriate. Hammers with hollow heads, shovels with a colorful bone sphere in the handle or even a pick with a hollow handle will all work quite well. The dao is naturally drawn to these tools, making them that much easier to capture.

If the sha'ir can pick the location of the prison, it is wise to pick an area suspended above a great pit or chasm. This separates the dao from the earth. While such separation has no real physical effect upon the dao, it is psychologically and spiritually disheartening to the being, which makes it easier to be imprisoned.

Efreet favor metal, which is the material that is best suited for dealing with them. It conducts heat

well, but is not overly affected by it. However, while they are very durable, prisons made of metal must be very carefully constructed or they will fail. Sha'irs who choose to use a metal prison must make their Dexterity check at -4 or an appropriate nonweapon proficiency check at -1 in order to create a prison that will work on the weakness of the efreet.

There are a large number of items that are used to trap efreet. Among these are stoves, tobacco pipes, forges, furnaces, and other fixtures associated with flame. A small flame must glow in the prison in order to draw the efreeti closer and make it easier to capture.

The location of a prison for efreet can be a bit tricky. Ideally, the prison should be surrounded by earth, but this is not always realistic. Not only is it difficult to ventilate such a prison (in order to keep a flame burning within it), it is also very hard to see something that is completely encased in stone. The most efficient way around this is to light the fire only seconds before calling the efreeti to the prison and to seal it with a slab of glass. Glass, which is made of sand (and is therefore earth), allows the efreeti to see the prison and be drawn to it. It is expensive though; a large window can cost as much as 1,000 gp to procure.

Djinn favor materials that are as light and airy as they are. Delicately woven silk, fine gossamer cloth, and delicate orbs of spun crystal are all very attractive to the djinn. These are rather difficult to obtain and are prone to breakage, but they are well worth the effort.

The items to imprison a djinni that are most favored are those associated with the air. Small box kites, spun globes, wind socks, and other such items will attract the attention of a djinni.

The location of a djinni prison is very important but difficult to secure. Underwater is most favored, usually within a submerged cave that contains an air pocket. These are difficult to find but are also unlikely to be disturbed by a random passerby, insuring the djinni will stay put.

Jann are natives of the wild sands. The material best able to capture them is sand or glass. Sand must



be mixed with something (usually a mixture of water and camel urine) in order to make a paste that can be formed into a given shape.

The type of object that will attract a janni most readily is one resembling some desert feature. Wind blown caves, buttes, and twisted spires are all good, and can be made with relative ease out of sand paste. These do not have to be full-sized; small replicas or dioramas will work just fine.

Jann are weakest outside of their native desert and are extremely uncomfortable in the cities. The best way to trap one is to bring it into the city. Sha'irs who intend to trap a number of jann will rent large rooms in the very heart of a city. It is here that the prisons will be set up and maintained.

Marids are another matter. Capturing a marid is an exercise in bravery or foolhardiness. These powerful creatures are not at all easy to imprison, and the materials, items, and locations that will aid a sha'ir in the imprisonment of one are not easy to come by.

Shells, coral, and pearls are the only things that will attract the attention of a marid and ease its imprisonment. Shells must be of a very large variety and typically come from very powerful monsters (such as giant crabs). Coral must come from the deepest parts of the ocean and must be worked into a wondrous cage with intricate patterns (forcing a -1 to the sha'ir's attempt to construct the prison). Pearls are perhaps the most difficult to work into a prison, as they must be carefully hollowed.

The location for a marid prison must be chosen with great care. The deep desert is a good location, but a more viable site is near an underwater magma vent. The heat will weaken the marid, enabling it to be easily imprisoned. It is also possible to create a very hot, dry environment in an undersea cave, though it can be costly both monetarily and magically.

Trapping a genie is a task to be undertaken with great caution and foresight. Proper planning can give the sha'ir a slight but crucial advantage, while carelessness can result in the sha'ir's rather messy demise.





Chapter 2

Wizard Kits

In this portion of my report I will relate to you the powers of the various wizards that I encountered on my journeys. While I am sure there are many more types of wizards wandering the face of Zakhara, their numbers must be few and their ways secretive to have avoided my search.

Still, the information gained by my journey will go far toward adding to the already formidable wisdom of the Grand Caliph and those who serve our powerful and learned ruler. Take your leisure with this report and study well its contents. While it is true that the majority of the wizards with which I worked were quite pleasant, there are certainly others in this great land who have less than charitable intentions toward those who would oppose them. Who can forget the terrible assassins that stalked the streets of Qadib not so long ago? Did they not operate under the guidance of the Brotherhood of the True Flame, an organization of mysterious elementalists? Study then, and learn of those that may be your allies in the future—or your enemies.

This chapter contains information for a number of new kits that can be added to an AL-QADIM® campaign. These include the astrologer, mageweaver, and mechanician, to name a few. There are also a number of others, all of which should be carefully reviewed by the DM before inclusion in a campaign. While these kits are all properly balanced so as not to upset game play, not all DMs will want to deal with a proliferation of wizard types, preferring to keep the three basic kits (elemental mages, sha'irs, and sorcerers) as the only "common" sorts of wizards and leaving the new kits as the province of exotic NPCs. In either case, these kits will add excitement and diversity to any AL-QADIM campaign, deepening the magical texture of the campaign world and reinforcing its unique flavor.

Players should take a good look at these new kits to decide exactly which sort of wizard will fit their style of play. Each of these kits requires a unique mindset and behavior; try not to pick a kit just for its powers. Attitude is an important aspect of these kits, and players should choose accordingly.



Kit Descriptions

Each of the new wizard kits in this chapter is described in some detail. At the beginning of each kit is a short overview of the kit, as well as information on how the kit fits into the world of Zakhara. Where there is a recognizable historical equivalent, this will be described also. Each kit also contains the following descriptive sections:

Requirements: Some kits are restricted to specific alignments or to members of a certain group. This section details who is and is not eligible to become a member of a given kit.

Role: This section details the kit's relationship to the other sorts of wizards, as well as to Zakharan society as a whole. This explains how most members of individual kits behave and gives reasons why some (particularly PCs) may not conform to this "standard." Attitude is very important to Zakharan wizards, and acting in an inappropriate manner can get a fledgling character into trouble with his betters. Characters who buck the attitude trend of their chosen kit should have a good reason to do so and had best be prepared to defend that reason should the need ever arise.

Weapon Proficiencies: Some of the kits in this chapter require certain weapon proficiencies; other kits restrict the weapon proficiencies members of the kit are allowed to learn. If a kit requires the character to learn a certain weapon proficiency, that proficiency must be purchased during character creation at the normal cost in proficiency slots.

Nonweapon Proficiencies: Some kits require certain nonweapon proficiencies to be learned. Those that are required are noted here and need not be purchased by the character—they are bonus proficiencies. These proficiencies are gained as part of the character's apprenticeship and cost no slots. Other proficiencies particularly appropriate to the kit will be recommended, but there is nothing that forces a character to purchase these nonweapon proficiencies (which have the standard cost in

slots). Finally, there may be a few proficiencies that are forbidden. These proficiencies may never be learned by the members of those kits that restrict them. Other proficiencies are purchased just as detailed in the *PHB* and on page 28 of the *AL-QADIM® Arabian Adventures* rule book.

Equipment: Weapons and armor restrictions for kits that have such limitations are listed here. Weapon proficiencies will often determine some of these choices. Kits that require certain equipment in order to perform their functions will have the necessary equipment listed here as well. Those characters that must have this sort of equipment receive it at no extra charge.

Special Benefits: Almost all of the kits detailed in this chapter have specialized advantages that no other kit possesses. These may be combat bonuses, the ability to learn special spells, or simply a better way for them to make their way in the world. Some may have special reaction modifiers or individual class rewards (if the DM uses that option). See page 29 of the *Arabian Adventures* rule book for more information about these rewards.

Special Hindrances: All characters have to take the bad with the good, and there is typically at least one special hindrance under which any kit will labor. These hindrances may force a character to perform certain actions or avoid performing others. Characters must always obey the hindrances of their kits. These are so deeply imbedded in the character's psyche that they cannot be overcome by any means.

Wealth Options: The starting funds for a kit are covered here, as some kits may have more or less starting money than others. Some kits must also periodically spend money (for the upkeep of their equipment or other reasons), and these costs are listed here.

Races: If any races are prohibited from becoming a member of a kit, or if a given race receives a bonus or penalty for taking a kit, this is detailed here. On page 29 of the *Arabian Adventures* rule book, this section is clarified further.





Kits in Brief

The wizards of Zakhara are much more aware of the nature of magic than their *ajami* (outlander wizard) cousins. The Zakharan wizard understands that magic is not merely a force that can be combined into spells, but may also be used to create special abilities and devices. This higher understanding of the nature of magic has done a great deal to expand the number of kits available to the wizards of Zakhara. The kits listed below are those to which a Zakharan native wizard may aspire.

Astrologers are wizards who look to the stars for their powers. They specialize in divinatory magic and are able to use the constellations to increase their power. Even stranger, the astrologer is able to “hang” spells on certain constellations, enabling the wizard to cast these spells at more potent levels.

Clockwork mages have no ability to cast spells themselves, though they do know how to manipulate the energies that form spells. This has allowed them to work spells into devices that they create. These magical constructs are often quite complex and involve the use of clockwork devices.

Digitalogists do not construct spells from words and images as do other wizards. Instead, the digitalogist creates complex mathematical formulae that evoke the magical power he desires.

Ghul lords are wizards whose powers come from the negative material plane. The effect of drawing this energy through their bodies has left most ghul lords with horrifying visages. Still, they control a power that most wizards fear, and for most ghul lords that is sufficient compensation for their disfigurement.

Jackals are wizards that venerate this desert scavenger. They do not indulge in long hours of study, preferring to take what they can find from the wizards that surround them. Jackals are regarded as thieves of power by other wizards, who will have as little to do with these scavengers as possible.

Maugeweavers peel cocoons for the silk within them. This silk is then woven into complex patterns that form the basis for a variety of spells. Mageweavers

must spend more time preparing their spells, but once a spell is prepared it can be cast instantaneously. If anything happens to the silks containing the mageweaver’s spell, preparation must begin anew.

Mystics of Nog have devoted their lives toward the improvement of their physical bodies. To facilitate this improvement, the Mystics of Nog learned to contain magical energies within their flesh. This has allowed the mystics very limited spell casting ability while greatly enhancing their physical forms.

Spellslayers are universally despised by all other kits. The spellslayer is a wizard who destroys other wizards—for a price. These mercenary wizard hunters possess special abilities that make them very dangerous, and they are feared by all other kits.

Astrologer

Astrologers study the constellations of Zakhara and use the stellar formations to amplify their particular powers. They understand the hidden significance of the stars and their movement through the heavens and can sometimes read the future in the appearance of celestial bodies. Astrologers also use the constellations as an aid for casting spells. By focusing on a particular group of stars and studying a spell, the astrologer “hangs” that spell upon the constellation. Later, the spell can be used quickly, as long as the constellation from which it was “hung” is visible. A magical apparatus known as an *orrery* is also used by the astrologers to work powerful magic.

Requirements: Astrologers must be of a lawful alignment because of the rigidity of their spell system. Those of chaotic alignments simply do not possess the self-discipline to remain devoted to the magical science of astrology.

Role: The astrologer is something of a “mad scientist” personality, someone regarded with respect and more than a little fear by those who do not understand him or her. The large amount of equipment necessary for the astrologer to study magic adds to this air of mystery, as most of the machinery is indecipherable even to other wizards.



Astrologers are from the wealthier families of Zakhara because of the large investment of funds required to begin the study of astrology. The home of an astrologer is never within a city. The astrologer will build a tower far outside the city, where any light from torches or fires will not interfere with his view of the stars. This reluctance to “set up shop” in the cities has earned the astrologers a bad name among several rulers, who would like to have an astrologer at court.

Weapon Proficiencies: The astrologer may only choose from the following weapon proficiencies: dagger, staff, knife, jambiya, dart, and sling.

Nonweapon Proficiencies:

- **Bonus Proficiency:** Astrology. Astrologers are more proficient with this skill than would be guessed from the *PHB* (see page 57). The Zakharan astrologer will never gain “wildly inaccurate” information if he rolls a 20 on the proficiency check. At worst, the information gained will be hazy and indistinct, making it impossible for the astrologer to make an accurate prediction. Also, the astrologer gains a +1 to this ability check for every three levels of the character. This is in addition to any bonuses gained for dedicating more slots to this nonweapon proficiency.
- **Required Proficiency:** Gem cutting.
- **Recommended, General:** Artistic ability (used to draw astrological charts that can be read by other astrologers, see below).
- **Recommended, Warrior:** Survival (desert).
- **Recommended, Priest:** Navigation (as an offshoot of astrology, this nonweapon proficiency receives a +1 bonus when taken by an astrologer), spellcraft.
- **Recommended, Wizard:** Gem cutting. (Certain crystals, when cut into thin layers, can be used to gain a clearer image of constellations. This skill helps prepare those crystals for use.)
- **Recommended, Rogue:** Any.
- **Forbidden:** Interpersonal proficiencies, such as trading, haggling, or other forms of social

interaction. Astrologers spend so much of their time studying the night sky that they rarely take the time to deal with other individuals, making their social skills quite limited.

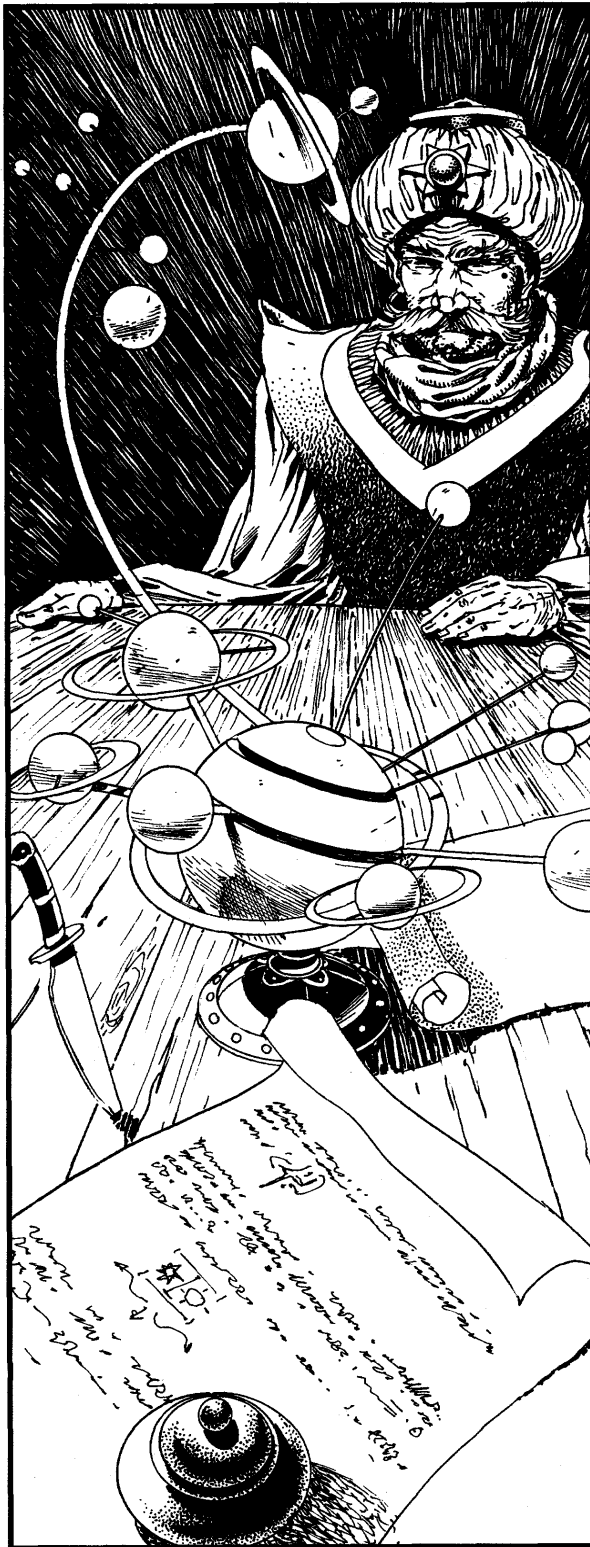
Equipment: Astrologers may purchase and utilize the dagger, staff, knife, jambiya, and sling. They cannot wear armor of any sort, though they have no restrictions on magic items that improve Armor Class. All astrologers start with the first portion of their orrery already built (see below).

Special Benefits: Astrologers have the ability to “hang” spells on the constellations. To do this, an astrologer must study a constellation at the same time that he is studying the spell to be “hung.” This increases the time needed to learn a spell by 50 percent, but makes it much easier to cast this spell later.

Once “hung,” the spell can be called forth at a moment’s notice. As long as the astrologer can see the constellation upon which the spell is hung, he can trigger that spell. No other significant actions are required. An astrologer gains a -2 bonus to initiative rolls when using a “hung” spell. Even if the astrologer has lost initiative, “hung” spells can be triggered before anyone else can move. If two astrologers are facing off, each with a “hung” spell, the astrologer with the higher initiative will get his spell off before his opponent.

It is important to remember that “hung” spells can only be triggered if the astrologer can actually see the constellation upon which the spell is hung. There are 12 constellations in the skies of Zakhara, each venerating a different god of the enlightened people. The constellations are Hajama, Hakiya, Haku, Jauhar, Jisan, Kor, Najm, Selan, Zann, Bala, and Vataqatal. Each of these constellations is visible during a different portion of the year, though there is overlap. Below is a list of the months of the Zakharan calendar and the constellations that are completely visible during each month. Note that most of the constellations are partially visible throughout the year; however, in order to be used to “hang” spells, the entire constellation must be seen by the astrologer.





Month	Visible Constellations
Taraq	Hajama, Vataqatal
Masta	Hajama, Hakiya
Magarib	Hajama, Hakiya, Haku
Gammam	Hakiya, Haku, Jauhar
Mihla	Haku, Jauhar, Jisan
Qawafil	Jauhar, Jisan, Kor
Safa	Jisan, Kor, Najm
Dar	Kor, Najm, Selan
Riyah	Najm, Selan, Zann
Nau	Selan, Zann, Bala
Rahat	Zann, Bala, Vataqatal
Saris	Bala, Vataqatal

The first month before a constellation is fully visible, it is referred to as an ascending constellation. When the constellation starts to disappear from the night sky after the third month of visibility, it is known as a descending constellation. These designations are based on the notion that constellations rise out of the east and sail across the sky before descending below the western horizon and out of sight.

No more than one spell may be hung on a constellation at a time. This limitation occurs because of the nature of spell "hanging." It is a memorization device which is centered around the power of individual constellations. The knowledge of the spell is centered on the appearance of the constellation, burned into the mind of the caster. If more than one spell were affixed to a given constellation, it would be impossible to determine which of the spells would be cast when the constellation was viewed. This complication taught astrologers that it was better to hang only one spell on one constellation.

This doesn't mean that a constellation need have the same spell hung on it each and every time. A different spell can be hung on a constellation each time the astrologer elects to use the constellation again, but the astrologer can never have more than one spell hanging on a given constellation.

Spells remain hung until the astrologer either uses the spell or releases it. An astrologer cannot cast a duplicate of a spell that is hung, as it would interfere



with the memorization process. Thus, if an astrologer hangs a *fireball* spell on a constellation, he would be unable to memorize and cast another *fireball* until the first spell was cast.

Another item of interest is the fact that hung spells do not affect the total number of spells that an astrologer may memorize. Spells that are hung are independent of the astrologer's capacity for memorization, allowing an astrologer have a wider variety of spells ready for use than would otherwise be possible. Obviously, hung spells are not accessible at all during the daylight hours and can only be used for three months out of a year.

Special Hindrances: While hanging spells is a big advantage for astrologers, it is also one of their hindrances. The methods of memorization and spell recording that an astrologer uses are completely incompatible with any other kit's methods. This means that astrologers may only use scrolls written by other astrologers. Astrological scrolls are actually charts that show the spell in terms of "constellatory relationships." These charts are extraordinarily complex and require a great amount of effort for non-astrologers to decipher. No other kit can cast a spell directly from an astrologer scroll, though they may copy the spell from the scroll into their spell books. This process takes an inordinate amount of time; non-astrologer characters who copy a spell from an astrologer's scroll will require three times as long as normal to do so.

Astrologers have overcome the difficulty of inscribing such complicated spells through the use of their orreries. These devices are used to show the relationships of the various constellations to Al-Toril. An orrery is a silver ball surrounded by 12 rings, each of which supports a different constellation. These rings are linked together to represent the order and movement patterns of each constellation. A small lens inset into the central sphere emits a cone of faded blue light that shines up through the rings that surround the central sphere.

When properly calibrated, an orrery can show an astrologer which constellations he will be able to see on any given night. The astrologer need only move the outer rings a bit in order to set the orrery to the

requested date. At that point, the cone of light shines on the constellations that will be visible on a given night. All of this information is very useful for the astrologer and helps him to decide which spells to hang on which constellations. Orreries are essential in the designing of scrolls as well. An astrologer without an orrery will be unable to scribe a spell onto a scroll, regardless of his skill or level.

Orreries are never complete when an astrologer first gains them. Instead, they have only the six most basic constellations on them, allowing the astrologer to inscribe spells of 1st through 3rd level. After that, the astrologer must gain the knowledge to carve a gem into the other constellations. For every level the astrologer gains, he may attempt to craft another constellation for his orrery. This requires a successful check against gem cutting, and the gem used (while it may be of any sort) must be worth at least 500 gp. The astrologer may then use his orrery for spells up to 4th level. Another spell level is added to the usefulness of the orrery for every additional constellation which is added to the device, up to a maximum of 9th-level spells.

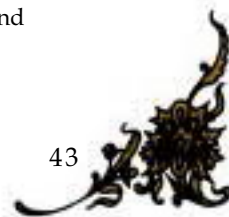
Wealth Options: $(1d4-1) \times 10$ gp. Astrologers start out comparatively poor, having spent most of their life's savings on a working orrery. These items are expensive and cannot be purchased save from other astrologers who jealously guard their secrets. (Refer to the Society of Stars in the next chapter.)


Races: Any race whose members may become wizards is open to the astrologer kit. Level restrictions for the various races apply as normal.

Clockwork Mage (Mechanician)

The clockwork mage is unique to the Land of Fate. His abilities revolve around building and tinkering rather than crafting powerful spells. Mechanicians (as the clockwork mages are commonly known) cannot cast spells. Instead, they create devices with spell-like abilities.

There is no historical equivalent of the mechanician, but there are many stories centering around individuals capable of creating strange and exotic machinery, particularly birds.





Requirements: Those who wish to become mechanics must have at least an Intelligence of 14 and a Dexterity of 16. Crafting clockwork devices is a skill that is not only hard to learn, but requires an extremely delicate touch as well.

Role: Mechanics have studied the power of machines, the interaction of carefully crafted gears, and the power of magic. Through long hours of study, the members of this kit have learned to create machines that can store spells and perform a wide variety of amazing functions. These devices vary greatly in their power, but all are maddeningly complex. Even non-magical items that are constructed by the mechanic can perform feats that would seem impossible.

The mechanic regards other wizards as flighty and not studious. Why go to all the trouble to craft a spell if you aren't going to put it down in a permanent, concrete form?

Other wizards regard the mechanic with a mixture of amusement and concern: amusement because the clockwork mage spends a large portion of his time working on the most absurd devices; concern because many of these devices are dangerous to build—dangerous enough to cause damage to a large surrounding area if something should go wrong.

Mechanics are regarded as wonderful toy makers by the majority of the enlightened peoples. The clockwork mages have been very careful to build items of amusement for nearby cities, hiding their true identity as some of the most advanced workers of magic around.

Some mechanics find positions with the government, but most spend their time with others of their kind, working singly or together on large projects. While mechanics aren't exactly secretive, most of their work is best done alone. They relish the chance to work with other mechanics, to exchange ideas and theories, and to see good machines being put together.

Weapon Proficiencies: Like all wizards, the clockwork mage is limited in the weapons that he can learn to use effectively. The clockwork mage can use the following weapons: dagger, staff, knife, jambiya, dart, and sling. An additional weapon proficiency, hammer, may be bought for two slots as mechanics

use this tool quite often in their work.

Nonweapon Proficiencies: The clockwork mage receives the clockwork creation nonweapon proficiency. This skill is unique to the clockwork mage and is described here for easy reference.

- **Clockwork Creation:** The clockwork mages of Zakhara are capable of producing intricate mechanical devices made up of tiny gears and clockwork mechanisms and typically powered by mechanical means. Indeed, some are powered by steam engines, but these are rare in the extreme and dangerous to build. This skill is used for all proficiency checks that are made when such a mechanical device is being made or repaired.
- **Recommended, General:** Blacksmithing, artistic ability.
- **Recommended, Rogue:** None.
- **Recommended, Priest:** None.
- **Recommended, Wizard:** Engineering, gem cutting, reading/writing, spellcraft.

Equipment: All clockwork mages start with the following equipment: tools (small hammer, chisel, pliers, assorted small tools) and miscellaneous spare parts. Clockwork mages do not wear any armor but may have their Armor Class improved through the use of magical items. Mechanics may only use magical items usable by the wizard class.

Special Benefits: The greatest ability of the clockwork mage is the creation of clockwork devices. These creations are usually relatively small (no larger than a child's head) but can have very potent powers within them. The next section describes the abilities of the clockwork mage in greater detail.

Clockwork Devices

These are the true power of the mechanic. They represent the only magical powers, offensive or defensive, that the mechanic possesses. Without his mechanicals, a clockwork mage is next to defenseless.

Clockwork devices (referred to as mechanicals from this point on) are mundane contraptions with magical abilities built into them. While mechanicals are not innately magical, they will never be found without



some sort of spell contained within.

There are several steps that must be completed in the building of a mechanical. The first of these is the gathering of materials, which are used in the creation of the mechanical's three essential components: the shell, the mechanism, and the vessel.

The shell is the external structure of the mechanical. This structure determines the mechanical's Armor Class and provides the majority of the mechanical's hit points. This is the most vital part of the mechanical's protection.

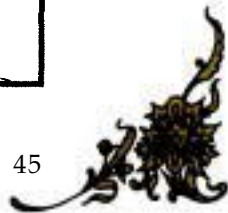
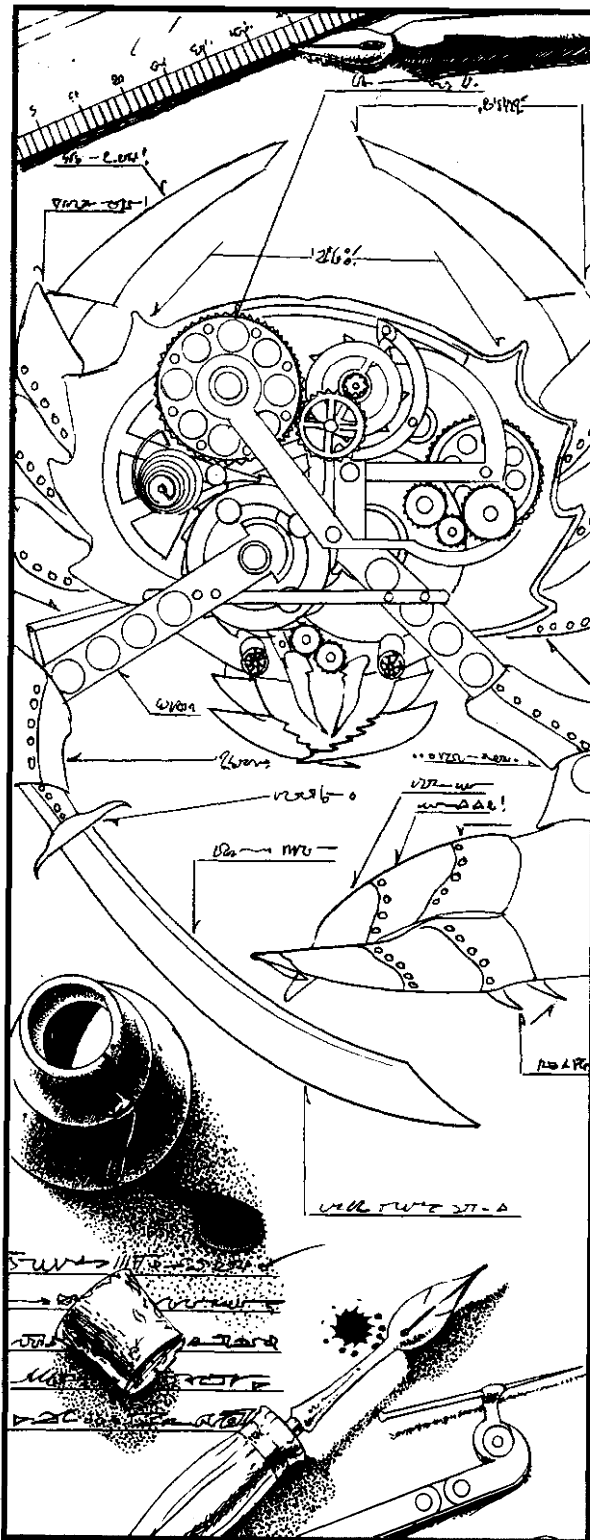
The second part of the mechanical is the mechanism. This is comprised of a number of different parts that make up a whole. The mechanism is what drives the mechanical and what makes it work. If there is a steam engine within the mechanical, this is included as part of the mechanism as well. The mechanism is almost always made from steel, which is lightweight, durable and can be worked to the fine specifications necessary to design the mechanism. Gold wire, crystal lenses, and other pieces also go into making a mechanism. (These are already considered in the price formula given below.)

Nearly all mechanicals contain some sort of spell, or a number of spells. These spells are held in the vessel, a magical box or vial that is designed to store magic. The vessel is the most expensive part of most mechanicals and, fortunately for the mechanic, does not wear out over time. The vessel can be damaged, though, and is very difficult to repair.

While these descriptions of the various parts of a mechanical work quite well for game purposes, they are actually lacking in detail. Remember that each of the parts of a mechanical can be made up of many others. In particular, the mechanism is built from hundreds of gears, springs, and wires. Any non-mechanicians who try to figure out the complex workings of a mechanical will find themselves at a complete loss. Even the most intelligent wizard will be baffled by the mechanical's construction.

Building The Shell

As stated above, the first part of a mechanical is the shell. This is also the first part to be built, as the construction of the shell governs the durability of the



mechanical as well as the size of the mechanism that can be placed inside it.

The durability of the mechanical is based almost entirely upon the shell within which it is constructed. The harder the material, the better the mechanical's Armor Class and the higher its hit points. Harder materials are more expensive and more cumbersome, both of which can become limiting factors in the mechanical's creation.

The following table shows the types of materials and the Armor Class and Hit Dice which they confer to the mechanical's shell, as well as the weight of a shell made from that sort of material. (Note that the weights in this table are given in pounds.)

Material	AC	HD	WT
Adamantite	-1	8	1
Bone	6	3	½
Brass	2	3	1
Bronze	3	3	1
Copper	4	4	2
Crystal	6	2	2
Fine Steel	1	5	1
Gems, Hard	2	3	1
Gems, Soft	5	3	1
Glass	9	1	3
Gold	5	4	4
Iron	2	6	2½
Jade	7	3	1
Leather	8	2	½
Pottery	10	1	1
Silver	4	3	2
Steel	0	6	2
Wood	7	2	1

Costs of all materials needed to construct the shell are equal to the Armor Class plus Hit Dice, multiplied by 100. This takes into account not only the raw material but also the special preparations that must be performed for each item. These costs reflect that some comparatively soft items (such as leather and glass) require greater preparation than more durable items. These preparations can involve special coatings, glazes, curing, and lacquering, and they can be costly.

The shell costs are for relatively small shells, which can hold mechanisms that perform no more than two functions. Shells of this size are roughly 1 cubic foot in volume. The size of the shell can be doubled (2-cubic-foot volume) for twice the original cost and will allow a mechanism that can perform up to four functions to fit inside. Further increases in size are possible for equal increases in cost and will allow progressively more functions for the mechanism inside (3-cubic-foot volume, six functions, three times the original cost, etc.).

Once the shell has been purchased, it must be formed into a shape that will be suitable for the functions that it will perform. If the mechanic has the proper nonweapon proficiency, he can design and build the shell himself. If he chooses to do so, one proficiency check is required for a standard size of mechanical. Larger mechanicals require an additional proficiency check for each increase in size (2-cubic-foot shell, 2 checks; 3-cubic-foot shell, 3 checks, etc.). Each proficiency check requires a day of work on the shell. A failed proficiency check indicates that the mechanic has botched the job somehow and must begin again, requiring yet another day.

If the clockwork mage doesn't have the requisite nonweapon proficiency (such as metalworking, gem cutting or whatever), he must hire the job out. The cost for such specialized work is 50 gp per day and may be more if the mechanic must travel to a distant city in order to get the work properly done.

If the mechanic must hire the job out, the DM must decide on the proficiency of the craftsman. The price quoted above is for a craftsman with a proficiency of 14 in the needed area. For an additional 50 gp per day, a more skilled craftsman may be hired. Each additional 50 gp per day, after the first, will increase the proficiency of the hired craftsman by 1. Thus, a craftsman with a skill of 16 will charge 150 gp per day (50 gp, + 100 gp for the +2 to the skill). If the craftsman fails the roll, he must begin again, taking yet another day for the attempt.

This is one of the reasons that mechanics often live near one another. It makes it much easier for them to pool their talents, thereby avoiding the cost of



hiring expensive professional craftsmen.

Once the shell is complete, the mechanic can move on to the next phase of construction, the design of the mechanism.

The Mechanism

The mechanism is the most difficult portion of the mechanical. It is a mass of wire and gears, all of which must be carefully constructed for it to work. Even mechanics can be driven to distraction when working on the internal bits of a mechanical.

Because the shell is already built, the number of functions that the mechanism will be able to perform is already determined (2 cubic feet, four functions; 3 cubic feet, six functions, etc.). However, this number can be changed by indulging in compression or expansion of the mechanism itself.

It is always easier to build an intricate piece of machinery if you can construct it a bit bigger than it needs to be. This gives you more room to work and makes it easier to build the parts to acceptable tolerances. For every function the mechanic removes from the number of functions a mechanism could normally perform, the difficulty of the proficiency check(s) required to build that mechanism is reduced by one.

Some mechanics delight in cramming as many functions as possible into a very small area. For every function added to the number normally allowed for a shell of a particular size, the difficulty of all proficiency checks involved in building the mechanism is increased by one. This represents the difficulty in crafting extremely small parts and getting them all to fit together in a more congested space. While building such a mechanism is much more difficult, it does save some on the cost of the shell.

Once the total number of functions is determined, it is time for the mechanic to decide what these functions are going to be.

Function Descriptions

Each of the many functions that a mechanical can perform is described below. The descriptions contain the following elements:

Cost: This is the number of gold pieces it will cost to build this function into the mechanism. The cost always includes any exterior appendages or other equipment that must be added onto the shell, or into the mechanism, in order for the function to work.

Difficulty: Some of the functions are very difficult to build into a mechanism. This number is the penalty applied to any proficiency check required when building this function into the mechanism.

Time Required: This is the time necessary to build the function into the machine.

Description: A specific description of the function.

Attack, Melee

Cost: There are two levels of damage available. For 1d4/1d3 damage, the cost is 50 gp. The cost for 1d6/1d6 damage is 150 gp.

Difficulty: Standard.

Time Required: It requires 4+1d4 hours to install a melee attack on a mechanical, regardless of which class of damage the attack causes.

Description: A melee attack is performed by the mechanical, usually with a dagger or short sword blade. The blade is attached to a retractable arm that can attack to the front or either side of the mechanical with a 1-foot radius for the standard size of mechanical. Each increase in the size of the mechanical adds 1 foot to the reach of this attack.

Attack, Ranged


Cost: Like the melee attack, above, there are two versions of the ranged attack available. The first causes 1d3/1d2 points of damage, has a range of 20 feet, and costs 100 gp. The second causes 1d6/1d4 points of damage with a range of 20 feet and costs 300 gp.

Difficulty: 1.

Time Required: It requires 10+1d4 hours to install this function on a mechanical.

Description: Ranged attacks are difficult to install because not only is a firing port required, but all other pieces of the mechanism must be clear of the line of fire. The attack is generally made with a heavy dart or small bolt driven by a powerful spring. The mechanism





can fire only a single shot before it needs to be reloaded, which requires two combat rounds to accomplish. Not just anyone can reload a mechanical; only a mechanic has the skill to cock and reload the ranged attack mechanical.

Burrow

Cost: 500 gp per 4 inches movement. This cost is doubled for every increase in the size of the mechanical, reflecting the expenditures necessary to equip the mechanical with the tools required for digging.

Difficulty: 3.

Time Required: 24+1d6 hours.

Description: Burrowing mechanicals are equipped with spade-like legs that can dig through normal soil at a rapid pace. Stone or very densely packed earth will either stop the progress or force a detour of the burrowing mechanical.

Climb

Cost: 250 gp per 4 inches movement. 300 gp per every 10 percent increase in percentage chance to climb walls (60 percent base chance). However, a mechanical cannot have this installed if it is any larger than standard size.

Difficulty: 2.

Time Required: 16+1d12 hours.

Description: It is sometimes useful to have a mechanical that can scale walls with relative ease. This function enables the mechanical to climb walls much like a thief, with a base chance for success of 60 percent. Modifiers that would apply to climbing a wall are added to or subtracted from this chance as for a normal thief. For an added cost (cited above), the mechanic can increase the base chance for the mechanical to successfully climb.

Climbing mechanicals are easily identified as such: their legs are tipped with hooks and spikes, which allow them cling to irregularities in the wall.

Cut

Cost: 100 gp.

Difficulty: Standard.

Time Required: 8+1d4 hours.

Description: A mechanical that can cut can sever ropes or cords with ease. A pair of small blades is attached to a small appendage. The blades are driven by a gear system that allows them to cut through any rope 1 inch thick or less in a single combat round. Mechanicals of this sort are often used aboard ships where they can quickly clip through entangled riggings or where they can be hurled onto an enemy ship to wreak havoc with their sails. At the DM's discretion, the mechanical may be able to cut through other thin materials as well. It should be noted that the blades used to cut are far too small and unwieldy to be used as an effective attack form against a mobile creature. If used against an immobilized target, the blades will do 1d2 points of damage per attack.

Dexterity

Cost: 300 gp per point up to 14; 500 gp per point from 15 to 18.

Difficulty: 3 up to 14; 5 from 15 to 18.

Time Required: 10 hours per point.

Description: Dexterity is important to a mechanical mainly for the missile attack adjustment and the defensive adjustment that an increased Dexterity score imparts. However, regardless of the improved Dexterity and reaction adjustments this function may provide, mechanicals always act on the same initiative step as their masters.

All mechanicals begin with a Dexterity of 10. Increases come point by point and do not cost function slots. Dexterity increases simply streamline the mechanism of the mechanical, increasing its overall efficiency and allowing for faster reactions.

Entangle

Cost: 400 gp.

Difficulty: 3; reduce the difficulty by 1 for every increase in the size of the mechanical.

Time Required: 8+1d4 hours.

Description: With a successful attack, the mechanical fires a fine web of sticky tendrils that clings to the target. This web doesn't completely



encompass any character larger than a halfling, but it does make that character's actions considerably more difficult. Entangled characters must make all attack rolls with a -3 penalty. Their AC is reduced 2 points as it becomes very difficult to move with all the sticky stuff binding them up. Wizards may not cast spells with somatic components because of the clinging net.

Targets that are smaller than a halfling become completely entangled. They may not move, as the web has completely immobilized them.

Cutting through the net is easy, requiring only a single round of concerted cutting. However, those characters who have become completely entangled cannot free themselves, but must be freed by others.

Most mechanics with mechanicals capable of entangling also bring along a mechanical that can cut. Cutting mechanicals can cut through an entangle in two rounds.

The entangle attack has a range of 5 feet and is used only once before it must be reloaded. Reloading is difficult and requires a return to the mechanic's workshop. A new net must be purchased at a cost of 30 gp, and it will take 1d4 hours to successfully repack the net into the spring-driven launcher.

Jump

Cost: 300 gp per 2 inches of leaping range. A maximum of 6 inches of leaping is possible for the base size mechanical, reduced by 2 inches for every size increase. The jumping distance must be purchased once for every size increase to offset size penalties; e.g., if a mechanical had its size increased twice, the jump function would have to be purchased three times. The first two purchases would be to offset the penalty for size (there were two size increases), and the third would give it a jump with a range of two inches, the maximum possible for a mechanical with two size increases.

Difficulty: 4.

Time Required: 12 hours per 2 inches jump.

Description: The jump function allows the mechanical to hurl itself forward across considerable distance. For every two inches of distance, the jump

needs one inch of clearance for the arc of the leap. Jumping mechanicals may only carry a very light load, such as a length of rope or a few scrolls. Any additional weight will cause the mechanical to fall short of its target destinations.

It is very difficult to install a jump on a mechanical because of the high-tension springs involved. These must be crafted from fine steel and are difficult to safely compress within the body of the mechanical. A device is always constructed to recompress the springs after a successful leap, but this requires time. After every jump, the mechanical must wait three rounds before it can jump again. It may still move and fight as normal but cannot jump until the internal mechanism has had a chance to ready the springs for another jump.

A mechanical that jumps to the attack receives a +1 initiative bonus as well as a +2 attack and damage bonus for the increased force of its attack. To successfully execute a jump attack, the mechanical must be within one-half of its total jumping distance. Thus, a mechanical with a jumping range of four inches must be within two inches of its target for its jumping attack to be forceful enough to have any real effect.

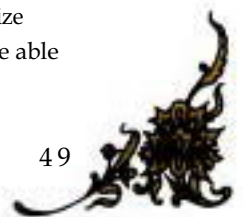
Manipulator


Cost: 300 gp for a crude manipulating appendage, 1,000 gp for a moderately fine manipulator.

Difficulty: 2 for a crude manipulator, 5 for a fine manipulator.

Time Required: 8 hours for a crude manipulator, 24 for a fine manipulator.

Description: The manipulator is an appendage that grasps or uses an object. Crude manipulators are able to lift items that are hard and uniform in shape. The size of the object that can be manipulated is dependent on the number of size increases purchased for the mechanical. Mechanicals of base size can work with 3-inch cubes or smaller, down to objects the size of 1/2-inch cubes. Maximum size increase is 1 inch and minimum size increase is 1/2 inch. When the manipulator is increased in size, both the maximum and minimum sizes are increased. For example, a mechanical with three size increases will handle 12-inch cubes, but will not be able





to grip a cube of less than 1½ inches on a side.

Moderately fine manipulators can handle objects that are fragile without damaging them. They may handle objects up to the size of a 2-inch cube at base size, with a minimum size of 1/16 inch that can be manipulated.

Crude manipulators can lift objects up to 5 pounds in weight at their base strength. This can be increased by purchasing additional strength for the mechanical.

Moderately fine manipulators can handle objects up to 1 pound in weight. They are not normally used for lifting and cannot have their lifting capacity raised by increasing the strength of the mechanical.

Pick Locks

Cost: 1,000 gp for a base skill of 25 percent; 300 gp for each skill increase of 5 percent thereafter.

Difficulty: 5.

Time Required: 24 hours +48 hours for every 5 percent increase in skill.

Description: This is the most difficult of all the functions as it gives the mechanical some limited expertise in the art of picking locks. The mechanical is equipped with an arm that is tipped by a number of fine lock-picking instruments, each of which is attached to a complex internal mechanism that carefully judges the quality and type of lock by the pressure placed upon various tools inserted into the lock.

Mechanicians who wish to design a mechanical with this particular function must enlist the aid of someone who possesses the pick locks skill before they can begin work. The rogue who helps will instruct the mechanic in the various methods of overcoming a wide variety of locks and this information is built into the mechanical. Thus, the total skill of a mechanical cannot exceed the skill of the assisting rogue, minus 10 percent. Most rogues do not find this to be revealing "trade secrets" as mechanicals are never as good as a skilled pair of hands. Rogues view the things as interesting trinkets, and some actually use mechanicals to overcome particularly dangerous traps.

Mechanicals with the pick locks function are notoriously unreliable. At least two hours must be

spent after every lockpicking attempt to recalibrate the internal mechanism. This task requires only a few tools but is time consuming and must be performed in a relatively clean area where grit and grime won't invade the mechanism of the mechanical.

If the mechanic doesn't take the time to recalibrate his mechanical, the mechanical's pick locks skill will be reduced by 1d20 percent. This reduction lasts until the mechanical is recalibrated but is cumulative. So, if a mechanical picks two locks in a row, without recalibrating, its chances to pick a third lock will be reduced by 1d20+1d20 percent. Such reductions can degrade the quality of a mechanical quite rapidly, making it next to worthless after only a few attempts.

Power Source, Mechanical

Cost: 100 gp per minute of activity. Every increase in the mechanical's size increases the cost per minute by 100 gp.

Difficulty: Standard.

Time Required: 4 hours per minute of activity.

Description: All mechanicals must have a power source, and most use gear- and spring-driven mechanical devices to run. The mechanical power source is essentially the same as that found in the various wind-up toys that most players are familiar with, though much more sophisticated and reliable.

A mechanical power source must be rewound every time it runs down, a task that requires a round of winding for every minute the mechanical can run. It is possible to underwind a mechanical, winding only two minutes worth of a three-minute power supply, for instance. Power supplies may not be overwound to gain extra active time for the mechanical; attempts to do so always result in 1d4 points of damage to the mechanical.

When a mechanical's power source runs down, it immediately stops doing whatever it was doing. Climbing mechanicals will fall from their perch, burrowing mechanicals lay quietly in the dirt, and attack mechanicals suddenly become inert. Until they can be rewound, they are helpless and can be struck by attacks automatically.



Magical abilities are an exception to this. If a mechanical turned on a magical ability before its power supply ran down, that ability will continue to function for its entire duration. Magical abilities without a set duration will continue to operate until the mechanical can be rewound and instructed to shut the ability down.

Power Source, Steam

Cost: 300 gp per minute of activity.

Difficulty: 3.

Time Required: 16 hours per minute of activity.

Description: Steam power sources are used in the largest of mechanicals. They are the only power source that will work in a mechanical with more than four size increases.

Steam power sources are extremely rare and difficult to manufacture. They rely on principles that are not well-known and which have a tendency to erupt with rather nasty consequences if not properly applied.

If a proficiency check is failed during the installation of the steam power source, it is not always apparent that something has gone wrong. Unlike a mechanical power source that simply won't function if things aren't perfectly lined up, the steam power source may work fine—for a while.

It is recommended that DMs make any rolls involved in the installation of steam power source secretly. If the mechanic fails his roll, make an Intelligence check for the mechanic. Success indicates that the mechanic has spotted the problem and may make another proficiency check to correct the mistake.

If the mechanic doesn't notice the error, he continues work as normal. If more than three uncorrected mistakes occur, the mechanical simply won't function and the power source will have to be rebuilt from scratch. If three or less uncorrected mistakes creep in, the mechanical will appear to function as normal. After 1d6 rounds of operation, however, internal steam pressure will rise to an untenable level and the mechanical will explode. Roll 1d20 for every mistake made during the installation of the steam power source. This damage is applied to the mechanical immediately. Any excess is divided equally among all

those standing within 10 feet of the mechanical as steam and shrapnel explode from the ruptured device.

Large mechanicals requiring steam power sources are rarely built. The cost is seldom worth it, and several small mechanicals can often perform the same function as a single large mechanical without the danger of sudden explosion.

Strength

Cost: 100 gp per point of Strength, up to 10; 200 gp per point of Strength 11 to 18; 500 gp per point of Strength 19 to 25.

Difficulty: Standard up to Strength 10; 2 for Strength 11 to 18; 5 for Strength 19 to 25.

Time Required: 8 hours per point of Strength.

Description: Strength is not normally necessary for mechanicals. Some mechanicals, however, need to have a considerable amount of Strength in order to perform their necessary function. Labor mechanicals are the most commonly enhanced in this way. Combat mechanicals are also enhanced to make them more effective.

Strength is relatively easy to enhance but may only be increased a point at a time. The difficulty numbers listed above are for a single point.

Unlike other functions, Strength doesn't take up a full function slot. Instead, up to five points of Strength can be added into a shell at the cost of only a single slot. This is still rather limiting. A mechanical with a Strength increase of 10 will still have to give up 2 slots. While it is possible to build extremely strong mechanicals, they are generally very large.

Mechanicians should keep in mind that Strength cannot be compressed.

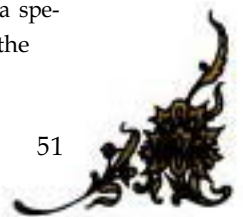
Walk

Cost: 50 gp per 2 inches of movement.

Difficulty: Standard.

Time Required: 8 hours per 2 inches of movement.

Description: Walk is the basic function of most mechanicals. Without being able to walk, a mechanical is limited to very basic functions, such as guarding a specific location or performing the same function on the



same area over and over again. While this is fine for mechanicals that are to be used around the mechanic's home and laboratory, it is far too limited to be of practical use in the field.

Walking is also the basis for all other movement powers (except for jumping) as they are all constructed over the basic legs of a mechanical. A mechanical cannot have a movement function (other than jumping) that exceeds its walking rate.

The functions listed above are those most commonly used in the creation of mechanicals. By combining these mundane, mechanical functions with more powerful and versatile magical effects, most any type of mechanical can be created. DMs are encouraged to come up with any new functions that fit their fancy, though the functions added to the preceding list must be easily explained as mechanical enhancements. Flight, while possible as a magical ability, is almost impossible to explain as a mechanical ability. Anything that is obviously magical in nature must be added to the mechanical through spells stored in the mechanical's container.

This brings us to the third and final step in creating a mechanical.

Constructing The Vessel

Vessels are where the magic is stored in a mechanical. All mechanicals have a vessel, because vessels also serve to tie a mechanical to its creator. Through the magical bond created when the vessel is installed within the mechanical, the clockwork mage is able to give his mechanical instructions.

Clockwork sorcerers should give careful thought to exactly what sort of vessel they wish to install within their mechanical. While low-level vessels are very limited as to the number of orders they can interpret and the spells they can store, they are also easier to install. At higher levels, the vessels are capable of interpreting numerous commands and of containing a wide variety of spells, but are incredibly difficult to install. There is also significant risk in stretching one's abilities too far: failure when installing a vessel destroys the entire mechanical.

There are essentially two types of vessels: command and storage. Command vessels are geared toward acting as a parser between the mechanic and his mechanical. Command vessels can interpret more commands and act on them more quickly than a storage vessel of the same level. Command vessels are normally installed in mechanicals that are capable of a number of functions or in mechanicals that must be ready to respond instantly to commands.

Storage vessels are powerful containers geared toward holding spells and are not as adept at interpreting commands from the clockwork mage to his mechanical, causing a slight delay in the implementation of those commands. But, for containment of magical energy, storage vessels are the surest, safest bet. Many more spells may be held in a storage vessel than in a command vessel of the same level. Storage vessels are installed in mechanicals that use a large number of magical abilities.

Command Vessels

Level	Commands	Spells	Cost
1	1	1	600
2	1	1	700
3	1	2	900
4	2	2	1,200
5	2	3	1,400
6	2	3	1,500
7	3	4	1,900
8	3	4	2,000
9	4	5	2,400

Spell Vessels

Level	Commands	Spells	Control
1	1	1	400
2	1	2	600
3	1	3	800
4	1	4	1,000
5	2	5	1,200
6	2	6	1,600
7	2	7	1,800
8	3	8	2,200
9	3	9	2,400



As can be seen, the costs for the two sorts of vessels are very close, though they perform very different functions. Command vessels are slightly more expensive because they contain fewer spells and can only process a few commands more per round than can spell vessels. Still, that extra command or two may just make the difference between getting out of a fight and getting killed. (If a wizard could cast two *fireball* spells a round, instead of one, he would certainly try to do so?)

The difficulty of installing a vessel is determined by both its level and its type. Command vessels are more difficult to install because they require more connections to the mechanism than do storage vessels. The following table shows the difficulty of installing both command and storage vessels.

Level	Command	Storage
1	1	Standard
2	2	Standard
3	2	1
4	3	1
5	3	2
6	4	2
7	4	3
8	5	3
9	6	4

Installing a storage vessel requires a number of hours equal to double the level of the vessel. Command vessels are more time consuming, requiring three times the level in hours to install. Installation is crucial to the creation of a mechanical. Any failure at all will result in the ruination of the mechanical currently under construction. The vessel is attached to the most intricate portions of the mechanism, with wires and levers stuck deep within the gears and springs that make up the guts of every mechanical. If something should go wrong during this process, the results are disastrous.

If a mechanical is ruined because of a failed vessel installation, the only salvageable portion is the shell. The mechanism is destroyed by the botched vessel

attachment, and the vessel itself is irreparably damaged. Both must be rebuilt from scratch, though the clockwork mage can save 20 percent of the cost from the next mechanical he builds by using the undamaged parts and raw materials from the broken mechanical.

If a clockwork mage fails to connect the vessel to a mechanical that contains compressed functions (see above), the damage to the mechanical is much more severe. The tightly wound springs and stressed metals explode from the shell, destroying it, the mechanism, and the vessel that was being installed. Nothing is salvageable from a mechanical of this sort.

If a mechanical has all of its functions expanded, there is a very good chance that considerably more than 20 percent of the raw materials and unbroken parts may be recovered. Roll 2d20+20 to determine the percentage of cost that may be saved on the next mechanical that the clockwork mage builds. The only restriction to this is that the mechanical that receives the cost reduction must have all of its functions expanded as well. Otherwise it won't be able to use the spare parts from the recently destroyed mechanical.

All of this is something that beginning clockwork mages should take into consideration. Beginners should stick to the easiest possible mechanicals lest they waste time and money working on a mechanical that could be destroyed by a stroke of bad luck when installing the vessel.


LOADING SPELLS

Once a vessel has been successfully installed and the mechanical complete, the clockwork mage can begin the process of loading spells into the vessel.

A mechanician can only load spells that he or she would be able to cast normally. If a spell would not be available to a wizard of the mechanician's level, the mechanician may not load that spell into the mechanical. While the mechanician doesn't actually have to cast the spell, he must still focus the magical energies into the vessel for containment.

To load a spell, the wizard simply recites it from a scroll or goes through the same motions as if he were casting the spell. Rather than having the spell go off,





however, the loading process moves the spell into the vessel of the mechanical. There the spell's energy and processes are stored, awaiting release at the command of the mechanical or its master. Note that mechanics must learn spells just as other wizards do and can only load those spells that they have successfully learned. The exception to this is scrolls—a mechanic can store a spell directly from a scroll without having to learn it.

Under certain circumstances, a clockwork mechanic may attempt to load more spells into his mechanical than the vessel would normally allow. This is called *cramming* and is not without risk.

To cram, a mechanic simply follows the process as above, but when the vessel is full, he tries to add just a bit more. For every spell level above the maximum that the vessel can normally contain, the mechanic must roll 1d6. The attempt to cram more spell levels into the vessel fails if a 6 is rolled.

The spell that was being loaded at the time of the failure doesn't go off, but all those contained within the mechanical do. Spells that require a target focus on the mechanic, while area affect spells have their detonation centered on the mechanical.

Last Touches

Now that the mechanical has been constructed, its total Hit Dice need to be calculated and hit points rolled. All mechanicals gain a number of Hit Dice as determined by their shell (see "Building the Shell," above). They also receive an additional Hit Die for every two functions that are installed in them. Be sure to keep these "mechanism Hit Dice" separate from the mechanical's shell Hit Dice. This is important for figuring repair cost.

Once hit points are rolled, the mechanical gains an additional hit point for every level of the vessel installed in them. These hit points are the "core" of the mechanical and should be recorded separately from both shell Hit Dice and mechanism Hit Dice. If they are lost, the mechanical is completely destroyed and may not be repaired. Its vital essence has been destroyed and the link to its creator severed. In this case, the mechanic must begin anew with an

entirely different shell and attempt to duplicate his results with a new mechanical.

If the mechanical is reduced to just these core points (or possibly the core points minus a few), it immediately becomes non-functional until it can be repaired.

Repairing The Mechanical

Most every mechanical will find itself in danger at some point. Mechanicals are a clockwork mage's first line of defense. They may be thrown into combat, exposed to harsh elements, or otherwise put into situations where damage is not only likely but unavoidable.


The shell of a mechanical is going to be the most severely damaged of all its parts. It is rarely worth the cost of repairing a shell, with replacement often cheaper than repair. Repairs to the shell cost 15 sp per point of damage; no roll is required to repair a shell, only the expenditure of the proper amount of money.

Repairing the mechanism of a mechanical is a little more expensive and considerably more difficult than repairing the shell. The cost to repair a mechanism is 3 gp per point of damage to be repaired, +1 gp per point if the mechanism contains any compressed functions. Functions that are built larger than necessary do not receive any discount on repairs. Though they are somewhat easier to work on, it still costs the same for materials and parts.

Mechanism repairs require a proficiency check. The first check made for a repair is a standard roll. Success indicates that 1d8 points of damage are repaired. The time required for this roll is eight hours. Failure on this or any subsequent roll doesn't result in any additional damage, but indicates the damage will require more time to repair. Every failed roll consumes an additional eight hours.

If the mechanism is fully repaired by this success, no further rolls need to be made. Should there still be damage to the mechanism, another proficiency check must be made with a penalty of -1. Success at this check indicates a further 1d6 points of damage are repaired. If damage remains, more proficiency checks must be made, each with a cumulative -1 penalty.





After the second roll, each successful proficiency check repairs 1d4 points of damage.

Vessel repairs are the most difficult and the most expensive. It costs 100 gp and eight hours of time to repair a single point of vessel damage. A proficiency check is also required, with a -1 modifier, for every point to be repaired. The penalty to the proficiency check is cumulative, so if three points of vessel damage were being repaired, the first check would be at -1, the second at -2, and the third at -3. Failure on any of these rolls doesn't result in any additional damage to the mechanical unless the vessel still contains magical energies.

If a vessel holding spells is being repaired, and the mechanic fails a proficiency check, the vessel sustains an additional point of damage and "bleeds" out the magic it contains. The mechanic performing the repairs suffers 1d4 points of damage for every level of spells contained in the vessel when it "bleeds." Mechanics are advised to release as much of the magic in a vessel as they can before attempting to repair it.

Mechanicals in Action

Mechanicals normally operate in one of two modes: guided or automatic.

Guided mechanicals are those directly under the control of the mechanic who created them, receiving magical instructions from their master as long as they remain in his line of sight. They obey commands to the best of their ability, until their power source runs down. However, they can only handle so many commands at once. Each vessel has a number of commands that it can receive and act upon in one round. If they receive more commands than they can act upon, they store the commands until the following round. DMs are encouraged to use this to confound mechanics that try to issue more commands than their mechanical can successfully comply with. It can be quite amusing to have a mechanical fire a missile weapon at a target that is no longer in range, or run off under a command to charge after the combat is over. Fortunately, a mechanical cannot store more commands than it can act on in a given round. Thus, a mechanical with the ability to act upon four commands in a round could store up to four commands

in addition to those it would act upon.

A mechanic can guide a number of mechanicals equal to his or her level divided by five.

Mechanicals that operate on automatic are given their commands when they are activated. They act on these commands to the best of their ability, but have no power to evaluate a command if situations change. Thus, a mechanical given the command to advance to a certain position and fire its missile attack at a group of orcs in a specific location would be unable to attack the orcs if they moved more than a few yards from the position the mechanical was told they would be in. Mechanics must write down the commands they give their mechanical if they choose to send it out in automatic mode.

The advantage of automatic mode is that a nearly unlimited number of mechanicals can be running at once without requiring the presence of the mechanic. Another benefit is that automatically running mechanicals do not need to remain in the line of sight of their mechanic as do those being guided. A mechanical could be set on automatic and sent into a room to set off a pressure trap, thus saving the party from damage from that trap.

Each mechanic will have to decide what mode a mechanical will operate in when that mechanical is activated. Mechanicals cannot switch operation modes until their power source runs down and they are reactivated.

Mechanicals in Combat

Mechanicals can engage in combat just like any other sort of monster. They have an AC as determined by their shell and, if applicable, any spells that they have cast upon them. The THAC0 of a mechanical is determined by the number of Hit Dice it has in its mechanism (see "The Mechanism" above). While those Hit Dice due to the shell help the mechanical to absorb damage, it is the mechanism that gives the mechanical its ability to act and attack in combat.

Mechanicals save against mundane attacks as per the material of their shell (*DMG*, page 39). Against magical attacks of any sort, the mechanical receives the same savings throws as its creator.



Mechanicals have their initiative rolled separately from that of the mechanician. Each mechanical adds in any modifiers for Dexterity to determine their initiative.

Mechanicals have very crude senses. They cannot hear, nor can they smell or taste. Their primary sense is touch, as their sight is limited to the infrared spectrum. Though they can see the "heat" images of creatures, their vision is limited to a range of 20 feet or so. Their sense of touch is far more accurate, allowing them to sense the vibrations of creatures within 50 feet. This ability also allows them to "feel" the surface of the ground they walk on, so that they can detect terrain differences out to 100 feet or more. This ability allows them to "see" in the dark as well as in the light, though they cannot confer this ability to their masters. Mechanicals have senses that combine to give them slightly below average "sight" as compared to humans.

The Mechanical's Spells

Most mechanicals will have at least one spell stored in its vessel. These spells can be activated in several ways.

First, the mechanical itself can activate the spell in compliance with orders given to it by its mechanician. This is the most common way for these spells to be activated.

Second, the mechanician can activate the spell. This can only be done if the mechanician is in physical contact with the mechanical and has spent the previous round concentrating.

The third and last way that a spell can be activated is the most rare and is caused by the destruction of the mechanical. Destroyed mechanicals release all of their contained spells in a single round. Ranged spells launch themselves in a random direction, other spells go off in an area centered on the mechanical itself. This is generally an accident, but desperate mechanicians have been known to send a mechanical into a large group of enemies in the hope that they will destroy it and be destroyed in the explosion of magic.

Regardless of how a spell is released, it is considered to have been cast at the current level of the

mechanician, unless the mechanician specifically stated (at the time the spell was being stored) that he wanted it cast at a lower level.

Once released, the energy that made up the spell dissipates. It must be stored within a vessel before it can be cast again.

The majority of spells which are contained within a mechanical are used to augment the mechanical itself. If told to cast a certain spell, the mechanical will always cast that spell on itself. For a spell to be cast upon another, the mechanician will have to release the spell himself.

Special Hindrances: Mechanicians cannot cast spells as can normal wizards. Their spell-like abilities can take days to prepare, and they almost never have as many spells ready as a wizard of the same level. Also, they are very clannish and do not readily share knowledge with other sorts of wizards. This has given them something of a bad name among other wizards, who don't really trust members of this kit.

Wealth Options: Clockwork mages start with only 3d6 gold, but they also receive the weapon of their choice and a mechanical that they have recently completed and that has a single spell stored in it.

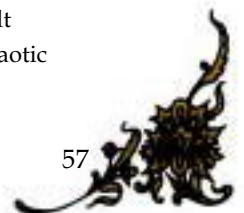
Races: Members of any race may be mechanicians. Gnomes, in particular, are adept at working with clockwork mechanisms and receive a +1 to their clockwork creation nonweapon proficiency.

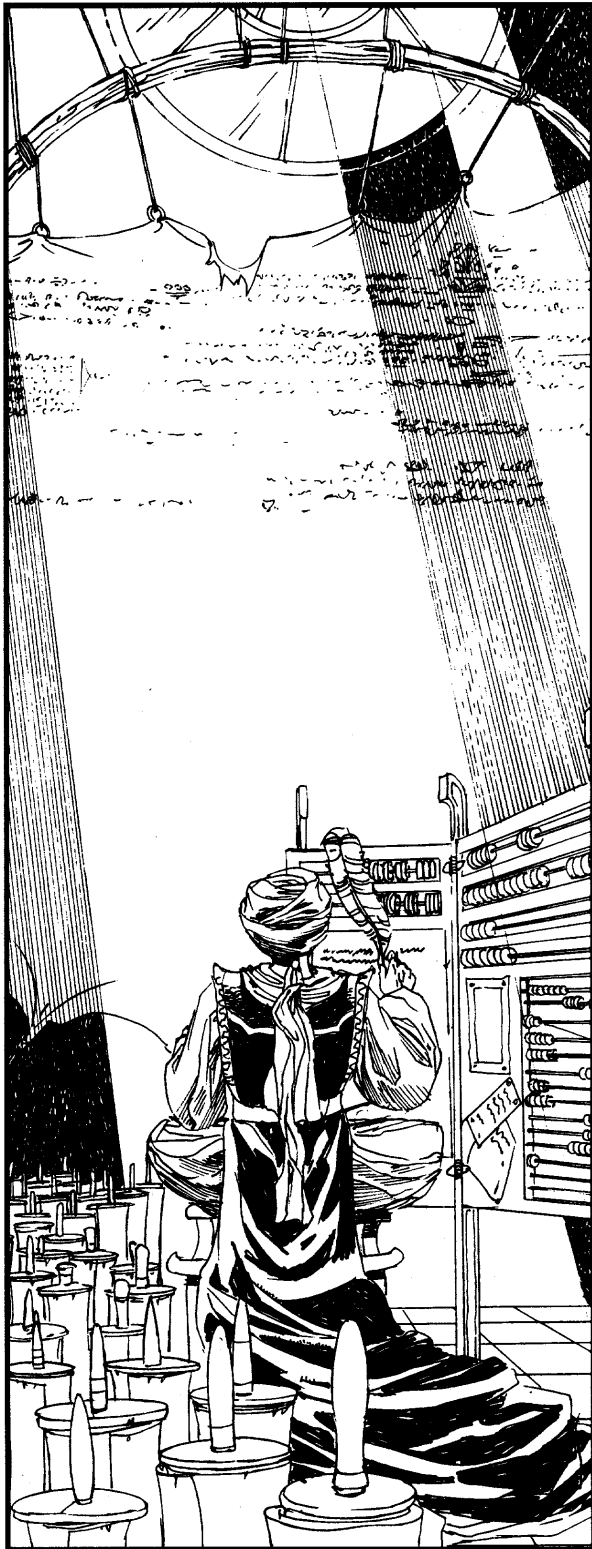
Digitalogist

The people of Zakhara have a relatively sophisticated system of numbers, including a mathematical system that is second to none.

Digitalogists have learned the connection between magic and numbers and use their powerful formulae to bend magic to their whims. Digitalogists are considered by many to be the most studious of wizards, as they are always found studying some new mathematical principle.

Requirements: Digitalogists can be of any lawful alignment. The long hours of study and difficult mathematical calculations prevent those of chaotic





alignments from ever studying the higher secrets of numerology.

Role: The digitalist is a master of numbers, a studious wizard whose powers lie in logic and reason. The digitalist uses his numerical precision to bring order to his world. By forcing magic into a rigid framework made up of numbers and symbols, he can cast spells.

Other wizards view the digitalist with more than a bit of admiration, as members of this kit seem to have the best control over their spells. They have learned to break down and codify each and every spell into its particulate elements. While difficult and time consuming, this sort of spell casting is more powerful and easier to control than are standard spells. Still, few other wizards are willing to sacrifice the time necessary to learn numerology, making this kit quite rare.

Digitalists are much in demand among government agencies where their clever manipulation of mathematics can be used for accounting or other number-intensive pursuits.

Weapon Proficiencies: Digitalists are able to study the use of the sling, dart, staff, dagger, jambiya, and knife.

Nonweapon Proficiencies:

- Bonus Proficiency: Numerology.
- Required Proficiency: Numeracy.
- Recommended, General: None.
- Recommended, Warrior: Gaming.
- Recommended, Priest: None.
- Recommended, Wizard: Astrology, engineering, reading/writing, spellcraft.
- Recommended, Rogue: Gaming.
- Forbidden: None.

Equipment: Digitalists may use any of the weapons with which they are proficient (see "Weapon Proficiencies"). They may not wear armor of any sort, though they can utilize any magic item that a wizard is allowed, including *bracers of defense* and other defensive magical items.

Special Benefits: The digitalist codifies magic through a complex series of formulae. This system has allowed digitalists to understand the nature of magic



and to understand it on a rational level. Where other wizards must cope with sorcery on an intuitive, instinctual level, digitalogists have a clear sense of what they are doing the whole time they are doing it.

This allows the digitalogist to transcend some of the normal boundaries of spell casting confining other wizards. These formulae allow the digitalogist to attempt to cast spells of a higher level than he or she would normally be allowed. The digitalogist may attempt to learn spells up to one spell level above that which he or she is capable of learning (a digitalogist capable of casting a 3rd-level spell normally may attempt to memorize a 4th-level spell). These higher-level spells occupy the spell slots of the highest available spell to the caster (in this case, the 4th-level spell would occupy the slot of one of the caster's 3rd-level spells). The caster must make a successful numerology proficiency check to memorize the spell, and failing to do so negates the use of that spell, and that slot, for the day.

Special Hindrances: Digitalogists are very slow and methodical when it comes to their magic. They are not content to merely "absorb and regurgitate" their spells as they believe other wizards do. Instead, they analyze every spell as they memorize it and scrawl it in glowing letters in the air every time they cast it. This increases the time necessary to both learn and cast spells—memorization time is double, casting time is increased by 50 percent. When in doubt, round up to determine the actual memorization or casting time of any spell. Those spells with a casting time greater than nine take a full round to cast, and will not take effect until the next round.

Also, digitalogists may only use scrolls written by other digitalogists. And, like sorcerers, digitalogists must choose to specialize in two elemental provinces. They may not cast spells from outside of their specialized provinces.

Wealth Options: Digitalogists often start with a considerable amount of money, primarily gained through the mundane use of their numerical talents. Digitalogists start with $3d10 \times 5$ gold pieces.

Races: Only those races that are normally allowed to be wizards may be digitalogists.

Ghul Lord

Many are the tales of mysterious magicians in Zakhara, magicians who do not bow to the same laws of magic by which other wizards are bound.

Ghul lords are enigmas who are dedicated to the forces of the Negative Material Plane. Their spells come from a source opposed to the spells of other wizards, and the nature of the magic is as mysterious as the ghul lords themselves.

Requirements: All ghul lords are of chaotic alignments; the mindset required to channel negative energies leaves little room for lawful tendencies.

Role: Ghul lords are often misunderstood and viewed as evil men and women who tamper with the dead. This is not at all true. They have chosen a different magical path, which often leads down roads that "normal," wizards prefer not to tread.

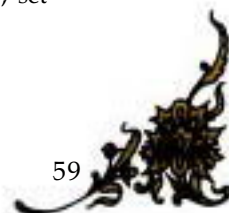
Ghul lords who convince people of their good intentions may find a place within the community as a "speaker of the dead." While they don't have the power to actually commune with the dead, many necromancers understand the nature of most undead and the most effective methods of combating them.

Those ghul lords who choose to live up to their reputation as fearsome wielders of deadly energy often find work hunting down other types of wizards. The ghul lords' naturally disruptive abilities aid them greatly in this, and their unpredictable spell-like powers give them a handy edge in many situations.

Weapon Proficiencies: Unlike most wizards, the ghul lord is able to use swords. A ghul lord can choose from any of the following weapons: dagger, staff, jambiya, dart, sling, short sword, long sword, cutlass, and scimitar.

Nonweapon Proficiencies:

- Bonus Proficiency: Undead knowledge.
- Recommended, General: Debate, artistic ability, etiquette.
- Recommended, Warrior: Survival (desert), set snares.
- Recommended, Priest: None.



- Recommended, Wizard: Languages, ancient; ancient history, reading/writing, spellcraft.
- Recommended, Rogue: None.
- Forbidden: None.

Equipment: Ghul lords may buy and use the dagger, staff, jambiya, dart, sling, short sword, long sword, cutlass, and/or scimitar. Like all wizards, ghul lords do not wear armor nor do they carry shields.

Special Benefits: Ghul lords draw their spells from the Negative Material Plane, and thus have the ability to call up and utilize raw magic energy from the Negative Material Plane. This gives their magic an eerie look and feel and changes its effects slightly.

When a ghul lord casts a spell there is always an accompanying special effect that indicates this is not a normal spell. Every ghul lord has his own unique special effect that is never duplicated by another ghul lord. The following is a list of various special effects that may occur when a ghul lord casts one of his spells:

- *Whispering:* Anyone within 20 feet of the caster hears a low whispering that seems to emanate from the air around the caster. While the whispers are not discernible as actual speech, there is something menacing to their tone.
- *Moaning:* Similar to whispering, but the sound is of several people in great pain, moaning out their last breaths.
- *Dark light:* A halo of purplish-blue light can be seen to emanate from the ghul lord. The light seems to come from his bones, making his flesh transparent and lending him a cadaverous appearance.
- *Tears of blood:* The strain of casting spells from negative energy causes tiny tears of blood to appear in the caster's eyes. This causes no damage nor does it obscure the caster's vision, but it can be very disconcerting to witness.
- *Transformation:* The caster's visage undergoes a slight change. The transformation can be one of beauty or of monstrous repugnance, depending upon the caster's choice.
- *Flickering:* Lights around the caster dim and brighten unpredictably as he casts the spell. This has no real effect on visibility in the area.

There are a wide number of special effects that can be used, but all have two things in common. First, they have no positive or negative effect on the caster or those around him. They are simply for show and cannot cause damage or otherwise affect the real world in a tangible manner. Second, the special effects of a ghul lords' spell casting are strange and unnerving to those that witness them. Special effects are always creepy. Players are encouraged to come up with strange special effects for their ghul lord characters.

Manipulations

Ghul lords are also able to manipulate raw magical energies. While much cruder than spells, the abilities this grants are very versatile and quite powerful.

In order to manipulate the powerful energies of the Negative Material Plane, the ghul lord must first learn the various types of manipulations that can be performed. These are similar to the various schools that are used by other wizards. They are

- *Attack manipulations.* These are used to damage items or creatures. This type of manipulation can form an actual physical attack or can be the unleashing of a purely magical attack. Either option can be chosen at the discretion of the ghul lord, who must state which form the attack will take at the moment of its release.
- *Defense manipulations.* These form magical barriers that stop physical or magical attacks, decided upon by the ghul lord when the manipulation occurs.
- *Informative manipulations.* These allow the ghul lord to seek out knowledge that is otherwise unattainable. Through the use of this manipulation, the ghul lord can discover secret doors, reveal the secrets of the ages, foresee the future, or divine the location of lost or hidden objects. Other uses are also possible at the discretion of the DM.
- *Movement manipulations.* These allow the ghul lord to move through the use of magical energies. Using this, characters may fly, teleport or even pass through to other dimensions.

Each of these manipulations must be learned as a separate nonweapon proficiency, requiring one slot for



each manipulation. Characters may start with as many as two separate manipulations at their disposal. Each manipulation taken counts as a nonweapon proficiency slot, though these manipulations are not available to individuals who are not ghul lords.

The manipulations are not overly difficult to use, but they do require the expenditure of the ghul lord's life force. This is represented by the temporary loss of a number of hit points equal to the level of the manipulation currently being used. This may be offset by certain magical items, using a process known as leaching (see below).

When a ghul lord prepares to use a manipulation, he must concentrate for a full combat round. At the end of that round, the player of the ghul lord must state what manipulation will be used, the level of that manipulation, and the effect desired from the use of that manipulation.

Deciding which manipulation to use is easy. The effect desired often decides the manipulation used. Is the ghul lord intent upon hurting someone? Then the obvious choice is to use the attack manipulation. Likewise, if he would like to fly over a chasm, the movement manipulation would be his choice.

Deciding on the level manipulation requires a bit of cooperation between the DM and the players. The level is best determined by taking a look at the effect that is desired and comparing it to a spell that has a similar effect. If the manipulation is essentially the same as a known spell, then the level of that spell is the level of manipulation that must be used.

Some manipulations will have significantly different effects than the spells listed in the *PHB* and *TOM*. Some spells may have a shorter range or do greater damage. At this point, it is necessary for the DM to make a judgment call.

In cases where range is concerned, the difference in the range of the manipulation and that of a known spell needs to be at least 50 percent to warrant an increase or decrease in level. That is, if the level of the spell is 6 and it has a range of 100 feet, the manipulation compared to that spell would need to have a range of 50 feet or a 150 feet before a change in level would be warranted. In the first case, the level

would be lowered by one, and the latter the level would be raised by one.

Damage is a little more strict. Increases in damage should be rated as a number of dice, depending on the spell to which the manipulation is compared. If, for example, the spell that the manipulation is similar to uses six-sided dice to determine damage, then it would take an increase or decrease of 1d6 to raise or lower the manipulation's level.

Some manipulations may be compared to spells which do a different amount of damage depending on the level of the caster. In these cases, use the level of the ghul lord to determine damage.


Protective manipulations are among the easiest to determine levels for because they will most often correspond on a one-to-one level with existing spells. The *PHB* and *TOM* have a considerable number of protective spells within them, which address almost all cases in this regard.

It is important to remember that ghul lords utilize the magic of the Negative Material Plane to power their spells. This energy has great destructive potential but has little in the way of healing or restorative power. The negative energy can be used to good effect to attack or defend, but it cannot heal or create anything as its very nature prohibits this. This must be remembered when using manipulations lest the characters use the negative energy in a way that is not in keeping with its true power.

Negative energy can also have quite unexpected effects if it interacts with standard magic. Any time the area of effect of a ghul lord's manipulations or necromantic spells (see below) overlaps that of a standard spell, the results can be explosive. The same is true if a single target is affected by a ghul lord's magic and that of a standard wizard in the same round.

If this ever occurs, the two energies react in a violent manner, attempting to eradicate one another. The total levels of spells and manipulations should be added together. The total is the number of four-sided dice that are rolled to determine damage. Damage is caused to anyone in the area where the two spells overlap. If the area of effect is a single target, the damage done is





determined by rolling six-sided dice, as the magic energies are more tightly compressed and have fewer outlets than they would have if spread over an area.

At 10th level, the ghul lord gains an innate understanding of the forces that animate the undead. The ghul lord may attempt to gain control of these undead, using the force of his will to subjugate them. The ghul lord may roll to control a group of undead as if he were a cleric of three levels lower than his actual level. Thus, at 10th level, the ghul lord may turn undead as if he were a 7th-level priest.

If a ghul lord rolls well enough to turn a group of undead, he may choose to subjugate them instead as if he were an evil priest. Thus a result of “T” indicates that the undead will obey the ghul lord, and a “D” result indicates the complete loyalty of the affected undead. In all other respects, the ghul lord affects undead just as if he were a cleric three levels lower than his current level.

Special Hindrances: Ghul lords are limited in the spells that they can cast without expending their own life force to call upon the energy of the Negative Material Plane. They may only cast spells that come from the necromantic school of magic. The following spells are the only ones that a ghul lord may cast: *animate dead* (PHB), *Bloodstone’s frightful joining* (TOM), *Bloodstone’s spectral steed* (TOM), *chill touch* (PHB), *clone* (PHB), *contagion* (PHB), *control undead* (PHB), *death spell* (PHB), *enervation* (PHB), *feign death* (PHB), *finger of death* (PHB), *flame of justice* (AQ), *flesh mirage* (AQ), *hold undead* (PHB), *lifeproof* (AQ), *magic jar* (PHB), *mask of death* (TOM), *reincarnation* (PHB), *sand worm* (AQ), *sand form* (AQ), *shadow veil* (SOL) *spectral hand* (PHB), *spirit armor* (TOM), *vampiric touch* (PHB) and *wail of the banshee* (TOM). These spells may be found in the AL-QADIM® *Arabian Adventures* rule book (AQ), the *Player’s Handbook* (PHB), or the *Tome of Magic* (TOM). While there are other spells in these books that utilize the necromantic school of magic, they combine that school with others. Ghul lords may only cast those spells that are derived entirely from the necromantic school.

In addition to their relatively limited spell casting

abilities, ghul lords also suffer interpersonal problems. As they spend a good deal of time alone with the dead, ghul lords do not have the best personal hygiene or “people skills.” Reduce the beginning Charisma of all ghul lords by three (but no lower than 3).

Ghul lords also suffer from the constant exposure of the negative energies that power their spells and spell-like abilities. This energy slowly corrodes the ghul lord’s health. Every level past 3rd, the ghul lord loses one point of Constitution or Strength (determine randomly). As this corruption of the body occurs, the ghul lord takes on a progressively more cadaverous appearance. When either Strength or Constitution is reduced to less than 5, the ghul lord takes on the appearance of one of the undead. Their skin, while not rotted, is drawn tight over their bones and muscles, revealing clearly the veins and tendons beneath the surface. The ghul lord is cool to the touch at this point and may be taken for dead if not closely examined. When a ghul lord reaches this stage, his Charisma is reduced by 2 and the loss of other attributes ceases.

Ghul lords may not use any magical items that are not created specifically for them. The presence of the negative energy within their body makes the use of other magical items impossible.

Wealth Options: Ghul lords have little use for money. They either lose most of the coins they have when digging around in old tombs or they use their wealth to buy strange artifacts for their laboratories. Their beginning wealth is 1d10+10 gp.

Races: Only humans may be ghul lords. The channeling of negative energies is too hazardous for the other races whose very existence depends on the presence of standard magic in their systems.

DMs Note: The ghul lord is a powerful character type with powerful hindrances. Though it is a balanced character type, there is potential for abuse with the manipulations system. It is recommended that you carefully consider the inclusion of this kit as a choice for player characters before unleashing it in your campaign. If you don’t believe that your players will handle a ghul lord in the appropriate manner, reserve it for particularly nasty or mysterious NPCs.



Jackal

There are a number of wizards who prefer to live by trickery and stealth than by the wielding of potent magical energies. These wizards are derisively known as jackals.

Requirements: Jackals cannot be of lawful alignments.

Role: Jackals are the thieves of the magical world, and their abilities represent this. While other wizards study and work hard to learn and cast new spells, the jackal prefers to steal such knowledge from unwary wizards they encounter.

Jackals go to great lengths to hide their true nature. Many carry the trappings of other kits, hoping that no one will question them about their "profession." If a jackal's true nature is discovered, they will be shunned by other wizards and chased away.

Weapon Proficiencies: Jackals are limited in their weapon choice, just as are other wizards. They may use the dagger, staff, jambiya, knife, dart, and sling.

Nonweapon Proficiencies:

- Bonus Proficiencies: Begging.
- Recommended, General: Debate, haggling, etiquette.
- Recommended, Warrior: None.
- Recommended, Priest: None.
- Recommended, Wizard: Genie lore, reading/writing, spellcraft.
- Recommended, Rogue: Gaming, reading lips.
- Forbidden: None.

Equipment: Jackals may purchase and use daggers, staves, jambiya, knives, darts, and slings. They may not wear armor.

Special Benefits: Jackals are thieves by nature. They can cast spells just like other wizards but must steal those they choose to cast.

Jackals don't steal spells from books or take the scrolls of other wizards. Instead, they have the ability to actually reach into another wizard's mind and take those spells they want.

This ability is far from foolproof. Jackals that are caught indulging in spell thievery will suffer the loss of

one point of station as well as the undying enmity of the wizard from whom they were thieving.

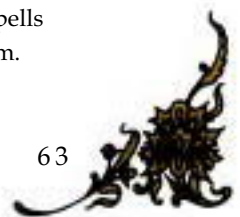
To use this ability, the jackal must roll his Intelligence -1 on 1d20. If the level of the target is higher than the level of the jackal, that difference must also be subtracted from the jackal's Intelligence.


If the jackal is successful, he may take one spell level from his victim per each of his own levels. This is also the maximum number of spells that a jackal can steal from a single individual. However, it is not the maximum number of spell levels that a jackal can keep memorized at a time. The number that a jackal can keep memorized is equal to the number of spell levels that can be memorized by a standard wizard kit of the same level. If a jackal steals more spell levels than his level allows, all spells are lost.

One round per spell level is required in order for the jackal to succeed in stealing the spell. During this time the wizard that is being stolen from must remain in the jackal's line of sight. Jackals may follow the wizard they are stealing from, but if the jackal performs any actions which require more thought than walking (such as dodging an attack or attacking someone), the contact is broken and no spells are stolen.

There is a chance that the wizard from whom spells are being stolen will realize what is going on. To become aware of a jackal's thievery, a wizard must make a successful Intelligence check. The wizard receives a bonus to this roll equal to the number of spell levels that the jackal is attempting to steal. The "victim" wizard gets one chance to detect the theft.

Once the wizard is aware of the jackal's thieving, he may attempt to overload the jackal. This is done by channeling the magical energies contained in the wizard's memory toward the jackal in an attempt to surpass the jackal's limit of stolen spells. The wizard must state how many spell levels he is going to unleash and which spell(s) those levels are going to come from. A wizard may release a number of spell levels equal to his own level in one round. To overcome the jackal, the wizard must go over the jackal's maximum in one round. Otherwise the jackal simply absorbs the spells and breaks contact when he reaches his maximum.





For example: *Fazid the jackal, attempts to steal three spells from Akbar the Wise. Akbar becomes aware of the jackal's attempt and decides to take care of the problem. Akbar waits a few rounds to let Fazid absorb a little magic and start to fill up to maximum. After three rounds, Fazid has stolen three levels of spells. He is a 9th-level jackal, which means that he can steal up to nine spell levels from any one target. Akbar suddenly tries to overload Fazid by releasing four spell levels of magic. (Akbar is a 5th-level wizard with a maximum of 11 memorized spell levels—four 1st-level spells for four spell levels, two 2nd-level spells for four spell levels, and one 3rd-level spell for three spell levels. Three of these spell levels have already been stolen.) The four levels that are released are not enough to sever the connection, as they simply bring Fazid's total spell levels up to seven, which is two less than the nine he could have absorbed. Fazid leaves Akbar drained, though Akbar will probably attempt to take vengeance later. Also, Fazid loses a level of Station because he was caught stealing a spell.*

The theft of spells is a crime that is very hard to prove in a Zakharan court. The crime remains unpunishable, and the jackal will receive no official penalty for what he has done. But wizards are not likely to let a known jackal run free in the streets for any length of time. And woe to the jackal foolish enough to steal spells from a member of the Brotherhood of the True Flame. Holy slayers can be terrifying foes indeed.

Special Hindrances: As noted above, jackals are unable to learn spells in a standard way. They are also unable to make scrolls or other magical items as they are simply too lazy to devote the time and resources necessary to perform such a feat. They do not have spellbooks of any kind and must constantly be on the lookout for other wizards to steal spells from.

Jackals may use scrolls and magical items, but they do so at one level below their own for determining spell failure, as detailed on table 112 of the *DMG*. This is because they are not used to studying a scroll or focusing on a magic item to gain magical knowledge or to activate a spell.

Jackals must specialize in two elemental provinces and cannot cast spells from outside of those two provinces.

Jackals are despised among wizards everywhere. If a jackal is discovered, other wizards will treat him as if his Station were a lowly one. Also, wizards will point jackals out to one another and are likely to take violent action against members of this kit who are caught stealing spells.

Wealth Options: Jackals start the game with $3d6 \times 10$ gp.

Races: Any race whose members can be wizards can become jackals. Races with level limitations must abide by those if they are jackals, just as if they were standard wizards.

Mageweaver

Zakharans appreciate fine arts and crafts as much as anyone. It is only natural that there arise wizards who combine their artistic abilities with those of magic. The mageweaver wraps the power of spells within the warp and weave of silk scarves and tapestries.

Requirements: None. Anyone may become a mageweaver, though standard wizard racial restrictions apply.

Role: Mageweavers are artisans, instilling their weaving with magical abilities; they are masters of their art. While their magic is somewhat weaker than that of other wizards, they are able to store more spells and have a wider variety at the ready than can any other kit in Zakhara.

Other wizards view the mageweaver as hedge wizards, little better than an apprentice. Mageweavers see other kits as power hungry madmen with no taste for the finer arts and no appreciation of the subtleties of sorcery.

Most mageweavers are extremely soft spoken and introverted, constantly focusing on their art and ways to improve upon their weaving.

Weapon Proficiencies: Mageweavers are able to study the use of the sling, dart, staff, dagger, jambiya, and knife.

Nonweapon Proficiencies:

- **Bonus Proficiencies:** Artistic ability (weaving). This ability also encompasses the knowledge necessary to find and peel cocoons for their silk.



- Recommended, General: Seamstress/tailor, agriculture (silk worms). This is the skill necessary to raise healthy silkworms; this is very necessary for mageweavers of higher levels who need a large quantity of raw silk.
- Recommended, Warrior: None.
- Recommended, Priest: None.
- Recommended, Wizard: Herbalism, reading/writing, spellcraft.
- Recommended, Rogue: Appraising.
- Forbidden: None.

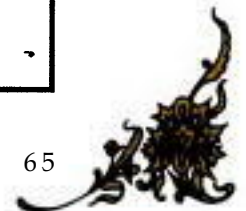
Equipment: Mageweavers may not wear armor of any sort, and are restricted to those weapons listed above. They are able to use any magical item normally usable by a wizard.

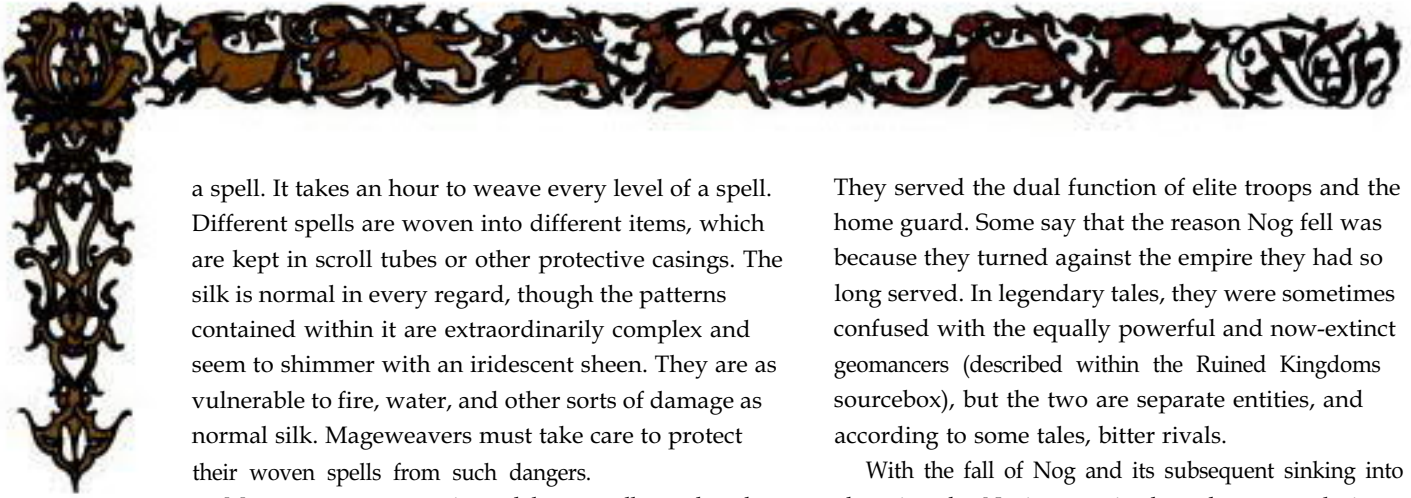
Special Benefits: Mageweavers are able to cast spells only through their weaving. They have learned to trap magical energies within the warp and weave of silken scarves and tapestries and use those energies to cast spells.

Mageweavers are not restricted as to which provinces they may learn spells from, but they may never learn to cast spells above the sixth level. The complexity of such spells are so high that it is impossible to hold them in the tangible form necessary for the mageweaver to cast them.

To compensate for this, mageweavers gain additional low level spells to make up for their lost higher powers. For each 7th-level spell that would normally be gained, the mageweaver may cast an additional 1st- or 2nd-level spell. For each 8th-level spell that would be gained, the mageweaver may cast an additional 3rd- or 4th-level spell. And for each 9th-level spell, the mageweaver may cast an additional 5th- or 6th-level spell. The exact level of the two offered spell slots is up to the mageweaver when he or she is memorizing spells, and may change from day to day. This gives the mageweaver a larger number of lower-level spells than any other kit, as well as a wider variety because the mageweaver is not bound by province restrictions.

In order to prepare their spells, a mageweaver needs to have time alone to weave the spells into the silk. This requires six square inches of silk for every level of





a spell. It takes an hour to weave every level of a spell. Different spells are woven into different items, which are kept in scroll tubes or other protective casings. The silk is normal in every regard, though the patterns contained within it are extraordinarily complex and seem to shimmer with an iridescent sheen. They are as vulnerable to fire, water, and other sorts of damage as normal silk. Mageweavers must take care to protect their woven spells from such dangers.

Mageweavers must gain and learn spells as do other wizards. Their spellbooks are huge tapestries with intricate patterns woven into them. These tapestries are hung in a place of prominence, so that visitors are sure to see the wondrous workmanship.

Special Hindrances: As noted before, mageweavers are limited as to the level of spells that they can learn. They are also in danger of having their spells destroyed accidentally, or of having them lost or stolen.

Wealth Options: All mageweavers start with 3d4 × 10 gp.

Races: All races that are allowed to become wizards can become mageweavers. Racial level limitations are not an issue with the mageweaver kit.

Mystic of Nog

The ancient empire of Nog contained within its boundaries a sect of wizards who learned to not merely channel spells through their bodies, but to actually contain the energies of those spells within their flesh. This ability allowed the Mystics of Nog to alter their physical forms to a greater or lesser degree, though it did reduce their ability to cast spells.

Requirements: Nogian mystics must be of any alignment that is not neutral. The powers they command are products of a passion and conviction that neutral-aligned characters find hard to maintain.

Role: The Mystics of Nog have learned to harness magical energies to enhance their own bodies. These enhancements last for a limited time, but can have very powerful effects.

During the time in which Nog was a real power, the Nogian mystic was a feared warrior on the battlefield.

They served the dual function of elite troops and the home guard. Some say that the reason Nog fell was because they turned against the empire they had so long served. In legendary tales, they were sometimes confused with the equally powerful and now-extinct geomancers (described within the Ruined Kingdoms sourcebox), but the two are separate entities, and according to some tales, bitter rivals.

With the fall of Nog and its subsequent sinking into obscurity, the Nogian mystics have become reclusive. There are but a few hundred left, and most of these live a hermit-like existence within the ruins of their homeland. These men and women spend the majority of their time honing their abilities and studying the interplay of flesh and magic. The Nogian mystics gather together from time to time to discuss the theory and practice of their art and to contemplate new discoveries and abilities. Very few have left their homeland to journey into the world beyond. They hope to find a new homeland, a place where they can become what they once were—the respected bodyguard and soldiers of an honorable land.

Weapon Proficiencies: The Mystics of Nog are limited in their choice of weapons at the start of their careers. They may only use the sling, dart, staff, dagger, jambiya, and knife. As they advance in level, some Mystics of Nog will be able to use new weapons, as their control over body and magic becomes more complete.

Nonweapon Proficiencies:

- **Required Proficiencies:** The Nogian mystic must choose any one of the following nonweapon proficiencies as their bonus proficiency: dancing, swimming, jumping, tightrope walking, tumbling, endurance, or running.
- **Recommended General:** Dancing, swimming (if not taken as a bonus proficiency).
- **Recommended, Warrior:** Endurance (if not taken as a bonus proficiency), survival.
- **Recommended, Priest:** Healing, ancient history (specializing in Nogian history).
- **Recommended, Wizard:** Spellcraft.
- **Recommended, Rogue:** Jumping, tumbling (if not taken as a bonus proficiency).
- **Forbidden:** None.





Equipment: The Mystics of Nog may only carry a weapon, a change of clothes, and a days' worth of food. Money may be carted around, but only if the wizard intends to spend the money within a week.

Special Benefits: The Mystics of Nog are masters of physical magic. They have studied the nature of magical energies and have focused these energies into their body. They can cast spells—though they are limited as to the power of their spells (see below)—but generally prefer to augment their bodies instead.

The Mystics of Nog spend “spells” in order to purchase special abilities, which are listed below. Each special ability costs a certain number of spells to obtain. The Nogian mystic sacrifices the ability to learn that many spells in order to gain the ability. Higher-level spells are worth more, as each level of a spell is equivalent to a separate spell. For example: a 4th-level Nogian mystic has the ability to learn a total of seven levels of spells (three 1st-level and two 2nd-level). He may choose to learn only three spell levels worth of spells, leaving four to study new abilities.

Attribute Increases

A Mystic of Nog may choose to increase any of their physical attributes (STR, DEX, or CON) at the expense of learning spells. Only one point may be added to a given attribute per each level the Nogian mystic possesses (1st level, one additional point; 5th level, five additional points; etc.). The spell cost of any increase is determined by the attribute's total after the increase is applied.

Attribute	Cost
3-13	1 spell level/point
14-17	3 spell levels/point
18	5 spell levels/point

The increase to the attribute is permanent, and the spell levels spent in this manner are lost to further use by the wizard (removing a 2nd-level spell to raise DEX from 5 to 6 results in the loss of that spell slot entirely). Removal of spell levels should be in full spell units (one cannot spend two levels of a 3rd-level

spell). Although an attribute can never be permanently raised above 18, it is possible to boost an attribute temporarily. An attribute can be raised above the racial maximum of a character, but the character suffers a permanent reduction of two hit points for each point over that maximum. Results of raised attributes are applied as they occur, and are not retroactive (a high-level Mystic gaining a bonus from her increased CON will gain that bonus on all new Hit Dice, not on previously-rolled Hit Dice).

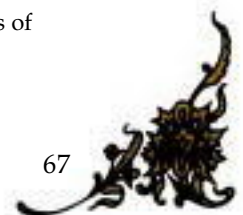
Special Abilities


Several other abilities can be gained by the Mystics of Nog through the expenditure of their spell levels. Spell levels so expended are lost and cannot be used to cast spells. They must be expended in whole spell units.

Fast healing funnels healing magics to damaged sites, allowing wizards of this kit to increase the rate at which their body repairs itself. For every four spell levels spent on this ability, the mystic is entitled to roll 1d4 to determine the number of additional points healed in a given day. Damage is healed after the character has had at least six hours of uninterrupted rest. If the character cannot rest at least six hours, the number of points healed is halved.

Sudden speed allows the character to move very suddenly, once per day. This gives him or her a bonus of -1 to initiative for that round. The movement may be the drawing of a weapon, a quick thrust, or an actual move of up to 10 feet. The cost is three spell levels, and purchasing this ability more than once allows an additional use per day.

Hands of stone allows the character to cause increased damage with his bare hands. The damage caused is equal to 1d4 plus ½ the caster's level (round up). This ability has a base cost of five spell levels, but must be maintained by the additional expenditure of one spell level every time the character advances a level. If this maintenance cost is not paid, the character will still be able to inflict the increased damage with his hands, but will suffer 1d6 points of damage himself whenever the ability is used.





Stunning blow costs three spell levels. It allows the character to stun an opponent in combat. This ability may be used once per day against a given opponent. If the character successfully strikes an opponent, he may opt to stun rather than cause damage. This attack form freezes the target for 1d4 rounds if a successful save vs. paralyzation is not made. If used in conjunction with *hands of stone*, the saving throw to resist a *stunning blow* will suffer a penalty of -2.

Silent walk costs one spell level and allows the character to gain the ability to walk silently. This ability may be used once per day per level of mystic and lasts for one turn. During this time, the character will walk with a completely undetectable step. No magical or natural ability will be able to pick out the sound of the character walking.

True target grants the Mystic of Nog the ability to pick out the weaknesses in a target's armor after one round of concentration. This reduces the target's Armor Class by 1 for purposes of determining thrown attacks made by the Nogian mystic. This ability is effective only for the first attack made against a target. The cost for this ability is one spell level.

Immovability allows a character taking no other action to remain in a spot regardless of the force brought to bear against him. The character becomes as one with the surface upon which he stands and may not be knocked down or moved by any means. This ability lasts for one round per level of the wizard using it and costs two spell levels.

Leap gives the wizard the ability to leap 10 feet without needing to run or otherwise prepare himself. The cost is one spell level. This distance can be increased up to 30 feet at the cost of one spell level per additional 10 feet of distance. If used as a means of closing to attack, the wizard gains a +1 attack bonus on his first attack. The leap cannot be performed if there is less than 15 feet of clearance above the wizard's head to allow for the arc of the jump.

Steelskin hardens the skin of the mystic, allowing the mystic a form of natural armor. This ability may only increase the natural AC of the wizard by one point per level of the caster at the time of the

casting, to a maximum of AC2. The presence of *steelskin* is disrupted by any other protective devices, including bracers, rings, and cloaks. The cost is two spell levels.

Hammerblow costs three spell levels and gives a wizard the ability to shatter certain inanimate objects. This ability forces items to save vs. crushing blow, or be destroyed. If the item contains some harmful liquid or substance, it will be released; the wizard will suffer full damage from or the full effects of whatever was contained in the item. This ability doesn't work against magical items.

Weapon proficiency gives the wizard the ability to use another weapon. This weapon will be instinctively understood and usable without penalty, including magical versions of these weapons. Cost is one spell level for weapons commonly allowed wizards, two spell levels for weapons which are not normally available to wizards (footman's mace or short sword, for example), and four spell levels for weapons which are not normally available to wizards and inflict a maximum of eight points of damage (or more) to man-sized targets (long sword, khopesh, or morningstar, and in this situation, bows, regardless of the type of arrow used).

These abilities are only the most common among the Mystics of Nog. There are many more that may be devised by individual DMs.

Special Hindrances: Nogian mystics will never gain the command of spells to which other wizards aspire. No Mystic of Nog may ever learn spells above 5th level, though they may learn spells from any school or elemental province. The cost of special abilities is also limiting to Nogian mystics, as they may memorize fewer spells than other wizards. Finally, the Mystic of Nog must spend at least half of his spell levels on abilities, and must maintain this balance at all times.

Wealth Options: Mystics of Nog start with no money and only the most basic of clothing. They have a single weapon, limited by their proficiency.

Races: Any race that allows wizards may have members who are Mystics of Nog.

Spellslayer

Spellslayers are the most feared wizards—especially by other spell-casters. They attack the magic of other wizards, disrupting the connection between a wizard and his ability to access the magic of his or her world. Nothing is more fearsome to a wizard than the loss of this ability.

Requirements: Their actions are so despicable that spellslayers may only be of non-good, chaotic alignments. They could not tolerate the limitations of other alignments for very long.

Role: In any world with wizards, eventually there will come a group dedicated to hunting those wizards. In the Land of Fate that group is the spellslayers.


These mysterious men and women have the ability to disrupt magic for long periods of time, essentially severing a wizard's contact with the magic of the world, making him incapable of casting spells. How this is done is a secret held by the spellslayers, and it is said that any of their number who try to reveal the secret, or how to remove its effects, are struck dead instantly. The means of death are often unpredictable and unpleasant, but they are always immediate and irreversible.

Other wizards speak of the spellslayers like children speak of evil sha'irs: quietly and warily. The spellslayers seem to have the ability to come and go and are devilishly clever in their retribution against those who speak ill of them.

The spellslayers view themselves as a "check and balance" system designed to prevent random wizards from promiscuously casting powerful spells about. Spellslayers are also known to make their services available to any who will hire them. Though no wizard would hire such a mercenary, there are more than enough non-magical individuals who have reasons to want certain wizards disabled or removed.

Spellslayers do not like other wizards at all. They view them as bizarre mutations that need to be destroyed in order for "ordinary" men and women to get on with their lives without interference.





Weapon Proficiencies: Spellslayers are able to use of the sling, dart, staff, dagger, jambiya, knife, and short sword.

Nonweapon Proficiencies:

- Bonus Proficiencies: Choose one from among blind-fighting, awareness, or display weapons.
- Recommended, General: None.
- Recommended, Warrior: None.
- Recommended, Priest: None.
- Recommended, Wizard: None.
- Recommended, Rogue: None.
- Forbidden: None.

Equipment: Spellslayers may buy and use any of the weapons with which they are proficient (see "Weapon Proficiencies"). They may also wear leather or lighter armor, though they are not allowed to wear helmets or use shields. Spellslayers are not allowed to use magical items that are used by wizards, though they can use enchanted weapons and wear enchanted armor of the types they are normally allowed.

Special Benefits: Spellslayers do not cast spells, but they do have several spell-like abilities, which are gained at various levels. These are listed below, by the level at which they are gained.

Level One:

- *Detect Magic*, three times per day. This ability functions exactly like the wizard spell of the same name. Spellslayers use this ability to locate the strongest magic in the area, which usually leads to the strongest wizard in the area.
- *Spell Slay*. This is the most feared ability of the spellslayer, as it severs the connection between a wizard and the magic that he wields. Use of this ability requires a successful attack roll. If the attack roll succeeds, the ability can be called into play. To resist, the target must make a successful save vs. death magic. A bonus or penalty is applied to this saving throw, as determined by the difference in level of the attacker and the target. If the attacker's level is higher, the saving throw will suffer a penalty equal to the difference between the two

characters' levels. If the target's level is higher, the saving throw is given a bonus equal to the difference in the two characters' levels. If *spell slay* is used successfully, the wizard affected will not be able to cast a spell for one full hour per level of the spellslayer. Should the victim make a terrible roll and fail his saving throw by more than 5, his ability to cast and use magic is disrupted for a day for every level of the spellslayer. Worst of all, any wizard that rolls a 1 on this savings throw will be unable to use any form of magic for one week for every level of the spellslayer that attacked him. The ability to use a magical item is not affected by *spell slay*.

Level Two:

- *Shield*, twice a day. This ability functions the same as the wizard spell of the same name. Even low-level wizards are able to cast a *magic missile* or two, and it is best for a spellslayer to be ready if they should choose to do so.
- *Alter Self*, once per day. This ability works exactly like the wizard spell of the same name. With this ability, it is easier for spellslayers to get close to their targets, often remaining undetected even after the deed is done.

Level Three:

- *Blind*, once per day. As the 2nd-level wizard spell blindness, this ability allows the spellslayer to rob his target of its eyesight, thereby making it much easier to eliminate his target.
- *Forget*, once per day. This ability works just like the 2nd-level wizard spell of the same name. It is through this ability that spellslayers are able to hide their identities from wizards who have been successfully attacked.

Level Four:

- *Scare*, once per day. This ability works exactly like the wizard spell of the same name. It has done much to improve the reputation of the spellslayers as terrifying wizard-hunters.
- *Knock*, twice per day. No lock is safe from the spellslayers; this ability is used to move quickly through locked doors and windows.



Level Five:

- *Fly*, twice per day. The spellslayers use this ability to enter areas that are otherwise unreachable.
- *Hold Person*, three times a day. Used to hold a wizard who is about to suffer an attack by a spellslayer.

Level Six:

- *Detect Scrying*, at will. Spellslayers are often (5 percent chance per level) aware of attempts to view them by magical means and will not be amused by such attempts. They will immediately (if it doesn't interfere with a more important mission) seek out the wizard who attempted to spy on them and destroy that wizard if possible.
- *Windblade*, once per day. The spellslayers use this spell to provide themselves with a powerful weapon when no other is available. Spellslayers may also throw this spell weapon, though it is dispelled as soon as it hits or misses the target. The throwing range for the *windblade* is 20 feet, with *no modifiers made for range*.
- *Avert Evil Eye*, three times a day. Spellslayers often draw the wrath of those able to inflict the evil eye and have developed this defense against it.

Level Seven:

At 7th level, and for every level hereafter, the spellslayer may add one of the following spell-like abilities to his repertoire, usable once per day: *armor*, *chill touch*, *friends*, *jump*, *spider climb*, and *taunt*.

Alternatively, the spellslayer may opt to increase the frequency that some of his abilities may be used. Any single ability gained at 1st through 4th levels, or any listed in the preceding paragraph, may be used one additional time per day if the spellslayer opts not to acquire another ability.

Level Eight:

The spellslayer may add one of these abilities at 8th level and every level thereafter: *darkness 15' radius*, *detect invisibility*, *shatter*, *strength*, *cool strength*, *float*, *sand jambiya*, *sand quiet*, *wind shadow*.

As at seventh level, the spellslayer may choose to increase the number of times an ability may be used. This includes any ability gained from 5th through 7th level and all those listed in the preceding paragraph.

Level Nine and Beyond:

The character may choose any one of those abilities listed above that have not yet been chosen. Or any ability may have one use added to its daily usage limit. Every level gained after 9th allows the acquisition of another ability not yet gained or the addition of another usage to an ability, as listed above.

At the DMs option, other abilities may be added to those that a spellslayer may gain. To preserve balance, however, a spellslayer should only be allowed to gain those abilities that enhance personal abilities or which create or enhance hand-held weapons. Those abilities that detect or thwart magic are also useful and appropriate. Inappropriate abilities are those that mimic spells such as *fireball*, *lightning bolt*, *summoning*, or other spells that are distinctly used to affect those outside of the spellslayer himself. Use the abilities listed above as a guideline for additional abilities you choose to add any to your campaign.

Special Hindrances: As stated earlier, spellslayers do not cast spells. While they can use magical items, they will never be able to duplicate the wide range of effects that a sorcerer or other wizard has at their disposal. Spellslayers are also slaved to their organization (see Chapter 3: Societies Sorcerous) and must obey their leaders much as the holy slayers do.

Spellslayers will never willingly join a group that contains a standard wizard, and few wizards will attempt to come into a group that contains a spellslayer. And spellslayers aren't ones to hide their identity. While they aren't going to broadcast their vocation in a situation where there are obviously powerful wizards that can kill them outright, they have no qualms about threatening wizards with death if it suits them. This can prove fatal if a spellslayer misjudges his target.

Wealth Options: Spellslayers do not have a lot of money at their disposal. They start the game with 1d6 × 10 gp and one melee weapon of their choice (though no magical items).

Races: This kit is open to any race that can become wizards. Those normally limited in level by race will suffer no such restrictions as a spellslayer.





Chapter 3

Societies Sorcerous

Oh wisest caliph, your humble servant has stumbled upon information that may very well change the way we view all wizards in our land. During my travels, I was approached by many magic-wielding individuals, some whose powers were, by all measure, quite prodigious. Many of these visitors invited me into their fold, requesting my acceptance of their creed and assistance in their endeavors. I cannot but think that they knew of my employ and hoped to use it to their advantage. With that explained, the following information may be of great use to the Caliphate and your myriad agents.

It seems that many sorcerers, elementalists, and yes, even sha'irs, have begun to band together in small cliques to further their own goals and ideals. A great many of these organizations are benign and pose little threat to the order of things in our beloved Zakhara. These approached me quite openly, asking only that I keep their existence us secret us possible. To honor this condition, I would request that you reveal this report to none outside of your most trusted and loyal advisers. To do otherwise could very well result in the enmity of these otherwise agreeable "sorcerous societies," as they are commonly known.

Other organizations I discovered only through guile and a keen ability to piece together incomplete information to form a complete opinion. It is my belief that some of these sorcerous societies are of a much more malevolent nature. Many, from what I have been able to uncover, will be content only when they have completely dominated the entire Land of Fate. It is these that you must be wary of, oh wisest of rulers, lest you become entangled in their complex schemings.

All that I have discovered is in this report: use it as you will. But know this, the most dangerous of these societies have eyes and ears in every corner of their land. Should they become aware of the knowledge that you possess, I fear they may attempt actions dangerous to you. I deliver this only at utmost peril to my . . .

—An incomplete missive found among the burnt belongings of the Grand Caliphate's emissary



In the Land of Fate, wizards have a tendency to be better organized than their counterparts in other lands. The Zakharans have learned the advantage of banding together for the free exchange of information and to provide support for one's fellow wizards against the slings and arrows of those that are ignorant of what wizards are really about. Many wizards have been saved from unruly mobs thanks to the timely appearance of their brethren in magic.

These sorcerous societies are largely responsible for the very things that they try to protect their members from. It is the organization and tight-knit ranks of the Brotherhood of the True Flame, for example, that spawned the fear of elementalists so common throughout Zakhara today.

Not all sorcerous societies share their information networks freely. Each society is a community unto itself, often loathe to allow outsiders within the circle and pledged to protect those already within. It is this isolationist nature that has led the groups into more than one conflict over relatively minor issues.

There are a number of sorcerous societies at large within the bounds of Zakhara. Some are large, and some are small, but all are fiercely loyal to their own members. Outside of the group, however, these loyalties break down so that sorcerous societies often argue with one another and sometimes even "come to blows" over issues they feel are important.

Joining a Sorcerous Society

Sorcerous societies tend to have very stringent entry requirements, and are often inappropriate for PCs (especially those groups with evil goals). While each society has its own specific regulations, there are a number of similarities among the groups.

Absolute Loyalty

All groups demand absolute loyalty from their members. It is imperative, they insist, that this loyalty exist to protect one another. Each member is expected to endure pain and suffering for the sake of and in the name of the group, and initiation rites to societies often test the willingness of candidates to go through

such suffering. It is assumed that if a wizard can withstand a dangerous and painful initiation, he will be able to withstand torture to preserve the secrets of those to whom he is allied.

Loyalty is not intended to last until death. Most societies will understand if a wizard reveals secrets on pain of death and won't hold it against him—at least not too much. Most organizations will lower the character's station within that group, but will allow him back in and will do what they can to avenge him.

While a character is expected to endure some pain in the name of the group, the group will often do much for the sake of its individual members. Some societies are far more militant in this regard than the average and some much less, but most sorcerous societies will do what they are able to do in order to avenge injury or insult to one of their members. This helps insure loyalty to the group, but it is also to show other societies that this group is not one to be trifled with.

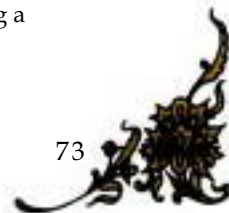
Secrecy

Members of a sorcerous society are asked to keep the group, and its membership, a secret. This serves two purposes.

First, it hides the nature of the organization from those outside of it. Most wizards firmly believe that non-wizards either do not understand the power of magic and thus fear it, or have some reason to hate it and want its wielders destroyed. They don't want to attract the attention of anyone who thinks in either of these ways.

The second reason to hide the existence and membership of a given organization is to protect it from rival societies. While it is true that a number of societies are on good terms with one another, there are also those that are at war—a covert war, to be sure, but one that has casualties just the same. And where sorcerous enemies are concerned, the less they know about you and your allies, the better off you will be.

Some organizations keep their secrecy through loyalty, as above. Others use complicated spells to insure that anyone who betrays the secret will be destroyed. Societies that use such spells are almost always evil in nature, with the spellslayers being a notable exception.





Initiations

While there are a number of different societies with radically different opinions and methods of operation, they all demand some sort of initiation rite before a person is allowed to enter into the society.

Each society will have its own initiation rites, but they will always involve the following three steps:

Proof of Ability: This varies from group to group, but there is always a minimum level at which a wizard can join the group. The wizard must prove that he has reached that level and deserves to be in the society.

Contribution: The initiation will involve some sort of personal sacrifice on the part of the initiate. This can be a monetary contribution or the wizard could relinquish some special item or magical device for the group's benefit.

The Test: Every society has a test of its own. The test is almost always nonfatal in nature, but in some cases can result in death. Among those groups most fanatical about secrecy, those that don't pass the test are either killed or have their memory wiped away. While this may seem cold-hearted, many sorcerous societies feel it is necessary for their survival.

Each group shares the traits of absolute loyalty, secrecy, and initiation. There is rarely a deviation from this norm, save among the most loosely structured organizations or those that exist primarily to exchange information and have no agenda of their own.

Society Descriptions

A number of sorcerous societies are described below. The headings used in those descriptions are detailed here.

The name of the group, as well as any names that it might be known under (by friends as well as enemies), is listed first.

Admits: Some societies do not allow just anyone to enter. This section lists those that the society will consider for initiation into its ranks.

Members: This section lists the number of members in the society. It also contains a breakdown of the racial and kit types found within the membership of

the society. In some cases, the alignment breakdown of the group will be included.

Initiation: Here the initiation rites of the society are described in detail.

Description: This section provides a basic description of the group, including its reputation, its organization, its current activities, and what it will expect from new members. Other information will be included here to give as good an idea of the group as a whole as possible.

Goals: Most societies do something, as opposed to waiting around to see what comes up or who crosses their path. These groups are actively concerned with completing some task or achieving some goal. These tasks and goals are described here, giving the DM plenty of material from which to build adventures.

The Brotherhood of The True Flame

Admits: The nefarious Brotherhood of the True Flame is open to all fire mages. (It is not, however, suited to PCs.) Nonmages may be admitted on an auxiliary status, but are held in lesser esteem than their more powerful magical brethren. Wizards who are not flame elemental mages are not welcome, and the Brotherhood refuses, and often slays, Sorcerers of the Flame (as they are not considered sufficiently "pure").

Members: The Brotherhood of the True Flame has the largest assemblage of wizards with similar alignments and intent in all the Land of Fate, with members (or reputed members) in every city. In addition, legends regularly circulate regarding mighty and powerful fortresses in the Weeping Desert and the Great Anvil, from which the Brotherhood's most powerful members rule with an iron grip.

Initiation: Entry into the Brotherhood of the True Flame is limited to elemental mages of flame. The manner of initiation is said to be both gruesome and mind-wrenching, as all hope, kindness, and goodness is "burned out" by the fires of a true flame. The exact nature of the initiation is best left to whispers and warning glances, but it is true that those who join the Brotherhood are never again as they once were.

Description: The largest and most sinister secret society of wizards, the Brotherhood both benefits and



suffers from its size and relative autonomy. Small factions are continually shearing off, led by one charismatic leader or another. Members of the Brotherhood follow their path of destruction in different ways—some as rebels, some as treacherous advisers, and some as self-serving mercenaries. As a result, there are a variety of plots afoot in the Land of Fate at any time which may be tracked back to the Brotherhood of the True Flame.

Further information on the leaders and notables of the Brotherhood may be found in the AL-QADIM® *Land of Fate* boxed set. A typical desert citadel is described in the “Weeping Desert” (in *A Dozen and One Adventures*).

Goals: The Brotherhood’s chief goal is establishing the superiority of fire-based magic over all others, with themselves as the masters of fire-based magic. All other magics are impure and debased and must be eliminated, as must be any knowledge, artifact, or individual that disagrees with the Brotherhood’s goals.

The Constellation


Admits: The Constellation is a society devoted to the study of astrology, and its membership is comprised entirely of astrologers.

Members: All members are human. The mix of men to women is almost equal, with slightly more women than men. All of the current members are at least 10th-level in experience. There are currently 15 members of the Constellation.

Initiation: The Constellation is a strict society that devotes little effort to recruiting new members. As the older members age and die, replacements are sought, keeping the number of members consistent at all times.

Description: The Constellation is devoted to the study of the stars. They spend the majority of their time sequestered within a remote observatory, taking turns scouring the night skies for any new clues to the deeper mysteries of the universe. Important astrological events, including the tracking of constellations, shooting stars, or the appearance of planets at certain times are all noted on the great star charts of the observatory.





The Constellation is ruled by a single woman, who is said to be the founder of this group. If this is true, then the Matriarch is well over 300 years old. This isn't entirely impossible, considering the magics at her disposal.

The Matriarch rules with an iron fist, assigning tasks to her underlings with little care for how they feel or their personal desires. She believes that, as the most powerful astrologer in Zakhara, all others must bow to her will. For as long as the Constellation has existed, the other members have obeyed her edicts as disobedience could easily result in expulsion from the society. No astrologer is willing to risk losing access to the great star charts that are the property of the Constellation, and they stay in line.

There are two other individuals that have a sort of power within the Constellation; the first of these, the Keeper, is the most powerful. The Keeper is custodian of the star charts and is responsible for their safekeeping. The side benefit of this position is that the Keeper gets to decide who is allowed access to the charts. This gives the Keeper quite a bit of pull with the other members of the Constellation—currying favor for a look at the charts is a time-honored tradition among members. Though frowned upon by the Matriarch as unprofessional, the practice still continues.

Below the Matriarch and the Keeper is the Scribe. It is the Scribe's task to update the star charts from time to time. As knowledge of the heavens increases, it is necessary to add new notations to the charts. The Scribe has access to the charts once a month for three days. During this time any changes necessary are made. Most of the time, the Keeper oversees the process, but the Scribe is left alone for a few hours each day. This is the source of much of the Scribe's power. Those that can't get past the Keeper can often manage to convince the Scribe to give them access to the charts, if only for a little while.

The Scribe is also favored by the Matriarch. She knows enough to keep the Scribe happy; an unhappy Scribe could do a great deal of damage to the charts in a short amount of time. It is even possible that such a person could destroy the charts altogether, destroying

years of work in the process. Though there are copies of the charts, many of these are quite old and would require a good deal of updating before they would serve their function again. Because of this, the Matriarch takes care not to offend the Scribe and regularly gifts the astrologer who holds this post with extravagant items to keep him or her happy.

The charts are important because they allow an expansion of the astrologers' magical abilities. By studying the star chart for a solid eight hours, an astrologer can raise his level by one for a period of one lunar month. All spellcasting abilities increase, including the memorization of spells and the number of spells a wizard can learn per level. This can only be performed once a year, and the Matriarch is very restrictive about who gets to use the charts. As noted above, those that are refused access by the Matriarch may be able to convince the Keeper to let them use the charts. The Matriarch doesn't charge for the use of her charts, but the Keeper requires a bribe equal to the briber's level times 1,000 gp. Only astrologers may benefit from the charts; other wizards will only confuse themselves if they study them.

Besides their ability to increase the level of a wizard, the charts also allow the prediction of probable events as dictated by the positions of various stars. This ability allows an astrologer who spends at least two hours with the charts to predict the outcome of a single event with complete accuracy. For every hour spent studying the charts, the event to be predicted may occur up to a week distant. Thus, if an astrologer would like to know if a quest that will be completed in three weeks will succeed, he or she will need to study the charts for three hours. The event to be predicted must be at least two weeks distant, which limits the power of the charts somewhat. Despite this, many are the military leaders and other strategists who would like to find out if the stars favor them at a particular time in the future.

The Matriarch is very strict about using the charts to predict the future. She knows too well what will happen if various leaders were able to know when and where to strike in order to succeed and will not be responsible for that sort of bloodshed.



Other societies regard the Constellation as a mysterious power that is too far away from the center of things to be much of a threat. The Constellation is based near the Great Anvil, where nothing of importance generally occurs. (The Red Eyes know better but haven't come up with a good way to get out to the Anvil and see what the astrologers are doing. It is possible to send an invisible stalker out there, but such a creature may run afoul of geniekind and bring down all sorts of enemies on the Red Eyes. For now, the Red Eyes keep their eyes to the desert and their ear to the sand, hoping to find some way to get close to the Constellation without drawing undue attention to themselves.)

A few independent astrologers know of the Constellation and have made use of the charts in the past. These independents are all incredibly powerful (15th level or better) and have the complete trust of the Matriarch. They, in turn, respect the Matriarch, knowing full well that only this woman would be able to hold the Constellation together for as long as she has. A few of them claim to know the identity of the Matriarch, but they have so far kept the secret to themselves. It is highly doubtful that they really know. The spies of the Red Eyes have been unable to discover this secret, so it is unlikely that anyone else has either.

The Constellation has contact with the Shifting Sands when their paths occasionally overlap. The interests of the Shifting Sands are sometimes aided by the Constellation, as both seek out artifacts from the ancient past. An agreement has arisen between these two societies. The Constellation receives any texts or items relating to the stars or the magic of astrology, and the Shifting Sands are free to take whatever they will. For their part, the Constellation provides the Shifting Sands with detailed navigational aid, as well as the ability to predict the success or failure of most missions before they are undertaken. Though the Constellation does not give this aid every time the Shifting Sands take on an exploration, if there is any reason to believe that artifacts or texts of astrological significance will be found, the Constellation will provide its expertise. If it turns out that the expedition


was unable to recover anything of astrological import, the Shifting Sands will recompense the Constellation with some portion of the booty that is found. This arrangement has saved both groups countless man-hours and gold pieces and is mutually beneficial.

The Mechanics' League is another sorcerous society that has benefited from the special abilities of the astrologers from time to time, and is perhaps the closest ally to the Constellation (other than the Shifting Sands). The mechanics are able to build complex orreries that are given to members of the Constellation in exchange for services rendered. The Constellation, in turn, gives the mechanics invaluable predictions on the likely outcome of the most dangerous mechanical experiments. Like the arrangement with the Shifting Sands, this beneficial relationship has done much to save lives and gold. Unlike the Shifting Sands, though, the Mechanics' League is likely to go against the predictions of the astrologers if they feel the Constellation is being too cautious. This has backfired in the past, much to the amusement and/or dismay of the Constellation.

Viziers seek out the Constellation from time to time, though the astrologers are careful to insure that any knowledge these advisers gain cannot be used for military advantage. In cases where the Matriarch is not absolutely positive that the predictions will not be used for ill, the vizier is sent back to his caliph empty-handed. The Constellation will not take the chance of igniting a war and having one side or the other come to them for retribution.

Where most sorcerous societies go out of their way to create intricate spy networks to keep tabs on their allies and enemies, the Constellation doesn't waste the effort. They rely heavily on their predictions to influence the course that they will take in a given situation, removing the need for human informants. This is the official stance taken by the Matriarch, which doesn't sit well with some of the Constellation's members. This isn't because these disgruntled astrologers do not have faith in their own predictions, but rather because it is very difficult to make long term predictions based on very little information. These men and women would like to have a few agents





abroad to report on goings on that otherwise might not reach the Constellation for weeks or months. This issue is one of hot debate within the ranks of the Constellation, but debate is probably as far as it will go. The Matriarch doesn't want spies in her employ, and until she is deposed or steps down (a highly unlikely event), her word is still law. Some members of the Constellation might try to go behind her back, but this is extremely risky and only the most daring would risk expulsion from the society to gain a little more information.

In a campaign, the Constellation should be used as an inscrutable source of information. They can provide very accurate predictions, but they will ask a very high price in return. The Constellation will not attack characters that offend them, but they'll never help such characters again. The Constellation will never seek out characters, though characters may find themselves in the employ of this group through another agency, such as the Shifting Sands.

Characters will likely never have the chance to join this group, unless a vacancy comes up and the character has somehow proven himself a powerful astrologer. It is best to leave the Constellation as a mysterious organization, the finding of which could be a massive quest all on its own.

Goals: The Constellation is bent on discovering the inner workings of the universe through the stars. This quest for knowledge is all-consuming and occupies the majority of their time. They will only aid those who can bring them vital information or considerable wealth, and they do not deign to waste time on efforts that will not reveal to them the secrets they so desire. As noted above, they are aiding the Shifting Sands in order to discover ancient artifacts that may aid their cause, and this is their longest standing alliance. To a lesser extent, the Mechanicians' League is used in this way as well, but as more and more members gain the orreries that the mechanicians can build, this group will receive less and less aid. Once a group has been mined of its usefulness, it is time to move on to another alliance. While not a popular stance, the Constellation firmly believes in this philosophy (though they don't publicize it).

The Cult of Sand

Admits: The Cult of Sand admits only elementalists of the province of sand, though all races and both sexes are welcome within their organization.

Members: The Cult of Sand is not overly large, composed of no more than 30 members, half of which are male, the other half female. Humans easily dominate this organization, with only one elf counted among their current number. Most members are of good alignments, with a few leaning toward neutral. No evil-aligned elementalists are allowed to join this organization.

Initiation: The Cult of Sand watches for signs of powerful elementalists that study their province. They possess the great *Sand Mirror*, which constantly monitors the use of magics from the sand province. When a disturbance arises (caused by any 7th-level spell or higher that taps into the elemental province of sand), the *Sand Mirror* will reveal the location of the magic's wielder. Members of the cult are dispatched at once to contact the elementalist responsible for casting such a spell. The fact that the *Sand Mirror* recognized the character is enough proof of ability.

The cultists will then approach the caster of the spell, usually in a private place, and "escort" him to their private meeting area. The cult will have one very secluded room rented in a city where they are making contact and a number of farisan standing guard to prevent anyone from interfering in their business. If the contacted character makes a fuss, the cultists will quickly depart, using their powers and the confusion to make good their escape.

If the character agrees to sign on with the group, he must be ready to make his first contribution to the society. In the case of the cult, this involves the finding of unusual rock and sand formations in the deep deserts of Zakhara. Such locations are ideal places in which to study the nature of earth magic. After all, these things don't just occur naturally; most are so bizarre that there must be a magical explanation. This is one of the underpinnings of the cult: sand is innately magical, and in some areas this magic is activated. It is vital to the cult that these areas be discovered and closely examined to discover how this occurs.

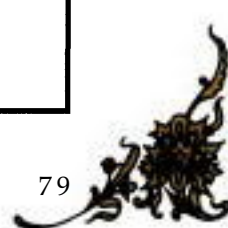



Characters may take whatever supplies they need and are given a grant of up to 2,000 gp to outfit themselves and hire any assistants or guides that may be necessary. These searches for magically active pockets of sand can be quite lengthy. Many take as long as a year; in at least one case, the process consumed nearly a decade. A large reason for this is that most initiates to the cult aren't happy with finding small areas with vaguely unusual sand and rock formations. Instead, they scour the desert for the largest and most impressive finds, as this will increase their status within the cult. When sent out on this quest, characters are always given a small stone that will identify areas that have already been discovered and marked by previous members of the cult. This circumvents unnecessary delays caused by the need to continually check with the cult to see if an area has already been discovered.

DMs are encouraged to make the whole process an involved adventure. Elementalists should spend a long time tracking down myths and rumors concerning unusual areas in an attempt to make their contribution to the cult. Fellow characters can be drawn in as well. Other wizards may also find themselves involved, helping the character in order to discover magical lore that they may use to their advantage. The quest should be time-consuming and should lead the characters through a number of interesting encounters. It should culminate with a battle or dealings with some sort of magical creature. After all, dragons and geniekind may have already found these spots and chosen them for themselves. This adventure should challenge the abilities of the elementalists (and the rest of the party) and be suitable for a long series of adventures.

The finding of a special formation will also be considered the character's test. This is because the contribution that is made is so long and involved that it serves admirably as a test of the character's conviction, dedication to the society, and ability to carry out missions in a competent manner.

If the character manages to complete the search in a short time and/or uses magical aid that nearly does the job for him, the society will often assign another





test. This will be something that the cult has been meaning to get to but just hasn't had the time to accomplish. For instance, the cult may have wanted to earn the favor of a certain dao but hadn't had the time or resources to undertake such a mission. The character would be told to go out and accomplish this endeavor, success indicating his worthiness to be a member of the group.

Description: The cult is a small but growing sorcerous society, established to protect its members from the predations of the Brotherhood of the True Flame. It was also formed as a means to enable its members access to more learning about the nature of their elemental province. So far, it has served both purposes admirably.

The cult is loosely organized, with a small council of three elementalists to keep records, collate data, and generally look over the work of the rest of the members. They are not, however, simple clerks. This council often manages to pull together several hypotheses into a strong theory, thereby directing the studies of other elementalists. They are all keenly intelligent and able to make grand extrapolations from meager data. This is why they are given access to virtually every bit of information that is found.

The council is not all for the good, however, as they have become somewhat greedy of knowledge. They control what information is disseminated to the other members and what is kept for themselves. They rationalize their actions as being best for everyone—who knows what some of these lesser wizards might do with the knowledge they are given? Information is spread through the group in measured doses and only after careful review by the council. This has served to increase the power of the cult's leaders and gives them a powerful bargaining chip with other members of the cult who might try to usurp their position.

Information is passed to other members in carefully scribed scrolls, penned through magical means by the council itself. These scrolls are distributed by farisan local to the cult, who would die before failing to deliver them. Members of the cult are expected to keep these scrolls safe and in a secret location to prevent them from falling into the wrong hands.

Though the cult is very loosely organized, without a standard hierarchy outside of the council, there is a definite pecking order. High-level elementalists will treat their less knowledgeable brethren with some disrespect. This is little different from the way wizards are all over Zakhara, but within the confines of the cult it has definite repercussions.

The high-level members of the cult have a tendency to monopolize cult funds and other resources. Low-level members are forced to defer to their more talented brothers, even if the high-level members aren't doing their job. There is much talk among some members of misspent funds and wasted research time. Some believe that the grants are given to obscure true knowledge by smothering it with fallacious information "researched" by members of the cult. This has produced some bickering, and the stranglehold the council maintains on information makes these accusations difficult to prove.

This is mostly based in the near-religious teachings of the cult. Members are instilled with a devotion to their element that borders on the fanatical. They are taught to meditate upon the land and feel the currents of magic that flow through it. These teachings reinforce the power of the council, as they are believed to be the only truly "enlightened" members of the cult. So strong is this indoctrination that members can have a very difficult time breaking their training to question the council. Player character members will often be regarded as rebels, as they will surely speak out against the injustices that they encounter. It may even be possible for them to right the wrongs they perceive, though this may put them in a difficult position. The council members are in no way ready to relinquish the power that they hold and will put up a very strong fight to retain their positions and the status quo. Characters will have to be very resourceful and persuasive to gain support, and will find themselves outcast if they aren't able to do this.

Despite its injustices and the inequities among some of the members, the cult is the best place for most elementalists of the province of sand. They are afforded access to knowledge that, while not as in-depth as they might like, is still not found elsewhere.



They are also protected from the Brotherhood of the True Flame, the shadowy organization that is a threat to elementalists everywhere.

On this last, the cult is very well prepared. They have teamed up with a number of farisan, all of which are dedicated to Grumbar of the Earth, a cold god of the elements. These farisan are very rare, and their numbers are only just beginning to grow. They are fanatically loyal, having decided that the elementalists of the Cult of the Sand are the closest they are going to find to a sizable congregation devoted to their god. This is believed to be one of the primary reasons that this sorcerous society is known as a cult: to attract these particular farisan.

There are perhaps 500 farisan of Grumbar in service to the cult. There are close to twice that many that are not directly connected to the cult but which would come to the cult's aid if necessary. These men and women are the strong-arm of the cult, ready to fight and die for the sorcerers they work for and with. The fact that these farisan exist is not at all secret, though the cult itself is. Though the Brotherhood may be able to discover the cult's existence by the presence of so many farisan of Grumbar, they will also think twice about attacking the group. Even holy slayers cannot defeat an entire army on their own, and the Brotherhood isn't interested in starting such a conflict (at least not yet).

The cult's council is safely ensconced in the deeps of the High Desert, where they maintain a smallish fortress within a massive rock formation. This fortress is unnamed and is referred to simply as "the Home" by members of the cult. The Home is a massive mound of reddish stone. Wind and sand have eroded scalloped grooves around it. The sound of the wind whispering through these grooves is a low murmuring. Until one gets very close to the Home, it is impossible to detect signs of life, as there are only three men and their servants living here. Their quarters are very deep within the stone. The farisa that are quartered here stay in a deep concave hollow in the top of the stone, which is not visible unless one is high in the air.

Members of the cult are encouraged to stay on the move, preferably in small groups. These groups are

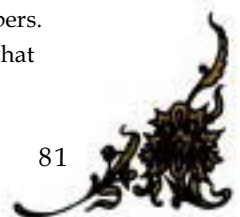
afforded protection by a number of farisan, though these warriors may be called back to the Home in times of trouble. Members are also encouraged to return to the Home if they find themselves in trouble. While this may attract attention from dangerous elements outside of the cult, the protection of its members is a higher priority.


If anyone dreamed of attacking the fortress, they would find themselves in a hopeless situation. The Home is solid rock, and its only entrances are labyrinths carved by dao. These entrance tunnels can easily be guarded by less than a hundred men, who could fend off thousands. The Home is also well supplied, and a freshwater spring is located deep within the living quarters. There is added difficulty as well in that the attacking force would be far from most oases and would have a near-to-impossible task before them in regards to supplies. The cost of maintaining the caravans to supply a force of men large enough to take the Home would force even a prosperous nation into poverty very quickly. For the time being, the Home is virtually impregnable.

Like most elementalists, the members of the cult avoid attracting too much attention to themselves. Many are masters of disguise and masquerade as warriors of one sort or another. Those that do reveal their true nature are the ones most often seen trying to help out in any way that they can. They may serve as defenders of villages and are generally dedicated (or "devoted,") elementalists (see Chapter 1).

The cult is the most understanding of all the elemental sorcerous societies. While they believe that the element of sand is the most powerful and the most useful, they can also see the benefits of other types of elemental study. They have a keen interest in all knowledge and are more than happy to discuss the nature of their own school in exchange for information about another. They aren't disparaging to those that study other elemental provinces, though they do try to impart the wisdom of their position to those with whom they discuss such things.

The cult's members aren't quick to fight, but they stand by their convictions and their fellow members. While they don't look for trouble, they will do what





they can to defend themselves. And they never, ever, forget a malicious insult or violent action against one of their own.

Goals: The cultists simply want to study the sand and discover its magical properties. This is their primary, motivating goal. What most individuals in the cult do not know, however, is that the council wishes to use this power for itself. The council knows full well that mastering the art of sand magic would elevate them immensely in terms of power. All other elements are found in some parts of Zakhara, but the sand (and hence the power of the sand) is everywhere.

This doesn't mean that the council of the cult is bent on world domination. Rather, they wish to be the reigning magical power in order to rectify the current squabbling among wizards and their societies. They believe if they can amass enough magical power, the council would be able to settle disputes with an authoritative voice and prevent societies like the Brotherhood from killing other wizards. This goal of achieving a sort of unity throughout wizard society is a lofty one, if somewhat misguided. It is doubtful that the council would be able to maintain an impartial stance if they ever achieved the position they desired and would most likely become as ruthless in the enforcing of their ideals as the Brotherhood of the True Flame. The council thinks differently, however, and busily seeks to increase its power through better understanding of the sand and its magic, as evidenced by the nature of the contributions and tests demanded of initiates by the cult.

Its second goal is the protection of its members from outside violence and defamation. The cult is currently trying to increase the number of their farisan. A larger military would be able to protect the current members more easily and would allow expansion of the cult without the fear of being unable to protect large numbers of new initiates. The primary difficulty in this is centered around the low level of acceptance of Grumbar among most enlightened peoples. The cold gods don't really encourage worship and do nothing for those that do worship them.

To increase the popularity of Grumbar, and thus the number of farisan available to the cult, the council is

seeking out the few priests that venerate the god. These priests are then supplied with men and money and sent out to spread the good word of Grumbar. Such priests have been discouraged from building temples just yet, as the cult feels that their efforts are better spent on missionary activities. Once Grumbar has achieved sufficient status to satisfy the cult (perhaps 2,000 worshippers), the first temples will be built. For now, priests of Grumbar are noted as curiosities and are not taken seriously at all.

The worship of Grumbar is not encouraged within the Pantheist League, and the cult's priests and farisan have stayed clear of this religiously intolerant land.

The Hands of Badiat abd Ala'i

Admits: This society is only open to sha'irs, though any race or sex is allowed.

Members: The Hands of Badiat abd Ala'i is a large, loosely organized society. There are approximately 70 members located throughout the Land of Fate. Fifteen of its members are firmly ensconced within the Pantheist League, a rare coup for any sorcerous society. Those 15 are all human males. All are well respected within their various communities, having very carefully disguised themselves as merchants or other respected members of society. The remaining 55 members of the organization are scattered throughout cities outside the Pantheist League, and a small enclave is located in the ruins of Kadar. The majority of these individuals are human (30 members), with elvish membership comprising a close second (10 members). Eight dwarves, four gnomes, and three halflings make up the remainder of the membership. The male to female ratio is 4:1, though females tend to hold higher posts within the society. All members are sha'irs of at least 7th level, and many are considerably more experienced.

Initiation: To be considered for initiation, a sha'ir must have proven himself a loyal and humble friend to geniekind. This means that the sha'ir has not indulged in extorting wishes from any member of geniekind and has not used genie prisons. Any sha'ir that has lived by these restrictions (without being told to), and has reached 7th level, will most likely be approached by the Hands.



The Hands will contact the character by gen and will ask for a reply in the same way. Initial contact will include a short "sales pitch" for the organization, that goes something like this:

"Most honorable master. Your wisdom and power have come to our attention, and we would very much like to offer you a position within our assemblage. This arrangement would be of benefit to us and to you. You would be granted access to our magnificent library, which contains lore thought lost for ages. In return, we would ask that you perform certain tasks for us on an annual basis. If you would like to speak further with us, send your gen to (whatever location is nearby and relatively secluded). Rest assured that your gen will come to no harm and that we mean you no ill."

If the sha'ir agrees, his gen will be presented with a scroll that contains the particulars of the society's acceptance policies. The name of the group, as well as the identity of its members, will not be revealed at this time. Also contained in the scroll is the location where the sha'ir must appear for consideration as a member.

If the sha'ir refuses to reply, or declines to join the group at this point, he or she will be allowed to carry on as normal. The individual will know only that a group exists that wants him as a member, but will know none of its particulars and thus will not be a threat to security.

The sha'ir that agrees to meet with the Hands will be greeted by three members at the appointed time and place. These are all middle-level members (usually averaging 10th level) that are prepared for treachery and may be accompanied by a member of geniekind. They are also in possession of a magical device that allows instantaneous transport to the elemental planes. The sha'ir must then prove his level of ability as acceptable to the group.

To do this, two of the sha'irs that come to meet the character will join hands with the character. The third member will then move them to an elemental plane (usually fire). If the character can survive there for a time, then he has presented proof of ability. If the character begins to suffer from exposure before the allotted time (60 minutes), the accompanying sha'irs

will quickly move him back to the material plane. Those that fail the test are sent on their way and may be contacted later to try again.

If successful, the sha'ir will be taken to a higher-level member that is normally present within the same city. This sha'ir will quiz the applicant on any special items or information he might have and will determine the value of this item or information. Any item that is uncommon or any information gained from adventuring will be accepted as the character's contribution to the group. Characters without items or information will have a lunar month to discover information or retrieve an item that the Hands will find useful. Sometimes the Hands will point the character in the right direction of such an item, other times they leave everything up to the character.

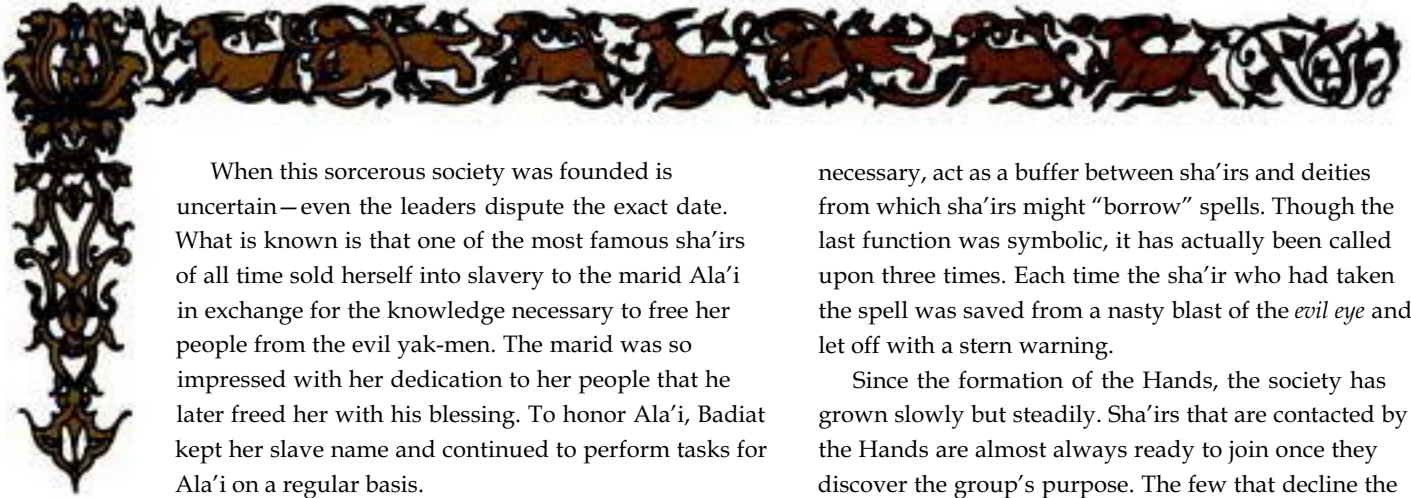
Sha'irs that have, or can come up with, the proper contribution will be ready for the next step. The test involves a pilgrimage to the Genie's Anvil where the candidate must speak to a member of geniekind and prove his worth as a sha'ir. Candidates are not allowed to take any companions with them and may only take provisions that they can carry themselves.

Those who travel to the Anvil will have little difficulty finding a member of geniekind with whom to speak. The hard part comes when the creatures ask the candidate to perform some task to prove his worth. This task can be nearly anything, from the simple to the difficult, all depending on the candidate's level and, more importantly, his attitude. Those sha'irs who approach geniekind with a respectful demeanor will be assigned less arduous tasks than those that appear to be arrogant or belligerent. Candidates that demand anything from geniekind will be sent away without their approval.

Once the task is completed to the satisfaction of the genie in question, the candidate will be given a single golden coin. The coin radiates magic that can be detected easily and is readily identifiable as the work of genies. Return of this coin to the Hands is all that is required for acceptance into the society.

Description: The Hands of Badiat abd Ala'i is an organization devoted to the service of the various genie races in exchange for enhanced magical power.





When this sorcerous society was founded is uncertain—even the leaders dispute the exact date. What is known is that one of the most famous sha'irs of all time sold herself into slavery to the marid Ala'i in exchange for the knowledge necessary to free her people from the evil yak-men. The marid was so impressed with her dedication to her people that he later freed her with his blessing. To honor Ala'i, Badiat kept her slave name and continued to perform tasks for Ala'i on a regular basis.

Eventually, Badiat grew old and enfeebled, and, knowing that her time was drawing short, she sent messages to other prominent sha'irs of her acquaintance. She requested that these men and women continue to work with and for Ala'i as a lasting tribute to that marid's generosity and goodwill.

Many of these sha'irs didn't agree and went on their way with no ill will. A small core, however, decided that this would be a goodwill gesture to all of geniekind. Such gestures had been rewarded in the past, and these sha'irs believed that they might be rewarded in the future. These first men and women named the society and set about organizing it.

To start, they contacted a number of genies with whom they were acquainted. This meeting was designed to inform the genies of what was happening so as to avoid any unpleasant misunderstandings that might otherwise occur. The meeting went very smoothly, and, with the exception of a few dao, most of the genie representatives were agreeable to the formation of the society.

The group was designed to perform tasks for genies, tasks that might be impossible for individual sha'irs to complete. For their part, the genies would make available spells that were difficult to find and would, if

necessary, act as a buffer between sha'irs and deities from which sha'irs might "borrow" spells. Though the last function was symbolic, it has actually been called upon three times. Each time the sha'ir who had taken the spell was saved from a nasty blast of the *evil eye* and let off with a stern warning.

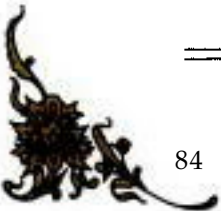
Since the formation of the Hands, the society has grown slowly but steadily. Sha'irs that are contacted by the Hands are almost always ready to join once they discover the group's purpose. The few that decline the invitation are let go without threat of retribution, though there is the underlying inference that certain powerful genies might not be happy if the society's existence was leaked to hostile individuals or groups.

This society is very loosely organized, with members scattered about. There is a council of leaders, though these men and women never dictate policy. Instead, they serve as liaisons for geniekind and the rest of the sha'irs in the society. It is through these individuals that tasks come down, and they are responsible for assignation to the most appropriate individual. The sha'ir closest to the goal of the task will receive the assignment. On rare occasions, the society will ask a sha'ir to travel to an area in order to complete a task, but travel expenses are always covered by the Hands' treasury.

There is only one inviolate rule among the Hands: no assignment may be declined. It is vital to the functioning of this society that the sha'irs always complete their tasks promptly and without complaints. This central precept is carefully explained to new members to avoid inadvertent offenses against the group and the genies they represent.

If a sha'ir has the nerve to refuse a task, he'd better have a very good reason. Such individuals will always be called before a genie court and asked to justify their actions. There really is no way to do this; members of the Hands have received special abilities in exchange for the promise to complete assignments, and refusal to do so is a clear breach of etiquette and honor.

Refusal results in the loss of station, as the character is relegated to the station of a criminal among sha'irs and genies alike. The character will be excommunicated from the group and will be unable to retrieve spells for a year and a day. At the end of this





time, his gen will be able to find spells once again, but the difficulty will always be 10 percent higher than normal. Such is the price of offending the genies.

All members of the Hands are able to retrieve spells easier than those sha'irs who are not members. The gen of these sha'irs will have the difficulty of any attempt to find a spell reduced by 5 percent. This never increases. In addition, the effective level of any priest spell retrieved will be reduced by two, making it much easier for sha'irs of the Hands to get away with using priest magic. This represents the mediation of geniekind for the character in question.

Goals: The Hands of Badiat abd Ala'i are dedicated to serving geniekind. Many serve out of loyalty, others serve willingly in exchange for enhanced abilities. All wish to see better relations between geniekind and other intelligent races.

To further this, the Hands play up the good qualities of the genies wherever they travel. They also downplay the negative aspects of these creatures, acting as "public relations managers" for the genie races. They also attempt to demystify the nature of sha'irs and their relationship with genies so that one day the sha'ir will be respected, not feared, by the general populace.

Some sha'irs are not amused by this goal. They like their status as mysterious, powerful, and sometimes dangerous workers of magic and want to retain their mystique. Such sha'irs will rarely act against the Hands directly but won't go out of their way to help either. This has led to some friction, but sha'irs aren't big fans of conflict among themselves and mediation is almost always successful.

The Mechanics' League

Admits: The League will admit any mechanician of 3rd level or higher. There are no racial or other restrictions.

Members: Currently, there are 42 members of the league, a number that is deemed auspicious by the group for some reason known only to themselves. The majority of the society is made up of gnomes, with that race comprising 20 of the League's members. There are some elves within the society, with only four members representing their race. Dwarves hold the second

largest majority with 10 members. Humans have eight members of their race in the League.

Initiation: The mechanicians have a very open policy of admissions. Because their type of magecraft is so difficult to learn, there are relatively few mechanicians and fewer still that know to seek out the League. Those that do find the League need only bring proof of their ability (a well-built mechanical with at least three functions) in order to take the test.



The test is made up of a number of interrelated tasks, each of which must be completed by one of the initiate's mechanicals. The initiate is given a week to prepare for the task, then a week to finish once it is begun. Because time is so limited, it is advisable that the mechanician spend the week before preparing as many mechanicals as possible to cover a wide variety of contingencies.

The tasks that make up the test are widely varied but usually require talents that are only available to a mechanical, such as the climbing or combat abilities, or its ability to shoot webs, or whatever else. The test is different for everyone, and the more powerful a mechanician, the more difficult the test will be. Determination and ingenuity are the hallmarks of a talented clockwork mage, and the test is designed to bring these qualities to the forefront.

The contribution that the mechanician must make to the group is in skills, not monetary goods. Every mechanician that joins the group must bring with him some craft that he can practice to make the creation of mechanicals easier for other mechanicians. The skill must be something that the individual can use to manufacture shells or other parts for a mechanical (i.e., metalworking, gem cutting, carpentry, etc.). The League will let any of these skills count as a contribution. They will not accept money or other materials in place of this as a contribution.

Description: The purpose of the Mechanics' League is to provide a common ground for mechanicians to both exchange information and assist one another in the building of complex mechanicals. It has lived up to its goals admirably, creating a clearinghouse for information that few other groups, tom by mistrust or greed, can emulate.





Members of the League can always get access to information or expertise, though the time it takes to receive the requested assistance varies depending on where the requesting character is located and who may be nearby to assist in fulfilling the request. This is always at the DM's discretion and should be used to further an adventure or campaign whenever possible. For instance, in a situation where time is of great import, the character may receive assistance at just the last moment, heightening tension as the character wonders if his help or information will arrive in time to do him any good. The League may withhold assistance from characters who constantly call for help until the character learns to rely on himself a bit.

The disadvantage to such free communication between members of the League is the relatively common knowledge of their existence. Most sorcerous societies know of the League, and many have sought its help in the past. The only thing that has kept the Mechanics' League safe from the predations of the Red Eyes is the goodwill of other sorcerous societies and numerous unaffiliated wizards. Attacking the League would draw down the wrath of several parties friendly to the League on the aggressors. Besides, comparatively little is gained by such action, as the League freely aids those who ask.

Most societies have availed themselves of the services of the Mechanics' League, consulting them on the construction of magical items and other devices. The mechanics are happy to render such aid, as it increases their own importance in the eyes of other wizards. For too long, mechanics have felt undervalued and generally scorned by the more traditional wizards. They hope that giving assistance to all who ask will increase their standing within the magic-using community and earn them the respect they deserve. Unfortunately, it has done much to devalue them in the eyes of the less scrupulous societies that have abused the goodwill of the mechanics on more than one occasion.

Because of these abuses, the Mechanics' League is contemplating a new stricture on the type of help it will offer—it intends to stay uninvolved in the creation of any item that will be used directly against

another society. The League knows that societies with less-than-pure motives have used its services to harm less aggressive societies, and the mechanics are not happy about that. On the other hand, restricting access to its special abilities could provoke punitive measures. Those societies that have used the mechanics for so long may suddenly resort to violence in order to retain the privileges they have enjoyed. This has thrown the mechanics into a state of indecision as they try to come to a consensus on what to do about this problem. Currently, things remain as they have, with members of the League performing work-for-hire on a regular basis for anyone that comes along.

The League charges for the services that it provides, depending on what is asked. General knowledge is relatively cheap, costing a mere 10 gp per level of the speaker for a four-hour conference on the ins and outs of clockwork magic. For instance: Akbar, sorcerer of sand and wind, seeks information on the mechanics. He desires a fairly high-level instructor and meets with Fiona, a 12th-level mechanic. The cost for his four-hour seminar is 120 gp.

Speakers of higher level will be able to impart more useful information than those of lower levels. A 1st-level mechanic might only know the basics, such as how to construct a crude mechanical with one or two functions. A 5th-level mechanic will be able to construct a more advanced mechanical with several functions and will know the precepts behind clockwork magic. At 10th level, a mechanic will be able to construct clever mechanicals with a number of functions and will know the finest points of clockwork magic. In fact, he or she could easily explain the intricacies of the process to such a degree that non-mechanics would be completely baffled. Beyond 10th level the differences are not so much of knowledge, but of actual practical ability. Few mechanics above 10th level will give speeches, feeling that their lower-level counterparts would better be able to explain things to an outsider.

If a mechanical is to be created for hire, the mechanics will charge a lot for it and for the "handler" that must accompany the mechanical. The

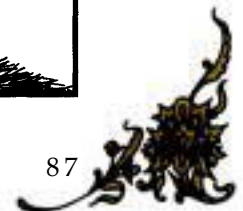
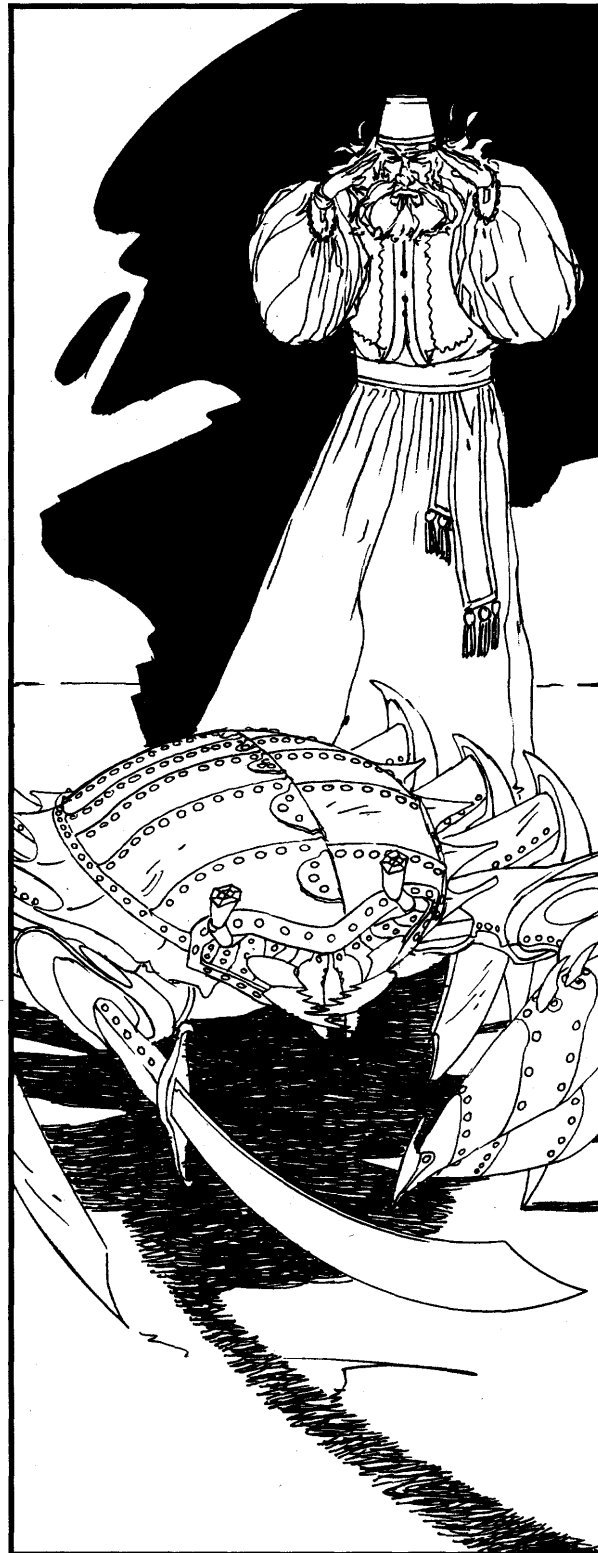



cost for a mechanical is 10 times its construction cost, plus 10 gp per hour of construction time. The handler that goes along with the mechanical (almost always the one who created it) requires a 10 gp per day fee regardless of level. The mechanic that accompanies the mechanical will do nothing except what he was hired to do, and must be transported, fed, and sheltered for as long as his services are needed. If the group that hires a mechanical and handler comes under attack, the mechanic will attempt to flee the combat unless he was specifically hired to provide protection for the group. In all other cases, he will require a bodyguard of at least two warriors to protect him as he leaves and must be given these the instant combat starts. If there is any delay in providing protection, the mechanic will demand a doubling of his fee and may, if feasible, leave the group and head back for his home. A common phrase among hired mechanics is: "This isn't in my contract."

The Mechanics' League is led by the Union. Currently, the Union is comprised of four gnome mechanics, each of whom has proved his loyalty and usefulness. They do not make demands of their people, but their requests are always followed. The Union believes in leading by example and performs as many unpleasant actions as they would ask of any other member. This attitude has drawn the League even closer together, making the whole League seem more fraternal and "chummy" than any other society.

The League's members stay in close contact with one another most of the time. This is facilitated by a group of smiths scattered across Zakhara. In any major city there will be at least one smith that can and will get in contact with the mechanics. These smiths never charge for this service, but they do have access to mechanic knowledge and are the recipients of sporadic, but still frequent, favors from the League. At least one smith has a mechanical that tirelessly works the bellows for his forge, a gift that guaranteed his loyalty to the League for all time.

While these smiths pass messages freely, they charge for any other services that are asked of them. They give a 10 percent discount to all members of the League and give this work priority over most any other.





Other societies may pass messages through these smiths as well, though only if those missives are directed to the League itself. The smiths won't be used as free mail carriers for every wizard who comes along.

Messages are passed from one smith to the next in the most expedient manner possible. Messages are carried from city to city by trade caravans who may or may not know the nature of the message, depending on their trustworthiness. The League is not overly concerned with keeping these messages secret and will not get upset if someone reads their "mail" as long as the message is delivered in its original form. If anyone alters a message, or simply doesn't deliver it, the mechanics will do whatever they can to track down the offender and give him of their displeasure.

While the mechanics are not overly violent and have tried to remove themselves from the wizard wars of the other societies, they don't hesitate to protect their own. Harming a member of the League, or otherwise interfering with its functions, is a deed that will be punished harshly. While assassination is not something the League indulges in on a regular basis, they have nothing against ruining an enemy's life by more subtle means. Destroying a business, revealing the untrustworthy nature of a merchant, or otherwise defaming or humbling a foe are all methods they use with regularity. In severe cases, they have been known to use mechanical assassins.

Members of the League do not run about revealing the existence of their group to all that will listen, but they don't exactly make a secret of it either. They regularly hold conferences for all the members and, if asked by outsiders about the conference, they will answer honestly. If no one asks, however, they don't bring it up.

In play, the League should be used as a source of help for PCs (though not necessarily with the answers to all their questions). Members of the League should be allowed to call on their organization from time to time, but this shouldn't become a habit. Characters who aren't members of the League may seek it out for problems dealing with mechanicals, or if they need a mechanical themselves. They will probably be granted an audience. If a character is a member of another society, he will

automatically receive an audience and whatever favor he asks, as long as he has the gold to pay. Otherwise the Union must decide whether to speak to the characters and whether or not the request will be granted. Waiting for an audience can take up to a week, depending on how busy the League is and the importance of the character. Those characters who are well known or of high station will receive an audience much faster than beginning adventurers or beggars. The granting of a request can take from a day to a month or longer. This is determined solely on the activity within the League and when the conference can be held or the task completed. The League is rarely useful for an "instant out" of a difficult situation; it simply takes too long for the mechanics to decide whether or not they will help the characters.

The mechanics use a hammer as their sigil, and it is prominently displayed in areas where they can be reached.

Goals: The mechanics are striving toward a state of true neutrality among the other societies. Above all else, they want to become a safe haven for all members of their kit, untouched by the inter-society conflicts that plague other such groups.

At present, they must figure out how to separate themselves from other groups. By trying to be friends with everyone, they have placed themselves in a position that will eventually become untenable. It is very possible that the League will hire player characters to help them with this problem, pitting the characters against a number of other societies.

The Red Eyes

Admits: The Red Eyes have very stringent entry requirements, and the group is unsuited to PCs. Only human sorcerers are allowed to join, and then only if they are of nongood alignments. Those with a particular scimitar to grind against nonhumans are especially favored.

Members: One hundred percent of the members of the Red Eyes are human sorcerers. There are currently only 20 such members, but they are all extremely powerful. There is not a member among them below 7th level of ability, and at least one of them is well above 15th level.



Initiation: The Red Eyes utilize dangerous initiations, many of which result in the death of those who fail.

The Red Eyes have employed spies throughout the enlightened world, and it is the task of these spies to report on the location and actions of those who may make suitable recruits into the organization. These recruits are then contacted, often through the use of magic or supernatural intermediaries (the gens of Red Eyes sha'irs, in particular) and are offered a chance to meet with a group of high-powered interested parties. The wise thing to do is to agree to the meeting, which is set for one lunar month from first contact. This gives the initiate-to-be a chance to mull over who these "interested parties" might be. It also gives the Red Eyes more time to probe the contactee for weaknesses that can be exploited for the benefit of the organization.

At the meeting, the character will be given tantalizing bits of information concerning the Red Eyes, their current projects, and the power that joining them will garner. The name Red Eyes never comes up and those who represent the society will not use their real names. Characters who agree to side with the society will be congratulated and given a "seal ring." This small piece of jewelry is to be worn on the character's smallest finger. Its sigil is a baleful eye cast in relief. A character who refuses the ring will be attacked at once in an attempt to kill him. No one may know of the society that is not a member.

Acceptance of the seal ring begins the character's initiation. The ring attracts invisible stalkers, which will pursue the character exactly one week after he accepts the ring. For three consecutive nights, the character will be accosted by an invisible stalker, each with glowing red eyes. To prove his mettle to the Red Eyes, the character must do away with each stalker through the use of his spells. Success will notify the society's members that the character is powerful enough to be brought into the fold, and he will once again be contacted, as above. Failure results in death.

At the second meeting, the character will be instructed to turn over all his material wealth to the society, though he is allowed to keep all magical items,


including scrolls and grimoires. If the character balks at having to hand over all his wealth, the society will not hesitate to destroy him. These high-level wizards do not condone rebellious behavior and are prone to fits of violence directed toward those who do not instantly and completely conform to their desires.

Once a character has given up his material wealth, the Red Eyes will begin preparing the character for his test. The test of the Red Eyes is always dangerous and contains a distinct element of lethal challenge. The test will involve either the capture of an important figure in a rival society or the destruction of someone or some creature that has thwarted the group in the past. The character is given a lengthy description of the target, as well as any known abilities, allies, and weaknesses. The character is then given 24 hours to complete the test, using only his own abilities and any magical items currently in his possession. The use of outside agencies (other than those that can be gained through the use spells) is strictly forbidden.

Success is rewarded with inclusion into the society and the granting of a name befitting one's position within the society. Failure always results in death, as the character is either destroyed attempting to perform the test or is hunted down by members of the Red Eyes once the failure becomes known.

Description: The Red Eyes are devoted to the Herculean task of ruling not only all of Zakhara, but all the rest of Al-Toril as well. Their plans for achieving this goal are very detailed and fill nearly three volumes of 500 pages each. A number of these plans are backups or alternatives to the main thrust of their plotting, as the Red Eyes are very thorough. Every contingency they or their supernatural servants and allies could think of has been planned for and written down in meticulous detail within these volumes. This work is known as the *Codex Dominatrum*, and is carefully guarded within the twisted maze of a dao whose interests parallel those of the Red Eyes. Though some societies have discovered the location of this plan, none have braved the terrors of the maze to recover it. If any could, it would do much to bring down the power of the Red Eyes.





Goals: First on the agenda of the Red Eyes was the creation of a very intricate spy network. All of their agents are loyal to the end, though there are enough eyes on these men and women that any disloyalty is dealt with quickly and with great vehemence. Disloyalty to the Red Eyes is usually rewarded with a visit from a very aggressive invisible stalker. On rare occasions, the aforementioned dao ally will provide specialized killers to deal with powerful or wily traitors.

The Red Eyes have spies in virtually every city and village in Zakhara. Even the Pantheist League has been infiltrated by members of this society. Spies there are in very deep cover and are only able to make contact with other agents of the society every four to five weeks. While this has slowed the flow of information from within the League to the Red Eyes, it still gives them a source of knowledge and insight that most sorcerous societies sadly lack.

Their information base has allowed the Red Eyes to begin enacting the second step in their plan. The Pantheistic League survives through religious restrictions on the personal lives of its citizens. While most citizens respect their government and their beliefs enough to abide by these restrictions, there are some disgruntled few that can be stirred to take action. The Red Eyes makes sure that these “dissidents” receive enough information to be a threat to the status quo within the League. Such individuals very rarely know who supplies them with subversive materials or who is responsible for the fanning of the flames of rebellion. The Red Eyes society is very careful about making sure no one connects them with the occasional uprisings within the League. If the League ever finds out what is going on, they will send out a never-ending supply of holy slayers to make sure that the problem comes to an end.

The rest of Zakhara presents some unusual logistical problems for the Red Eyes as well. Many rulers keep in close contact with the Caliphate in Huzuz and will report any unusual activity in or around their city. The Caliph is notably intolerant with open rebellion or the subversion of loyal cities. The Red Eyes must move very cautiously to avoid the mobilization of a legion of mamluks called out to deal with an insurrection.

Some cities are starting to fall under the sway of the Red Eyes from the bottom up. Peasants are paid well for small services, and their loyalty slowly shifts toward the man doing the paying. A merchant here and there may discover that certain spells can do much to increase his profit margin, and his loyalties begin to shift as well. Over time, these individuals begin to find others of a like mind, and soon large sections of a city’s population can be counted on to support a new ruler, planted and backed by the Red Eyes. At least, that is the theory. So far, the Eyes have moved very slowly, and the evolution of this portion of their plan is not yet complete. Though things appear to be working, only time will tell if the full plan will come to fruition.

While “trickle up” subversion of the populace is going on, the Red Eyes are working to bring Zakhara’s other sorcerous societies into line. These groups are viewed by the Eyes as the biggest threat the group currently faces. While governments have control over a large number of mamluks and a respectable contingent of holy slayers, mere physical force poses little threat to most of the members of this society. They can simply use a dimension door spell to get to an area more to their liking until such threats dissipate. At that time, they return using the same spell and take up their old schemes.

On the other hand, sorcerous societies are something else altogether. These groups of skilled wizards can do much to bring harm to the Red Eyes, and, because of this, those societies have to be eliminated or brought under control. This is a task that the Red Eyes take very seriously, and one that is not handed down to spies or other subordinates. Each of the Red Eyes has a society for which he is responsible. Each such Red Eye makes endless schemes designed to subvert or bring about the downfall of his target society and watches very closely for the right time to instigate them. Unfortunately, a large number of the other sorcerous societies have hidden themselves, making it almost impossible for the Red Eyes to get to them. However, the societies that are deeply hidden cannot effectively act against the Red Eyes without exposing themselves.



This stalemate may be broken soon. The Red Eyes are planning to make a series of gaffes that will apparently open them to attack from any number of enemies. This is all part of an elaborate plan designed to draw other groups out into the open. As soon as a sorcerous society attempts to pounce on a perceived weakness within the Red Eyes, the Eyes will strike at that society with enough force to bring it to its knees. The only way to avoid this is if all the sorcerous societies were to strike at the same time. This overpowering display of force will put the Eyes back a bit, if it doesn't destroy them out right.

The Red Eyes are also desperate to improve their standing with geniekind. They have only two sha'irs, who aren't the most powerful individuals in their society. If the Red Eyes wish to survive an assault by a group of powerful sha'irs, their relationship with geniekind must improve.


Though it wouldn't be all that hard to draw a few more sha'irs into the society, the Red Eyes have taken a very different tack. First, they are showering as many different members of geniekind as possible with the finest gifts they can acquire: extremely precious gems, powerful magical items, and anything else they can find. Second, slaves of all types are being funneled to those that ask for them. These are not typical slaves but highly skilled individuals whose services might otherwise be hard for the genies to obtain.

All manner of tasks are being performed for various genies, either by the Red Eyes themselves, or by their servitors and agents. Such tasks are widely varied but include kidnappings, quests, and other activities that are considered too lowly for genies to perform. Anything the Red Eyes think will improve their standing among the ranks of geniekind is being done.

The Red Eyes have no illusions that this alone will firmly cement them among the ranks of the genies, but it is helping. Some dao are especially susceptible to bribery and are siding with the Red Eyes to gain gifts and services. Others may follow, and the Red Eyes are glad to do what they can to make this happen.

All of these things may work in the Red Eyes' favor—or they may not. Zakhara is an ever-changing land, as malleable as the sands upon which it is built.





The Red Eyes are aware of this and do what they can to end up on top of things.

In any campaign, the Red Eyes will be enemies of the player characters. They may attempt to draw the characters into their schemes, but no character should ever be asked to join. The Red Eyes are simply too restrictive a society for characters to be involved with them. Characters who become aware of the Eyes should know that they are unfriendly and are to be avoided at all costs.

As a recurring villainous group, this society has grand potential. Their plots are so far reaching and so powerful that defeating them could easily become the focus of an entire campaign. Destroying them should be near to impossible, a feat worthy of characters who wish to become legendary.

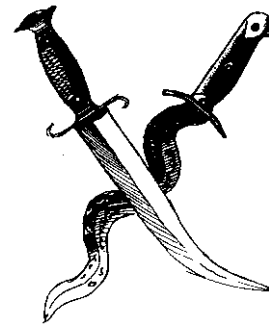
The Sea's Children

Admits: The Sea's Children is composed entirely of elementalists whose expertise lies in the province of the sea. Sorcerers who have sea as their main province may be allowed to join this society, but such members are exceedingly rare. A sorcerer would have to abandon his secondary school to be allowed to join the Children, and few are willing to do this.

Members: The Sea's Children is comprised entirely of elves and humans. Of the more than 200 members, 117 are elves. There are 12 half-elves, and the rest of the society are humans. Both sexes are represented, though there is a definite bias toward females, who form 57 percent of the society.

Initiation: The ranks of the Children are made up exclusively of sea elementalists. Agents of the Children roam the coasts aboard ships of all sorts, earning their keep by using their magic to perform vital functions aboard the ship and to converse with any hostile sea creatures that may accost the ship.

At every port, the elementalist(s) aboard a ship will disembark and seek out any elementalists of the province of sea. The elementalist will stay from several days to a few weeks, making cautious inquiries as to the location of any elementalists of his province that may be in the area. Sympathetic sailors are the usual source of information; mariners have a great deal of



respect for sea elementalists since they are so useful aboard ships. Sea travelers will almost never double-cross a sea elementalist, not wanting to incur the wrath of those that can stir up trouble where the mariners' livelihood is concerned. Because of this, sailors serve as safe go-betweens for the Children and will often be used to contact a likely elementalist.

Once a member of the Children has found a sea elementalist, he will ask that elementalist to go with him to the next port. This request is delivered to the elementalist by a sailor who knows him. This serves the purpose of protecting the contactor from ambush and of setting the contacted elementalist at ease.

If the character agrees to accompany the Children's elementalist, all is well and the character will be told something about the group that has contacted him. Should the character decline, he will simply be left alone and the Children will never contact him again.

Along the journey to the next port, the Children aboard the ship will watch the elementalist they have contacted. If he treats the sailors well and uses his magic appropriately, he will be accepted as an initiate. When the ship stops at the next port, the members of the Children will ask the character to join their organization and tell the character what must be done to continue his initiation.

Having proved his ability by helping out on the ship and using magic appropriate to the situation, the character must now make his contribution. This involves hiring on with a ship bound for a long journey. The character's fee for services will be taken by the Children when he returns.

Sea elementalists can charge from 1 to 3 gp per day, depending on the strength of their magic and their



haggling ability. For characters attempting to make their contributions, 1 gp per day is standard. If the character must cast a spell, additional charges are made at the rate of 10 gp per level of the spell. This charge can quickly increase the cost of having an elementalist aboard and is the reason why a ship's captain will only ask for a spell to be cast if it is absolutely necessary. If injured while on board a ship, the elementalist will be paid 1 gp per point of damage taken. Double this if the elementalist was forced to fight along with the crew.

If the elementalist returns with all his gold and most of the crew intact, he will have made his contribution and will be able to begin the test.

Tests are quite dangerous and involve the dispatch of some sea monster or the clearing of a treacherous spot of water. This is rated according to level so that a 3rd-level elementalist isn't set out to destroy a trouble-causing marid. But it will stretch the character's abilities to the maximum and will always have a significant tie to the sea. Many sea elementalists have been slain while undertaking their test to join the Sea's Children.

Characters who manage to complete their test are ready to become full members of the organization and are brought into the fold with great ceremony. Because of all the pomp and ceremony involved, these events are held once a year on the first day of Mihla. This date seems to hold no significance to any of the major religions of Zakhara, but it does mark the highest tides in many seaports in the Land of Fate.

The ceremony of initiation is only a formality. Once an initiate finishes his test to the approval of the society, he is considered a member and receives the benefits thereof. The ceremony is important because it presents newcomers to the group so they will be recognized by the other members in the future.

Description: The Sea's Children are one of the hardest sorcerous societies to define. While they appear to be expanding regularly, the organization itself seems too fluid to have any sort of internal consistency. Leaders come and go with apparent randomness and without consultation among the Children. Like their leadership, the location of their

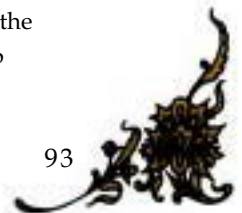
primary base of operations changes constantly. One day it may be in Huzuz, the next day somewhere in the Pearl Islands.


All of this is part of the Children's plans. They thrive on shifting changes, and their leadership rotates according to complex tide patterns. The location of their base of operations changes in response to trade routes. Where the boats are, the Children will be.

Analyzing the Sea's Children is quite difficult. Their plots are incredibly intricate, as each piece of a plan has very definite effects on the neighboring pieces. Like the oceans' currents, the various portions of a plan are often invisible to those that are not a part of them. This has led many to speculate that the Children really do not have a clear concept of what they are doing. Nothing could be further from the truth. The Children do little to disabuse their critics of these erroneous beliefs. It is a common saying of the Children: "Until one swims deep, the complexity of the sea is unknown." That motto applies equally well to the organization itself.

The Sea's Children are led by the Tribunal, a three-member group of high-level elementalists. These men and women are all of equal status and rotate out of their post regularly. There are 18 Children who serve as members of the Tribunal from time to time. This seemingly random change of leadership is actually one of the strengths of the Children; it is very difficult to tell who is in charge at a given point, making assassination or subversion a very tricky proposition at best. Even the Brotherhood of the True Flame balks at investing large amounts of money in killing someone who isn't currently in a position of power. The Children would simply rotate someone else into the slain member's post and replace him at their convenience.

With everyone switching around, it might seem that the members of the Tribunal would be hard pressed to keep up on what they are supposed to be doing. The Tribunal avoids this by adhering to a very complex plot that was laid down by the founding members 500 years ago. The plan has no name but is studied by all members of the Tribunal. Though the leaders of the Children are allowed to make snap





decisions on how to best follow the plot or to adjudicate problems within the organization, deviation from the plan is forbidden. Fortunately, the plan is complex enough and riddled with so many subplots that it is impossible for an outsider to ever fully comprehend it. Only a magical ritual allows members of the Tribunal to keep track of the plan, and this same ritual prevents them from ever revealing its true intent to anyone.

Below the Tribunal are the Waveriders, men and women charged with traversing the Land of Fate to find new elementalists, carry out orders, and deliver messages and orders to those elementalists traveling abroad. The Waveriders are greatly respected by sailors everywhere, as their presence aboard a ship seems to guarantee a quick and safe journey. The Waveriders are allowed to make judgment calls while in the field but are restricted from changing the orders they are given or those that they are entrusted to deliver. To do so could cause deviation from the plan and result in uncontrolled chaos.

Below the Waveriders, there are no formal posts. The rest of the society spends its time carrying out orders or waiting for other orders to arrive. Most spend a few days in a port before being handed orders and moving on to complete them. Characters that are part of an adventuring group are encouraged to bring their companions along with them on society missions but are discouraged from revealing too much of their true nature.

Some members of the Children have become too old to travel comfortably, so they retire from active duty. These men and women are cared for in port towns throughout the Land of Fate and serve as instructors and advisers to all the Children. Any member of the Children can ask to study under one such master and will be granted the time to do so. During study, the character gains 200 XP per month and can engage in no other activity, especially adventuring. In exchange for knowledge, the character is expected to perform menial tasks for the master. Such an experience is humbling but does bring improvement.

The Sea's Children keeps tabs on the movements of other sorcerous societies, thanks mostly to the efforts

of sailors currying the Children's favor. This provides the Children with a detailed account of the movements of known wizards along the coast or across the sea but has left them somewhat blind where inland travels are concerned. There has been some effort made to gain the trust of merchants that regularly use aquatic trade routes, but these have met with little success. Few of the Children can bring themselves to trust those that don't live by the sea, limiting the usefulness of these contacts.

The Children have a very strange outlook on life, an expansion of the deceptive attitudes of the average water elemental (see Chapter 1). The Children believe that every person has both a "deep self" and a "shore self." The "shore self" is that which is presented on a day-to-day basis. This is a genial personality that is useful in making friends and allies (though some Children have found it useful to present a more threatening face). The "shore self" is tailored to the environment in which the elementalists spend the majority of their time; those that travel with the surliest of sailors will develop a rougher exterior than those that spend their time cruising the pleasure galleons of nobles. Because the "shore self," like the "deep self," is a permanent part of an elemental's personality, an elemental will not normally change his style of travel or the types of individuals with whom he associates. The plan has taken this into account, and elementalists are given orders that suit their "shore self" as well as their "deep self."

The "deep self" is the core of the character. It is the true nature of that character and, ultimately, what decides the actions a character may take. This may be very different from the "shore self," forcing elementalists to think quickly in order to maintain their "cover." For example: a character whose shore self is very mean and opportunistic (traits gained from traveling with dishonorable mercenaries most of the time) may have a "deep self" that is quite self-sacrificing and devoted to friends. While traveling with a group of mercenaries, the character sees an old friend in danger of being killed by bandits. The character puts himself in great danger of being killed to rescue what appears to be a total stranger. In order



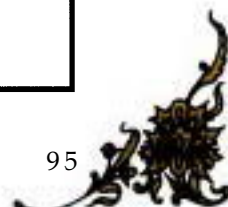
to keep those around him from discovering his true nature, the elementalist may say that he was only rescuing the man to see if he might have something of value that the elementalist would be able to take rather than letting it fall into the bandits' hands.


The Sea's Children are rather fond of disguises and are the most likely to use the disguise abilities of an elementalist to further their own ends. Many have developed elaborate schemes in which they hold various estates and titles under different disguises. Such individuals are valued by the Children, as they allow one person to cast his or her influence over a very wide area. Those among the Children who have mastered disguise are treated exceptionally well and will rise in prestige faster than those who are not as proficient with this skill.

Because of their shifting attitudes and their use of disguise, the Children have fostered a general mistrust of all sea elementalists. This doesn't mean that elementalists are not respected (or, in some cases, feared); it means only that people are very suspicious of them. This has irritated a number of dedicated sea elementalists, and a small group of these spends most of its time repairing the damage caused by the Children to the image of elementalists the world over.

Goals: The plan is the guiding path for the Tribunal. It encompasses a thousand different branches, each of which leads to a final end point. And when the Tribunal manages to finally pull all the branches together, the plan will have led them to a world where they can truly become one with the sea.

There are countless plots in action at any one time—some of them being carried out by individuals who are not even members of the Sea's Children. These unwitting dupes may simply be delivering messages or packages from one member to another, or they may be so firmly wrapped in plots not of their own design they do not see that their will is not truly their own. It is this layering of plots and the use of outsiders who don't really know what it is they are involved with that maintains the mystery of the Children. While other societies have complex plots, none can rival the intricate flowing of those concocted by the Plan and the Sea's Children.





The elementalists that belong to the Sea's Children are intent upon returning to a sea in which they can live out their lives in peace amid the splendors of the deep. Few members of the society know this, however, as the Tribunal and the Waveriders feel such knowledge may be disconcerting to those who aren't as enlightened as they are.

In order to achieve their ultimate goal, the Children have set about locating sea-related magical items and artifacts of various sorts. These items are kept secure in hidden caches beneath the waves of the Golden Coast. These caches are guarded by assorted traps and the depths of the ocean as well as a number of "natural" guardians. Giant squid, crabs, and other aquatic monsters can often be found around these treasure troves, and they seem very aggressive toward those that would dare to steal from the elementalists. These creatures never attack members of the Children, parting respectfully for those that come to retrieve an item or two. The Children see this as tacit approval by their element that they are doing the right things.

The plan calls for the recovery of more than a hundred items. The Children have managed to find and secure a quarter of these. There are a number of items that they have found but cannot retrieve and more that seem to have been lost in ages long gone.

Once all of these items have been found, the Children will be called to the Great Grotto. The location of this undersea cavern is still unknown, despite the best efforts of the Children to find and prepare it. Some believe that it can be found only when the time is right, that the Great Grotto is actually a *gate* that will lead to the world of water when the time is right.

The plan speaks of a great sleeping, during which the Children will become more like the creatures that inhabit the sea. Prophecies foretell these changes, one of which is quoted below:

. . . And they crawled from their resting place on webbed hands and feet. Their eyes were swollen and glassy, their necks elongated and perforated with vertical slashes that could only have been gills, such as a fish have. They flopped about on the stone and

splashed into the water in a great migration. Their skin shone and rippled beneath the light of an unseen torch, and beneath the water it was evident that they were scaled. Then, without a backward glance they dove deep and swam out to sea.

The Tribunal believes that the Children will emerge from the Great Grotto as a new race and will live within their chosen element for all time to come. This is their ultimate goal: the ability to become as one with that to which they have devoted their life.

These goals have remained completely undetected to any of the other societies. Even if they were discovered, the other societies would leave them alone. The Children do not interfere with anyone's plans and will be of no real consideration if left to their own devices.

The Servitors of The Zephyr

Admits: The Servitors of the Zephyr is open to all elementalists of the air province.

Members: This society is composed of less than 20 air elementalists. This is the smallest of the elemental societies and is currently made up solely of humans. There are several elves and half-elves the Servitors have their eyes on, but none have been initiated as yet.

Initiation: This society is extremely small and has kept its initiation rites relatively simple. The aspiring elementalists must first prove his ability. In the case of a society this small, the prospective member need only find them and express an interest in joining. The Servitors do not spread information about themselves, so anyone who has discovered them obviously knows what he's doing and is probably powerful enough to become a valued member.

The elementalists must then provide his contribution to the society. The Servitors demand that prospective members spend a year and a day in service to the organization. This combines the test with the contribution, as the elementalists will often be called upon to perform tasks that are too dangerous and/or distasteful for other members. If the character manages to get through his period of service, he is welcomed into the society and made privy to its secrets.



Description: The Servitors of the Zephyr are hoarders of secrets. They desire information that can be used to gain leverage on others, especially other sorcerous societies. The Servitors travel far and wide, keeping in contact with their Elder, the leader of their society, from time to time to relay what they have discovered. They are adept at the use of sensory-enhancing spells such as *clairaudience* and *clairvoyance*, which they use to spy from afar.

Unlike the Viziers, who use the secrets that they have gained for personal benefit and increased power, the Servitors utilize their knowledge to maintain balance in Zakhara. If one organization is powerful and prepares to squash a weaker one, the Servitors may discover what is going on and warn the weaker society. They will never act in a way that will tip the balance of power, but always seek to preserve the status quo.

This balancing hasn't endeared the Servitors of the Zephyr to the Brotherhood of the True Flame. The Brotherhood is the only sorcerous society to know of the Servitors' existence, and they aren't happy about it. Unfortunately, the Servitors seem to know an alarming amount of detail concerning the undercover agents of the True Flame, which has kept the Brotherhood from making overtly violent moves against the Servitors. While nothing has been openly stated, the Brotherhood is fearful that attacking the Servitors may result in the release of some of this information, most of which would be crippling to the Brotherhood's spy network. The Servitors aren't about to part with their secrets, as doing so will break the hold they have on the Brotherhood. For now, these two societies are locked in an uneasy stalemate, with neither willing to make a move to break out.

As far as the rest of the sorcerous societies are concerned, the Servitors of the Zephyr are nonexistent. There are rumors that there is some sort of mastermind organization pulling the strings of all the societies, but most dismiss these as mere rumors.

These tales aren't too far off the mark, though the Servitors aren't actually pulling the strings. Instead, they are the great equalizers and are the reason that the sorcerous societies never seem to be able to gain advantage over one another for any length of time.


The Servitors are devotees of balance and do whatever is necessary to maintain the balance as they perceive it. They are meddling, making sure nothing is getting out of hand. But they are not amiable busy-bodies; if necessary, they can be as ruthless and cruel as the Red Eyes or the Brotherhood. Things that threaten the balance have to be removed as a threat. This can be done through blackmail, performed by intermediaries. In rare instances, the Servitors will take more deliberate action involving the use of holy slayers or mercenary barbarians. Such killings are rare, as they would surely draw attention to the Servitors if they were to become common.

The Servitors are led by an Elder who lives in the ruins of Nog in a valley where the wind howls incessantly across the openings of a thousand caves. It is said that the sounds the wind makes as it comes through this valley are the sum of all secrets in the world at that time. The Elder gathers this information and interprets it, though it is never written down. The Elder remembers and keeps secret the most important information himself and entrusts other choice bits to other members of the Servitors. Thus, only the Elder knows all the secrets the Servitors have accumulated, though all Servitors know many secrets. Killing one member will not cripple the group and will result only in the unleashing of a terrible wave of blackmail and assassination attempts directed at the individual responsible. It is a measure of their power that a group of 20 has been discovered by the Brotherhood of the True Flame and has been left alone. Any other group of this size would have been destroyed by the Brotherhood almost instantly.

The Servitors are small in number, and will probably remain so as they don't spend much time recruiting new members. But they will always be a power, as their knowledge keeps them one step ahead of their enemies, and their political maneuvering keeps the sorcerous societies embroiled with one another in a series of futile struggles.

Goals: The Servitors hope that the other societies will realize the pointlessness of their goals and will band together for the common good of Zakhara. This





is the only point at which the Servitors will be willing to let the balance shift to a new form, which will then be kept stable by the cooperation of all involved.

The Society of Shifting Sands

Admits: All who apply may try for the initiation, though there is a very good chance that many will not pass it to become full members.

Members: 200. At the present time, the society is comprised of 60 percent elementalists, 30 percent sorcerers, 5 percent sha'irs, 3 percent astrologers, and 2 percent mechanics. The racial make up is as follows: 65 percent humans, 30 percent elves, 5 percent other races.

Initiation: The Society of Shifting Sands desires artifacts of ages past more than anything else. The initiation of a character consists of the following three parts:

The character must successfully identify three out of five magical items. Identification consists of telling whether or not each of these items is magical and if they are, what type of magic is used upon them. A character need only identify the school of magic used on one item, though naming it on more items will increase his status.

The character's contribution must be of real value and must be something for which the character still has a use. The society will take the contribution based on the character's level and relative wealth; for example, if a high-level wizard hands over a *dagger +1*, the contribution will count for much less than if it came from a poor wizard of very low level.

The test for initiation into the Society of the Shifting Sands involves entering an ancient city hidden by the blowing sand and returning with any magical item. The society is constantly searching for new sites to use for the test but, in some cases, must re-use a city. In this case, a magical item will be planted within the city by the society for the initiate to find.

No one is allowed to accompany the initiate during his test; he alone must prove himself to be worthy of the group.

Failing initiation into the Society of Shifting Sands is not fatal, but its members will do what they can to

make the character forget what has transpired. Failing that, they may take the character far away and ensure that he will never find his way back to the society or anyone associated with it.

If a character fails the test and becomes belligerent about it, the society may decide to take care of him in a more permanent manner. Such characters are usually sold to the dao as slaves or concubines.


Description: The Society of Shifting Sands is a peaceful organization devoted to discovering and claiming the powerful artifacts lost beneath the sands of Zakhara. This society believes that there was a race before man who dwelt in the Land of Fate, and that race's ancient magics lie hidden within their lost cities.

The society has endeared itself to a number of small cities by setting up outposts there for a time, bringing in a large amount of new coin while chasing across the desert searching for artifacts, following maps long gone yellow and brittle with age. However, many of these little towns also become embittered when the society picks up and leaves them, just as poor as ever.

Rulers are not happy with the Society of Shifting Sands either as these wizards have a tendency to go where they want and dig up ancient cities, possibly unleashing who-knows-what in the way of curses. This has led to all manner of unpleasantness in the past and has forced the group underground even further than before. The society is extremely leery of making themselves known. They rarely approach anyone directly for admission. Instead, they spread rumors that they are in an area and wait to see who seeks them out. Divination spells and reliable informants help to keep the Shifting Sands out of trouble since it is almost impossible for someone to work through their network of spells and watchers. While this has kept the group ultra-secret, it has also limited the number of newcomers to the society. Over the last few years, the number of initiates has steadily declined, and now less than five new members are asked to initiate every year.

This has led to something of a schism within the Shifting Sands. Some of the members would like to bring the society out of the shadows and make peace with local rulers. This would give them a freer hand in operations and allow them to swell their numbers.





Other members of the society are happy with the group as it is. While it isn't large, the Society of Shifting Sands runs smoothly and efficiently and doesn't draw any attention to itself. In this way, the society has managed to gain quite a few prized artifacts without making enemies. This faction hopes to gain even more power through their artifacts so that when the society is revealed, it will have the power to withstand almost any assault upon it.

At the current time, the society is in a state of indecision as both sides wait to see how and when the power struggle will begin in earnest. For now, the society will retain its low-profile, but that could all change if another faction gains control. In that case, the Shifting Sands could easily become an invaluable aid to local rulers, bolstering local militias and guards in exchange for the rights to search nearby areas for artifacts. That will make other societies aware of the Shifting Sands and their actions, leading to possible inter-society conflict.

The current leadership of Shifting Sands is composed of the Triumvirate, a mysterious group comprised of a sha'ir, a ghul lord, and a mechanician. This unlikely trio has risen to power through their devotion to one another and their belief in the necessity to gain and understand ancient artifacts.

Below the Triumvirate, things break down quickly into independent wizards devoted to the cause but having no real leadership. There are a number of coordinators, but their power is limited and rarely heeded. Once a year all the society's members are drawn together and given their assignments. The majority of the members take the assignments they are given without complaint and devote as much time as is reasonable to finishing their tasks. The coordinators try to compile monthly reports on the progress of those who are, ostensibly, below them. These efforts are largely worthless as the average wizard just isn't willing to take the time to record their activities every single month. Most turn in detailed reports of the highlights of their year, but do little other paperwork.

Despite this loose organization, the Shifting Sands has accomplished much. Though somewhat haphazard

in their record keeping, the members are dedicated to the cause and will rally to the defense of one of their own should the need arise. This is not a group to be feared, precisely, but respect is definitely in order.

Goals: The Shifting Sands are encouraging the covert recovery of a number of magical artifacts and are systematically searching for new ruins to examine. They have active members scouring the ancient nations of Nog and Kadar, and have a few scouts making their way into the Pantheist League. There they have had much more difficulty, as the Pantheists have a low opinion of those that they regard as little better than tomb robbers. Should the more open factions of the Shifting Sands take over the organization, the goals will expand toward becoming a powerful force within local governments.

The Spellslayers

Admits: The Spellslayers admit only those of their wizard kit. This fanatical group is driven to destroy all other wizards, and is not suitable for PCs.

Members: The Spellslayers have 15 members. There are eight women and seven men, all human.

Initiation: To be considered for membership by the Spellslayers, the individual need only have suffered at the hands of a wizard. The suffering must have been caused by magic and must have resulted in a real loss of life, property, or honor. The Spellslayers will often send one of their agents to scout around the scene of a magical crime, hoping to find someone that would be suitable for initiation into the group.

Unlike most sorcerous societies, the Spellslayers will initiate those who are not wizards into their society. Anyone who is approved for initiation will be given a chance to prove their worth to the group. Nonmagical individuals will be trained by the society until they become 1st-level spellslayers. Unfortunately, not all survive this apprenticeship, with some 70 percent being killed during their training.

Any initiate who survives, or any apprentice already a spellslayer, is automatically accepted into the group. The Spellslayers are fanatics, and they will welcome anyone who shares their zeal and their desire for "justice."



Description: The Spellslayers have based their existence and activities around their hatred for magic-using people and creatures. Though they are a subclass of wizard, they see their actions as using the power they hate against itself. They are quick to point out that they do not actually use spells and have learned to use magic in such a way that there is little danger of accidentally harming innocent bystanders with its side effects.

To the last, Spellslayers are fanatically loyal to both their group and their ideal. They see themselves as the last line of defense between the evil wizards of the world and honest, helpless commoners.

The group was originally formed by two brothers who lost their parents to a wicked sha'ir's careless spellcasting. Their small house and all within were burned to the ground when a *fireball* exploded nearby. The sha'ir merely shrugged his shoulders and walked off, leaving the brothers nothing but their sorrow and, eventually, their hate.

The brothers headed out into the desert in search of enlightenment. They traveled far and wide before stumbling across the Mystics of Nog. These wise wizards had learned to harness magic in their bodies and showed some of their secrets to the brothers. These teachings became the foundation for the Spellslayers—magic made personal and used without the complicated rituals and unpredictable results of spellcasting.

The fanaticism of the Spellslayers has offended many, but eventually adherents found their way to the sorcerous society. The group grew slowly and, when numbering only five, it began its quest of cleansing. It struck without warning or mercy, attacking a number of sorcerers and elemental mages. Many of the victims were killed in their sleep, while many more were left crippled and terrified. Never had there been such an assault on so many wizards at once.

The group seemed to disappear after that, going deep underground. It reappeared recently, after an absence of more than 20 years. Most of the members are older and more cautious, apparently suffering from some magical retaliation. Now they see the wisdom of gaining more members before attempting to rid the world of magic forever.

The Spellslayers are led by two men who claim to be the original founders. No one disputes this fact, despite their youthful appearance. They both seem to be young men in their prime, though the Spellslayers were formed more than 20 years ago. Whether they have discovered some means of preserving themselves or are not truly the original founders is a secret no one can divine.

The Spellslayers are tight knit, keeping in close contact with one another. When separated, members send messengers to one another to keep the entire group apprised of their actions. The leaders never use messengers, and no messenger is ever sent to them due to security risks. Instead, the organization as a whole meets in a secret location once a year.


This meeting is used by the leaders to hand down assignments and to hear of what is happening in the world at large. Members report all that they have done in the previous year so that everyone knows of the successes and failures of the other members. Successes are often rewarded with magical items, and failures are harshly punished. Punishments vary due to the offense but typically involve some form of self-inflicted physical mortification. Were it not for the fanaticism of the organization, it is doubtful that many would remain members after their first punishment.

At the end of this meeting, the leaders inform everyone of their assignments and the location of the next meeting. Money is handed out to those members in need, and those with excess are expected to contribute to the society's coffers.

Once given their assignments, members are expected to carry them out to the best of their abilities. Members are encouraged to make their own field decisions, allowing them some flexibility in the manner in which their goals are achieved. Important field decisions are usually handled through messengers as less experienced spellslayers confer with their elders. Every member is responsible for his own successes or failures. No one would dream of blaming their failure on bad advice from another member.

There is virtually no desertion among the Spellslayers. Despite their harsh penalties for failure, the organization retains a 100 percent loyalty rate.





This is due in large part to those who are selected for initiation, individuals already fanatically opposed to those who wield magic. Such fanatical zeal is easily transferred to loyalty for a group with goals that parallel the new initiate's goals.

Goals: The Spellslayers will not be happy until all spellcasters are removed from the Land of Fate. The most expedient course is to kill them all, and this is the route the organization has taken.

In its early days, this society was more than a little arrogant and perhaps foolhardy. They lashed out too soon and suffered for this haste. While its original attacks were carried out very well, when the wizards of Zakhara recovered, the retaliation was deadly.

Tempered by their defeat, the Spellslayers have realized the advantages of caution and patience. They are spending their time building a larger membership base. When they have achieved a membership of 50 or more, they will begin their attacks anew.

At present, the organization is devoted primarily to the training of new recruits and searching for more initiates. They are also poised to strike at any wizards that endanger innocents or leave themselves foolishly exposed. When a spellslayer is in town, it is wise for other wizards to lay low, lest they attract the attention of this group.

The group is carrying out attacks still, though they are doing so in a more subtle manner. Before, they would leave a blackened dagger in the bodies of their foes to let everyone know who was responsible. They have forsaken this practice, and now make their attacks look like the work of common assassins. The Spellslayers attack only those they know have enemies with access to holy slayers, further casting suspicions from themselves.

The Spellslayers are a legend for most wizards in the Land of Fate. Their long absence, and the caution exercised in their recent attacks, has led many to believe that they are no longer a force to be reckoned with. Some sorcerous societies fear that the Spellslayers are returning, but their fears aren't taken seriously by other societies. Only time will tell, but the wizards of Zakhara are very likely going to be taken by surprise by the forceful resurgence of the Spellslayers.

The Viziers

Admits: The Viziers are open to sha'irs of all races. A surprisingly sexist organization, the Viziers will admit only women, and then only those who are proven to be childless. This admission policy is meant to prevent the use of children as hostages to gain access to the secrets of the Viziers, and women are thought to be less corruptible than are men. The Viziers have been very careful to keep their admissions secret; chauvinists might not take an all-female group seriously, and the Viziers do not wish to waste time proving themselves to such pig-headed louts.

Members: There are only eight current members of this sorcerous society. All are human, but as the group expands it will contain members of several races. The members average 7th level overall, though what they lack in magical might, they make up for with shrewd planning and wicked cunning.

Initiation: This group is an active recruiter, sending its agents from city to city in search of likely prospects. To be eligible for admission, a candidate must be a childless female and a sorcerer. The candidate must have displayed cunning and guile, and a willingness to do things as expediently as possible regardless of the consequences. Likely candidates are contacted by a member of the Viziers, and very little about the group will be explained. To probable initiates the Viziers are described as freelance magical advisers to all manner of important personages. The list of clients is very vague but includes powerful merchants and caliphs. It even extends to the Grand Caliph himself, though the last is never stated outright.

Those candidates that make their interest known will be given their first assignment. They will be told to ingratiate themselves with a prospective client chosen by the Viziers. This client might be one that has been somewhat recalcitrant in the past but whom the Viziers would like to have under their influence. Such individuals could be merchants, craftsmen, barbers, or anyone else of importance.

The candidate is not told this directly, but it is perfectly acceptable to create conditions under which the prospective client will be forced to accept a magical adviser. A small plague of magical "accidents"



or rumors of a magical assassin hunting for the targeted client are just two of the myriad number of fabrications used by the Viziers in the past to snare a client.

If the candidate gets the target to sign up with the Viziers, she will have proved her ability and then will move on to the next step of her initiation.

The character's contribution to the society is one of knowledge. The character must reveal likely clients that she may know of and must tell any secrets that she knows concerning important personages. All of these will be recorded in the Viziers' Hall of Secrets for later use.

If the candidate has no secrets, she must go out and get at least one useful tidbit for the Viziers. In some cases, this may be information that the Viziers need, and they will specify what must be discovered. Otherwise, the nature of the secret is left up to the initiate, subject to approval by the Viziers. The character has three chances to come up with information that the Viziers judge to be worthy. Failure will result in the character's extermination, since she now knows entirely too much to be left free.

Secrets that are deemed worthy are those that can be used as leverage to force an important individual (or someone who can influence someone important) to act in a way that is to the Viziers' liking. Some may call this blackmail or extortion, but the Viziers prefer to think of it as "persuasion" and care little for the opinions of others.

If the character can make a contribution, it is time for the test. This is very difficult and should be undertaken with careful planning and lots of research. The character will be given a target and allowed access to the Hall of Secrets. There, the character can dig up information she thinks she will need in order to go out and "persuade" the target to do what is requested by the Viziers. This will always be something that is well outside the realm of the target's normal actions. A merchant may be told to mark all of his wares down to a mere 25 percent of their market value, even if that means taking a heinous loss. A politician may be forced to take a very unpopular stance on a hot political topic. The Viziers don't want the target ruined, merely reminded of the hold his "advisers" have over him.

This can be extremely dangerous for the character. Until she has completed her test, she is not a member of the Viziers and is not covered by their protection. She must rely on her own resources and the secrets that she is able to gain. If successful, she is accepted by the Viziers and becomes a full member. Failure usually results in some retaliation by the target, who may go so far as to kill the character. If the character is captured by the target, the Viziers will arrange for her death before she can reveal anything about the organization.

Characters who pass the initiation are brought into the fold and given the cowl and robes of a Vizier. They are also provided with their own key to the Hall of Secrets, though this will only open the first door in the Hall. The deeper secrets are reserved until the character can truly be trusted by the group—usually after several months of loyal service.

Description: The Viziers are the youngest sorcerous society in the Land of Fate. It was only 10 years ago that they were founded, and the original members are still in residence. Since that time, they have moved among all levels of society, studying those around them and learning their deepest secrets. They are masters of seduction, interrogation, and intelligence, often able to gain information from targets who will never know they let their secrets slide.

The Viziers are also the most secretive of the societies, rivaling even the Red Eyes in the cold-blooded protection of their secret existence. No other society will have heard of the group, and no client can rightly say who it is that advises him from time to time. Most clients assume that they have been receiving information from a single individual with vast knowledge about many things and an uncanny knack for finding out the most disturbing little secrets.

The Viziers are organized in a strict hierarchy. The leader is known as the Queen of Ears and is in complete control of the Viziers' spy network. She is also the only member with total access to the Hall of Secrets and the only one to know the full extent of the Viziers' infiltration into politics and economics.

Below the Queen of Ears are the Shadowed Tongues, a clique of three women that organize the efforts of the lower echelon Viziers in accordance with





the Queen's orders. None of the Tongues are allowed to converse with one another, and each is told only a small portion of the Queen's total plans. The Shadowed Tongues are often told to give assignments that seem completely pointless by themselves. It is only as a whole that these pieces form a complete picture.

There are two levels of rank below the Shadowed Tongues: Veils and Daggers. The Veils are the ones that actually deliver the advice of the Viziers and the demands made for such advice. Daggers are the collectors of secrets, those that prowl the back alleys and shadowed hallways in search of information that can be used by the Viziers. At the present time, there are two Veils and two Daggers. New members will be assigned to the Daggers as the Veils are moved up in importance.

The Daggers are also supplemented by a very efficient spy network. Surprisingly, this network overlaps with that developed by the Red Eyes. In order to save work, the Viziers infiltrated the Red Eyes spy network. The spies now believe that they are being asked to give duplicate information to different couriers to insure that the information gets where it is going. Because the Red Eyes aren't particularly chummy with the agents and spend as little time as possible speaking to them, this coup has gone unnoticed. While this has been a very risky maneuver for the Viziers, it has worked out exceedingly well—so far. If the Red Eyes ever discover what is happening, though, the Viziers will have to go underground very quickly to avoid eventual extermination.

The Hall of Secrets is the most closely guarded of all the Viziers' treasures. This is where the most dangerous and important secrets of Zakhara's rulers and elite are held. Guarded by a host of mercenary barbarians, the Hall is secreted deep beneath Huzuz. A tunnel complex surrounds the Hall and is heavily trapped through magical and mundane means. Trying to successfully navigate the tunnels without becoming skewered, crushed, dismembered, burnt, electrocuted, or otherwise meeting an untimely end is next to impossible. Those that have managed to delve into the tunnels and make it to the Hall are so weakened by



their journey that they are easily dispatched by the mercenaries outside the Hall. It is important to know that the tunnel complex was not constructed by the Viziers. It is an ancient structure, built by an unknown force. Occasionally, strange creatures are found loose within the tunnels and must be dispatched by the mercenaries. More frightening yet, a score of yak-men recently launched an attack against the Hall of Secrets but were dispatched by the Hall's guards. Why the yak-men were in the tunnels, and how they managed to come so far south, are mysteries that the Viziers would very much like to have solved.

The Viziers should be used as the most mysterious of villains in an AL-QADIM® campaign. Their agents seem to come and go as they please, and many powerful men and women are "in their pockets." Individuals that suddenly begin exhibiting behavior contrary to their normal behavior, or performing acts that go against their grain, can sometimes be found to have employed a new adviser, if only for a short while. This clue may set a party of characters on the trail of the Viziers, but only the most clever will be able to discover the adviser's true origins.

Characters will most likely never be asked to join this group, unless they are exceptionally devious and unscrupulous. The Viziers are not evil, exactly, but they will let nothing interfere with their goals and are not at all adverse to using assassins to protect their interests. When the need for such assassins arises, the Viziers typically make use of Holy Slayers loyal to the Red Eyes. This tactic works because of the Viziers' infiltration of the Red Eyes spy network, and it is sure to cause confusion as investigators find themselves pursuing the Red Eyes while the Viziers continue with their acts unmolested.

If a character does get involved with the Viziers, it should be on a "work-for-hire" basis. A group of adventurers may be paid handsomely to discover how yak-men are able to come so far south without being detected. The group will never be told of the tunnels or the Hall of Secrets, as this information could compromise the secrecy of the Viziers themselves.

Particularly ambitious and clever characters might discover the secret of the Viziers and do what they can

to bring it down. This is best done from within the Viziers, though this has extreme risks, and only the most resourceful of characters would be able to accomplish this feat without being destroyed.

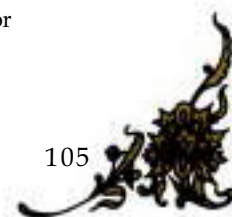
The Viziers are the real power behind the caliph. Though they have yet to infiltrate the Pantheist League or the Grand Caliphate, in most other areas they are secretly pulling the strings. Characters might be aware of a secret society controlling various aspects of the government, but finding out more will be very difficult and very dangerous.


Goals: The Viziers want nothing less than to completely dominate the world around them while remaining in the shadows. Toward this end, they have sought out the secrets of important individuals. The secrets are used to "persuade" these individuals to act in ways beneficial to the Viziers and to influence politics throughout the Land of Fate.

The Viziers will approach a target individual and reveal some tantalizing tidbits about that person's enemies or their own hidden weaknesses. This teaser is usually convincing enough for the target to hire one of the Viziers as a personal adviser. The Vizier then uses her position to unveil more secrets about the target, which are then used to influence actions and decisions made by the target. The Vizier always remains in the background, never being seen to openly confer with the target. In the end, once the target has been used as fully as possible, the Viziers leave the man or woman to deal with the consequences of actions they were forced to make by the Viziers. Very powerful targets will be extricated from difficult situations by their adviser, who will then disappear, only to come back later with more "suggestions."

This plan has been very successful, as the rulers of many cities are under the control of the Viziers at various times.

The Pantheist League has so far been a stumbling block for the Viziers, as the power there is centered around religious institutions that are notoriously hard to subvert. It is hoped that the strict laws and religious strictures of the League may be turned against its rulers by the Viziers, who are desperately searching for "handles" on these men and women.





The Viziers would desperately like to get members within the inner circle of other sorcerous societies, but so far they have been thwarted at every turn. Should they ever be able to gain control of these societies, their power would increase exponentially. Of special interest is the Constellation. If the Viziers could gain the prediction abilities of this group, their plans would leap ahead a hundredfold. Knowing when and where to maneuver their agents would allow them great power over the other societies. Unfortunately, as they are trying to keep their society a secret, they are not able to contact the Constellation. Even if they did contact the Constellation, it is unlikely that they would be given the answers they seek. The astrologers will not do anything to increase the level of intrigue the Viziers have already created.

Need for Sorcerous Societies

Many sorcerous societies are restrictive and do not give their members any sort of overt special abilities. So why would anyone want to join one of these organizations? Primarily for protection. Elementalists, especially, need to be fearful of the Brotherhood of the True Flame. Other wizards are fearful of this organization as well, as the Brotherhood wishes to control all who cross its path. Sorcerous societies shield their members from the predations of the Brotherhood and other societies. They also protect their members from those who do not practice magic and may not understand sorcerous ways.

Sorcerous societies are also useful clearing houses of knowledge. These groups share information and resources among members, making the acquisition of spells and special items a bit easier. DMs are encouraged to assume that a sorcerous society has access to all spells up to 7th level and will know someone who can tutor members in spells beyond that level. This saves wizards much work, providing them with spells they would otherwise have to hunt down on their own.

Special items are available from a society as well, as long as they will be used for the betterment of that society. Magical items that contain spells or a few

powers are available to most societies; artifacts and other very powerful items are in the possession of the strongest groups. Characters who are members of a sorcerous society should be allowed to use that society's items if they are truly needed to complete a mission given by that society. This is purely a DM's call. Dramatic scenes can be crafted in which the character(s) attempt to convince the leaders of a sorcerous society that they have a real and overwhelming need to take a certain item to complete an important adventure.

Societies in a Campaign

This chapter details a number of sorcerous societies. Each DM must decide which of these exist in his campaign and their actual goals and plans. The above descriptions are a starting point for enterprising DMs. The societies can be used as listed, altered slightly, or changed dramatically to fit into a campaign.

A few standards should be maintained in order to retain the feel of a sorcerous society in action.

The standard of primary concern is secrecy. These organizations don't advertise their power (or even their existence). They are composed of so few members that it would be dangerous to reveal themselves to their enemies, so they move in the shadows. Societies that go after the characters will be especially careful to keep their identities secret; everyone knows how unpredictable and dangerous wandering heroes can be.

The second important standard is planning. These societies tend to plan out their activities in exacting detail. They do this to avoid loss of control in a situation and to carefully coordinate the activities of a large number of operatives in widely separated areas. As a DM, you will have to plan out the activities of sorcerous societies in your campaign. You don't need to come up with the detailed plans of every society in your games, but you should know which ones are involved in the adventures you are running and what they are doing at that time.

The most comprehensive way to do this is to create



a timeline. Decide which societies will have an effect in your campaign and set out their goals for the next year, month by month. Spend a while deciding on how they will go about achieving these goals, using the descriptions in this chapter as a jumping off point. Then, go through your timeline and make a few notes for each month, noting what the various sorcerous societies are going to be doing. As you go along, you'll probably notice that some of the societies' activities are starting to overlap. This is perfectly all right. If there are areas where one group's activities will interfere with another's, decide which group will be victorious and make note of any changes that might result from the conflict. This type of "event timeline" doesn't take a lot of time, but it adds considerable depth to a campaign. It will allow you to drop rumors into the game of events in other cities, piquing the interest of characters and possibly foreshadowing events to come.

The third important factor to consider when using a sorcerous society in a campaign is that one or more of the characters may join one of the societies extant in your campaign. You must decide from the outset whether or not to allow this sort of interaction between characters and the sorcerous societies.

In some cases, this can be beneficial. Groups like the Shifting Sands can serve as a springboard for adventure without unnecessarily restricting a wizard character or the rest of the characters in a group. There are those, however, that can become a hindrance to your campaign as they are very restrictive as regards their members. It is suggested that the following groups be excluded from those available for characters to join: the Red Eyes, the Viziers, and the Brotherhood of the True Flame. All other societies should be relatively easy to work into a campaign and will do much to further your own story lines.

Once you know which groups characters will be able to join, you can start dropping hints about these societies. Perhaps an elementalists will feel as if he is being watched from time to time, and may even catch a glimpse of one of these watchers. The character discovers that he sees the same people all over Zakhara, always nearby and yet seeming to take no

notice of him. Eventually, one of these watchers may come to the character and strike up a conversation. As time goes on, the character will find more and more of these individuals coming into contact with him, and after time he may finally be asked to join their group. Foreshadowing is very important in the area of sorcerous societies. If a character feels as if he or she has been watched for some time and deemed worthy, he will take the group more seriously and respect it more than if the offer were simply sprung on him "from out of the blue."

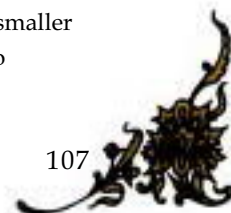
All of this information is provided as a guide for DMs and does not have to be used in your campaign. But always make sure to know how you are going to handle sorcerous societies in your campaign and handle them in a consistent manner. This will make them more real for the other players and will give you a clearer picture of how the societies will act and react in regards to one another.

New Sorcerous Societies

There is nothing to say that the societies listed here are the only ones in the Land of Fate. There may be countless others, hiding in the shadows or acting from behind a facade of mundane respectability. The Brotherhood of the True Flame may actually be a number of separate groups, all working together to mask their true numbers. Anything is possible, and the guidelines that follow will help DMs bring those possibilities to life within their own campaigns.

In designing a new society, make sure that you have a clear idea of the goals and philosophies the group is going to be based upon. Most societies have a very definite goal that they are trying to accomplish, and it is this goal that helps to hold them together. Other societies are representative of strict ideals, codes of behavior, or simple beliefs. Whatever binds the society together, make sure you understand what caused the society to be formed in the first place.

Once you know what your group is to be based on, come up with an organizational scheme that reflects the nature of the group. Fanatics tend to have smaller bureaucracies, as they are driven by the need to







complete their goals or adhere to an ideal, and no leader can stimulate them more than their own fanaticism. Groups based around complex goals will have more complex structures, usually a main leader or leading body and at least one set of assistants. There will be a number of support personnel that work with the group, and you should decide the relationship here as well.

If the group's goals are the motivating force behind the society as a whole, then half of the next step is already done for you. Decide what the group is up to and how they are going about it, and spend a few moments noting these things. The more complicated the goals of a society, the more in-depth your notes should be. Remember, the sorcerous societies' goals should reflect their reason for being. It makes little sense for a society that is devoted to the tending of flowers to have world domination as one of their goals.

It should be remembered that elementalists are formed into groups that are always fanatical in their devotion to their cause. These groups are bound together by ideals and a desire to understand a certain elemental province. These groups will have goals and ideals that are not easily understood by outsiders (such as Servitors of the Zephyr). They make the perfect "inscrutable wizards" for campaigns, and their societies will reflect this. Elementalist societies should be harder to find and to reason with than standard sorcerous societies; their ideals can cloud their thoughts and make them act in seemingly irrational ways.

If a sorcerous society is associated with a holy slayer cult or a group of farisans, make sure to note this in your description. A small group with an affiliation to a large group of holy slayers is much more dangerous than a larger society that has no such allies.

Perhaps the most important consideration when designing a sorcerous society is the degree to which the society hides itself. The larger the group, the more well known it should be. As the size of a group decreases, it becomes more obscure and harder to find. This degree of secrecy can play an important role in the interaction of PCs with the sorcerous society. The more secret a society is, the less often they should

enter play. While they may be in the background, societies with a high level of secrecy should rarely be brought out into the open. These organizations make perfect ongoing nemeses for groups of characters. The characters may spend years of game time trying to find out who is behind the plots they stumble upon, climaxing with a shadowy battle with the society itself. Even then, the society may not be gone forever, having managed to hide the location of their leaders in order to regroup and strike again when the PCs least expect it.

More well-known groups may have occasional contact with a group of characters, either as enemies or allies. Even here, these groups will not be common. As soon as they become too well known, the mystery of the group is lost and they should be removed from play. This can occur in a number of ways. The society's contact with the characters may result in a security leak. Their enemies will then descend upon the members of the group with a vengeance, removing them from play. Or, the group may decide to come out of the closet, foregoing secrecy in favor of a larger membership. In any case, once a sorcerous society becomes well known, its role changes – and not always for the better.

Societies and Outsiders

Sorcerous societies are not always friendly to wizards who are not members. Groups like the Red Eyes and the Brotherhood of the True Flame are prime examples. Both these groups are set against all wizards who are not members and will go to great lengths to destroy or subjugate outsiders. Characters who seek such groups should have some idea of the danger they are courting. The incautious wizard who discovers a hostile sorcerous society will find himself in a dangerous position when the society tries to make sure the character doesn't reveal it to outsiders.

Other societies may seem very open to outsiders, encouraging visitors to ask questions and have a look around. Then, when the character decides to head out, the society turns very, very dangerous. These groups seduce characters into their ranks, then force





the character to remain through threats of violence. These organizations are perhaps the most dangerous, as they aren't all that hard to find. They swell their ranks through such treachery and are masters of manipulation. Evading them will no doubt be difficult—these types of societies tend to have large groups of spies at their disposal.

The final group is the most rare and the most pleasant from a character's point of view. These are the altruistic societies, those that exist to better the world they live in. They seek to grow through an open exchange of information. By allowing outsiders to contact them and share information, they hope to convince leery wizards to join their ranks. Most of these societies are very kind, but a few will tread a fine line between decency and violence. Very violent societies may disguise their true intentions to lure unsuspecting wizards in, then dispose of them. When dealing with a sorcerous society, wizards should use care not to become a victim.

Forming a New Society

Some characters may decide that they want to start a sorcerous society of their own. If you decide to allow such an undertaking, you should make sure your players know what they are getting into.

Characters who set out on this course must answer the same questions that you, as a DM, must answer when designing a new group. Refer to the "New Sorcerous Societies" section in this chapter for the sorts of questions they'll need to answer.

First, the character forming the group must decide

on the goal or ideal that will drive the group. It must be something that the character firmly believes in, lest the new members decide to go elsewhere in search of the truly dedicated. For a sorcerous society to grow, its concept must be one that appeals to outsiders or one that can be used to convert outsiders to the cause. This is the most important decision that can be made when forming a new society. If the underlying theme of the society is unappealing or too obscure for most to grasp, the group will never grow. Only once this decision has been made can a character begin forming his group.

At the outset, this is a very difficult undertaking. If the character's society will impinge upon the territory of another existing society, they will face strong opposition. The existing society will either threaten the characters or find some way to make their lives very difficult. Such actions can entail anything from subtle blackmail to an assault by several holy slayers. It is during their formative time that new societies are most in danger; they don't have the support to stand up to a bigger group and lack the resources to expand quickly.

Characters must then decide on how to expand their ranks. Will they contact wizards that they already know and invite them in, or will they seek out new allies? Problems can easily arise here if the characters start tapping into the "personnel pool" of an existing society. For instance, recruiting elementalists of the fire province will surely draw the wrath of the Brotherhood of the True Flame.

The character that is forming the group is also responsible for deciding who is qualified to join the group and what sort of initiation the new society will have. Characters who elect to let anyone join will find themselves overrun by spies and traitors in short order. Those that are too selective run the danger of never expanding into a respectable society.

The initiation can't be too hard or too easy. Either way could alienate prospective members. Too easy and those who would join will think the group is desperate, weak, and in need of new blood. Too hard, and the initiates may never survive to join, or will believe the group to be too arrogant. Though difficult, it is well



worth the effort once the society reaches a respectable size. At this point, the society is truly a force to be reckoned with and may make an important mark on the Land of Fate.

Running the sorcerous society can be trying as well. Characters must do their best to make sure that the group doesn't stray off its intended purpose. If the society starts to go off on a wild tangent, members will start to leave, feeling that their goals are not being taken seriously.

Another problem with running a society is rivalry among the members. This problem can be cured by making sure that all members are treated equally, but such equitable treatment is very difficult to maintain. Do you treat high-level wizards better than low-level wizards? If not, you run the risk of offending the most powerful members of your society. On the other hand, favoring those of a higher level can alienate the weaker members, who are far more numerous. Fairness is the key, but each society will have a different idea of what is fair.

And if people do start to leave the society, how will they be stopped from revealing the society to outsiders? Assassination is an option, but one that can scare off new members and make current members fearful of their superiors. Blackmail is another course to take, but this can backfire: the ex-member may do far more damage with his information than the group could ever do to him.

What happens if another group attacks the character's society? Will the character order his group to go to war with the offenders? Or will the society go underground, hoping to avoid the worst danger by remaining unseen?

There are numerous other questions that will doubtless come into play as the society progresses and grows. All must be answered by the characters, and all will challenge wizards in ways they may have not been challenged before.

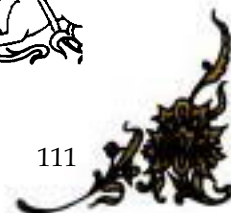
So why would anyone want to get involved in starting such a society? For many of the same reasons that wizards join these groups. They provide protection for all members and allow the group to accomplish goals that can be beneficial for all

members. For the leaders, they can provide wealth and security that might be hard to obtain otherwise. The most altruistic of characters may really believe that what they are doing is for the good of all concerned. Power-hungry characters will see the sorcerous society as a means to an end.

Whatever the reason for starting a sorcerous society, the DM must keep things entertaining. While it is important to spend some time on logistics (such as where to get supplies for the society or where to build the main base of operations), most of the game should focus on the adventures that running a sorcerous society will create. Some examples are:

- Defending the group from another society.
Perhaps the leader and his companions must infiltrate and destroy a society bent on their destruction. This could easily take up several sessions as the character and his allies gather intelligence about their enemy, come up with a plan of action and implement this plan.
- A major artifact that the group desires comes to light. Only the society's leader is powerful enough to retrieve the artifact, which is in a far-off area guarded by powerful creatures. Alternately, the artifact is held by a rival society.
- After a lengthy absence, the leader of the society discovers in-fighting upon his return. Without a leader, the society has begun to degenerate into squabbling factions. Strong action must be taken to unify the various cliques within the society before it disintegrates altogether.
- A spy has infiltrated the organization and the leader and his allies must discover who it is and what society the spy is working for. Care must be taken to root out the spy without wrongly accusing (and offending) loyal members.

Any of the above ideas, and many more, can easily crop up in a game. This serves to make the society a dynamic, growing entity and keeps the characters on their toes and the excitement level high.





Chapter 4

New Spells and Proficiencies

As you can imagine, oh wisest of caliphs, the discovery of so many diverse groups of wizards has led to the uncovering of many new ensorcelments. Several of these wizards have also developed skills practiced by none else in the Land of Fate. I have catalogued the new spells and skills for the Caliph in order that you may be fully apprised of their existence.

First-Level Spells

Honor Mark (ALTERATION)

Province: Universal

Range: 10' per level of the caster

Components: V

Duration: Permanent until removed (see below)

Casting Time: 1 round

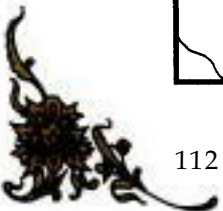
Area of Effect: 1 creature

Saving Throw: None

This spell is used to mark those whom the wizard has seen performing a dishonorable action. The honor mark is generally a striking black line that cuts across the eyes or slashes down the face along the nose. The mark is instantly recognizable to all who see it, and they will treat the character so marked as if his station were two full levels lower than it actually is.

The only way to remove the mark is to atone for the misdeed. Once this has been done, the mark disappears and the character can never be marked for that action again.

While there is never a saving throw allowed for targets of this spell, the wizard must have actually seen the target performing a dishonorable act. If the wizard attempts to honor mark a character that he hasn't witnessed performing a misdeed, the wizard is marked instead. The mark remains until the wizard apologizes to the target for attempting to malign his name. The wizard must also perform an atoning task named by the offended party.





BURNING SANDS (ALteration)

Province: Sand

Range: Touch

Components: V, M

Duration: 1 hour/level

Casting Time: 1

Area of Effect: 1 handful of sand

Saving Throw: None

The burning sands spell is used to cause sand to become combustible. The sand retains its natural form and texture but gains the flammability properties of lantern oil. The sand will burn with a colorless, odorless flame for one hour or until the end of the spell's duration, whichever is longer.

Burning sands can be used as an attack by hurling the sand at an opponent and then lighting it. If used in this manner, it functions exactly as does burning oil.

This spell sees most use among nomadic tribes who do not wish to carry wood for fires through areas where deadwood is not common. A single handful of burning sand gives off the same heat as a small camp-fire and can be used for cooking. The burning sand cannot be extinguished by any natural means, making it ideal for use in wet or windy conditions.

Second-Level Spells

Call Society (ALteration/PhanTasm)

Province: Universal

Range: 1 mile per 2 levels (round down)

Components: V, S, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: 2-mile radius

Saving Throw: None

This spell allows members of sorcerous societies to call on their brothers and sisters for aid. When this spell is complete, the caster must designate the direction the spell will travel in order to contact a member of the appropriate sorcerous society. The spell will travel in that direction for a number of miles equal to half of the caster's level. The spell travels in a straight line and, if it reaches the end of its range without contact with a member of the

appropriate sorcerous society, will dissipate harmlessly. If the spell passes within one mile of said member, it will deliver a plea for help to that wizard. The plea can be heard by all members of the sorcerous society within one mile of the spell's trigger point. The call is simply a rough estimate of the caster's location and a quick image of the sort of trouble in which the caster is embroiled.

The material component of this spell is a small amulet that most members of a sorcerous society will be given by their society. If a member of a society tries to cast this spell using the amulet from another society, the casting will automatically fail. The amulet is not consumed by the casting of this spell.

As noted in the previous chapter, members of most sorcerous societies will attempt to aid their brethren and will arrive as quickly as possible.

Fist of The Adder (ALteration)

Province: Universal

Range: 5' per level of the caster

Components: S, M

Duration: 1 attack

Casting Time: 2

Area of Effect: Caster


Saving Throw: None

The *fist of the adder* is a dreaded attack spell practiced most often by members of the Red Eyes sorcerous society. The *fist* causes the caster's arm to elongate into a serpentine tentacle, tipped by an adder's head.

The arm may attack outward to the range listed above, whipping about wildly and striking with deadly accuracy. The caster attacks with the arm as a fighter of the same level, and the *fist of the adder* may hit creatures only affected by enchanted weapons. The attack causes 1d4 damage per level of the caster.

If the caster is 5th level or more, a successful strike also injects a Type F poison. At 10th level, this becomes a Type E poison. Normal savings throws are allowed against the poison. The material component of this spell is a shed skin of a poisonous snake, washed in tears.





Rain of Blood (Necromancy)

Province: Universal

Range: 10 yards per level of caster

Components: V, S, M

Duration: 1 round/level of the caster

Casting Time: 1

Area of Effect: 5' radius circle/level of caster

Saving Throw: ½

The *rain of blood* is a spell used by necromancers only. It calls forth a cloudburst of deadly blood from the Negative Material Plane. The blood is sticky and red, far more red than any mortal blood. Where it strikes bare flesh, the rain leaches out vitality. The droplets remain on the flesh for one round before caking into a gray dust and falling to the sand.

Every round that a character remains in the area affected by the *rain of blood* and is not completely sheltered from the rain, he will take damage. The exact amount of damage is determined by the armor worn. Each character suffers a number of points of damage equal to their armor class for every round that they remain in the rain's area of effect. A successful saving throw will reduce this damage by one half.

The material component for this spell is a small vial of pure water that darkens and turns to blood as the spell is cast. As the last syllables of the spell are spoken, the vial is hurled into the air.

Third-Level Spells

Analyze Device (Lesser Divination)

Province: Universal

Range: Touch

Components: V, S

Duration: 1 round per level

Casting Time: 3

Area of Effect: 1 clockwork device

Saving Throw: None

This spell allows a mechanic to discern the workings of a clockwork device created by another such wizard. The spell is not exact, however, and reveals details about the mechanical randomly. This can make it difficult to determine the primary purpose of a mechanical.

For every round that the spell lasts, the

mechanician will be able to determine one random function of the target mechanical. The spell doesn't reveal the strength of a particular function, just that it exists. As far as the spell is concerned, there is no difference between a combat mechanical that attacks with a dagger and one that uses a great scimitar. To the spell, these are both attack functions, and it doesn't distinguish between them. If there is an implanted spell in the mechanical, this spell will reveal it, but not which spell it is.

Analyze device doesn't reveal the number of functions that a mechanical has either. Once it has revealed all the functions of a particular mechanical, the spell simply ceases to function, duration notwithstanding.

The spell can also be used to determine the basic hit points, armor class, and THACO of a given mechanical, though each of these is considered a separate function.

In order to use this spell, the mechanic must study the target device for a round or so, and the mechanical must be stationary. Thus, it is impossible to use this spell on a mechanical that is currently attempting hostile action.

If cast by a mechanic, this spell must be implanted into a mechanical device (the material component of this spell), usually a simple piece of headgear or a set of lenses. Wearing or touching the *analyze device* mechanical and concentrating on the object to be analyzed activates the spell.

Other wizards may learn this spell, in which case no device is needed. When cast by a member of a kit other than a clockwork mage, the spell is less efficient, revealing one function of the device every two rounds.

Chastise (Enchantment/Charm)

Province: Universal

Range: 20'

Components: V

Duration: 1 day/level of the caster

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Neg.



This spell is used to verbally chastise any character who somehow offends the wizard. The offense must be real (e.g., if a wizard catches someone trying to pick his pocket). If the wizard tries to chastise someone for an imagined slight, the spell has no effect.

If the target fails his saving throw, he will feel an overwhelming need to abase himself before the caster. The target must perform menial services for the wizard for the duration of the spell, all the while apologizing profusely for doing anything that might further offend the wizard. The menial tasks that are performed may include, but are not limited to, carrying luggage, hauling refuse, shining shoes, and washing clothes. In no case may the task performed cause personal injury to the affected character or otherwise endanger his person.

This spell is a favorite among the elitist wizards and is often used to provide a lesson for lesser individuals who interact with the wizard.

Night's Jambiya (Illusion)

Province: Universal

Range: Touch

Components: V, S, M

Duration: 2 rounds

Casting Time: 3

Area of Effect: 1 jambiya

Saving Throw: None

The *night's jambiya* cloaks a single jambiya in impenetrable shadow. The weapon is concealed from view, though the darkened area is easily visible. It becomes nearly impossible to dodge this dagger when thrown, providing a +3 attack roll bonus. Once the spell is cast, the jambiya may be handed to another character to throw, but that character must throw it immediately in the next round or the magic is lost. He cannot use it in melee. The material component of the spell is the jambiya, which is not consumed in the casting.

Ritual Strength

Province: Universal

Range: Touch

Components: V, S

Duration: 1 hour/level of caster

Casting time: 3

Area of Effect: Self

Saving Throw: None

This spell is used by sha'irs to prepare themselves for the strenuous rituals they must endure in order to improve their gen. As long as the spell lasts, the sha'ir suffers no effects from exhaustion due to ritual performance. This spell has no effect outside of protecting sha'irs from over-exertion during rituals.

Sand Seal (Alteration/Conjuration)

Province: Sand

Range: 20 yards

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: 1 doorway or similar portal

Saving Throw: None

When casting this spell, the wizard must throw a handful of sand at the doorway to be sealed. When the spell is complete, sand swirls in the doorway, coalescing into a solid barrier.

This magical barrier of sand possesses 1d6 hit points/level of the caster and an AC of 8. To remove the sand seal, it must be attacked and its hit points reduced to zero. If a one is rolled for the attack roll when attacking a sand seal, the weapon used is shattered. If the weapon is a hand, foot, or other natural appendage, the attacker suffers 1d6 points of damage. The sand seal can be magically dispelled. The material component of this spell is a small lump of wax.

Sand Tools (Alteration)

Province: Sand

Range: Touch

Components: V, S, M

Duration: 4+1d4 hours (or special)

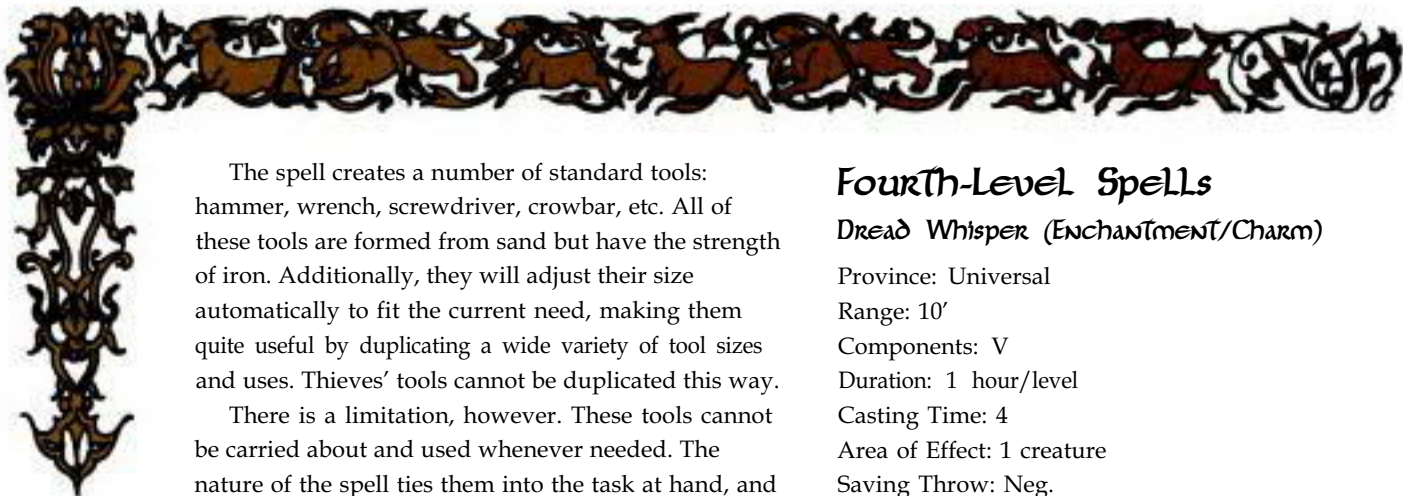
Casting Time: 1 turn

Area of Effect: Special (see below)

Saving Throw: None

Mechanicians developed this spell so they wouldn't need to be without their special tools. When cast, it magically fashions a small tool set (useful for working on mechanicals) from a small area of sand.





The spell creates a number of standard tools: hammer, wrench, screwdriver, crowbar, etc. All of these tools are formed from sand but have the strength of iron. Additionally, they will adjust their size automatically to fit the current need, making them quite useful by duplicating a wide variety of tool sizes and uses. Thieves' tools cannot be duplicated this way.

There is a limitation, however. These tools cannot be carried about and used whenever needed. The nature of the spell ties them into the task at hand, and when that task is complete the spell expires. Thus, while the spell may last seven hours, if the job the tools were created for only takes three hours, the tools will disappear two hours after the job is finished. Also, if anyone attempts to use the tools as weapons, they immediately dissipate.

The material component for this spell is a small bagful of sand from which the tools can be drawn as needed.

Sandspray (ALTERATION)

Province: Sand

Range: 10 yards/level of the caster

Components: V, M

Duration: Instantaneous

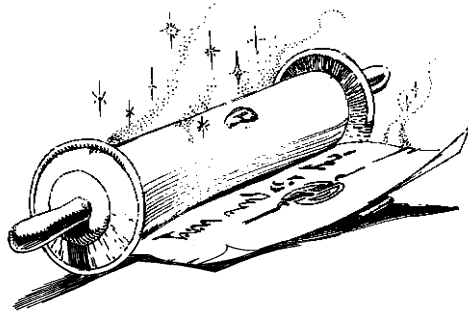
Casting Time: 3

Area of Effect: 5' diameter circle

Saving Throw: ½

The *sandspray* spell causes a pillar of sand up to 30 feet high to erupt around one target. The blinding spray causes 1d6 damage for every two levels of the caster (round down) and requires no attack roll.

The target may save for half damage, but even if the target saves, he will be blinded by sand for 1d4+1 rounds. While blinded, the target cannot cast spells and attacks with a -4 penalty.



Fourth-Level Spells

Dread Whisper (ENCHANTMENT/CHARM)

Province: Universal

Range: 10'

Components: V

Duration: 1 hour/level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

This spell may only be used by wizards of non-good alignments. When cast, the wizard speaks of some terrible fate that will befall the creature if he doesn't completely ignore the casting wizard. The creature must be able to understand the caster's language or the spell fails.

The creature, if he fails his saving throw, will be unable to talk to, look at, or even think about the wizard for the duration of the spell. Upon mention of the wizard, the creature will be wracked with unimaginable terrors and assailed by all manner of horrid visions regarding his death.

This spell is most often used to keep someone from speaking of the wizard's presence, such as if the wizard were spotted entering a place he had no business being. It may also be used to keep someone from revealing secrets about the wizard and is very good at causing individuals to leave the wizard alone.

Jackal Ward (ABJUREMENT)

Province: Universal

Range: Touch

Components: V, S, M

Duration: 1 day (special)

Casting Time: 1 turn

Area of Effect: Caster

Saving Throw: None

In areas where jackal wizards are known to operate, it is wise for a wizard to protect himself from spell-thievery. This spell serves this purpose admirably.

After the spell is cast, the wizard simply places a small coin (the spell's material component) in his turban or other headgear. If a jackal attempts to lift a



spell from the protected wizard, the coin grows warm, warning the wizard.

The first attempt to steal a spell from a wizard protected by the *jackal ward* will always fail. The second and subsequent attempts have a 50 percent chance of being foiled, but wizards are wise to return to their quarters and recast the spell rather than risk losing a spell.

Lifesurge (Necromancy)

Province: Universal

Range: Touch

Components: V, S

Duration: 1 round/level of the caster

Casting Time: 2 rounds

Area of Effect: 1 target

Saving Throw: None

Ghul lords are more than ready to lend a helping hand to their comrades, but often the hand becomes a monkey's paw. Ghul lord spells can have adverse effects on their targets despite their beneficial intentions.

Lifesurge is one such spell, though ghul lords can only cast this spell upon willing individuals. When cast, the spell creates a sort of negative energy field within the target's body. This field forces the life force within the individual to surge up in defiance, affording the target enhanced physical abilities for the duration of the spell.

For the duration of the spell, the target is treated as if it were two levels higher for all purposes. Wizards do not automatically gain new spells, but they will be able to use scrolls with spells available to those two levels above their own. Hit points are increased, and THAC0, saving throws, and all other level-related abilities and bonuses are appropriately improved.

When the effects of the *lifesurge* wear off, the target will suffer damage. This is equal to the maximum Hit Die of their class, multiplied by two. Thus, fighters, who use a d10 for hit points, would suffer 20 points of damage when the spell wears off. A successful save vs. death magic will reduce this damage by half.

Mechanical Disruption (Alteration)

Province: Universal

Range: 5 yards/level

Components: V, S

Duration: 1+1d4 rounds/level of caster above 5th level

Casting Time: 4

Area of Effect: 1 mechanical

Saving Throw: Neg.

When this spell is cast upon a mechanical, the creation will be unable to perform any action and will remain immobile for the duration of the spell. There is no known way to reduce the duration of this spell, and clockwork mages aren't at all amused to discover someone who knows how to cast it. Mechanics have been known to pay handsomely for any knowledge of this spell in order to unravel its secrets.

In no case should this spell be installed into a mechanical. When placed in the vessel of a mechanical, this spell will always cause the mechanical to cease working. Twenty percent of the time it will also cause the mechanical to collapse into a useless pile of broken parts.

Shadowstrike (Evocation)

Province: Universal

Range: Touch

Components: V, S

Duration: 1 attack

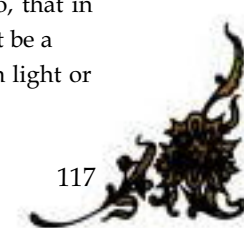
Casting Time: 4

Area of Effect: 1 creature's shadow

Saving Throw: Neg.

This spell is used by wizards to attack someone through their shadow. The spell is cast by the wizard, who then thrusts a dagger into the shadow of his opponent or victim. Shadows are always AC 10. If the shadow of the target is hit, the target takes damage just as if he were stabbed with the dagger, +1 point/level of the caster.

DMs should note that the shadow must be attacked as soon as the spell is cast, otherwise the spell loses power and becomes ineffective. Remember too, that in order for a steady shadow to be cast there must be a strong, relatively stationary light source. Torch light or





a swinging lantern will not provide light enough to form a shadow that could be affected by this spell, though a large bonfire would. The light source may shine from any direction as long as the target's shadow is cast toward the attacking wizard.

Fifth-Level Spells

Death Bump (Necromancy)

Province: Universal

Range: 10 yards/level

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Special

The *death bump* is another spell generally used by ghul lords that could be considered a mixed blessing. In effect, it allows a character that received a fatal amount of damage in the round prior to its casting to return to life. Unfortunately, it transfers all that damage from the victim to any nearby target character (friend or foe alike).

This spell can be used to save a character from death by transferring any death-dealing damage to a character with high hit points (who may or may not be able to sustain the damage without dying). When the spell is cast, the recently dead (or dying) character rises to life in the following round with 1d6 hit points. These hit points are subtracted from total damage sustained by that character in the round he or she "died"; the remaining hit points are then transferred to a nearby character and subtracted from his hit point total.

Note that the character to whom that damage is transferred doesn't have to be a willing target. If unwilling, the target is allowed a saving throw vs. death magic. If the saving throw is successful, the character that had died (from whom the damage was transferred) retains the damage and remains dead; the target character suffers no damage. In this case, the ghul lord is instantly revealed as the caster of the spell, as a grayish nimbus of dim light surrounds him for several moments after the spell has been cast.



Guise of The Yak-Man (Illusion)

Province: Universal
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

This spell makes the target look, feel, smell, and sound like one of the hideous yak-men. It is an extremely powerful illusion that cannot be detected through normal or magical means, short of *true seeing*, and cannot be dispelled save through the use of a *wish*. Even creatures that are normally unaffected by illusions or phantasms are affected by this spell.

Guise of the yak-man has two possible uses. The first is actually beneficial. Because of an ancient pact between yak-men and geniekind, dao will never harm or interfere with a yak-man. The target of this spell will not be harassed or harmed by dao, though the character has no other special powers over the genie races.

The second use comprises a means for the caster to do away with someone without dirtying his or her own hands. Everyone hates yak-men, and most denizens of civilized areas will attack these creatures on sight. By casting this spell upon someone, the wizard virtually guarantees that his victim will avoid cities or be killed upon entering one.

The material component of this spell is hair from a yak-man, which is not at all easy to obtain. A saving throw versus spells negates this spell's effect.

Heat Mirage (Illusion)

Province: Universal
Range: 10 yards/level
Components: V, S
Duration: 1 round/level of the caster
Casting Time: 1
Area of Effect: Cube (5 feet per side/level)
Saving Throw: Neg.

The heat mirage is a simple illusion spell that is used to augment the desert's natural illusory abilities. When cast upon an area that is already affected by a natural mirage, it enhances that image and produces

auditory and olfactory illusions as well. Anyone who fails their saving throw will believe that the illusion is an actual oasis.

This spell is used to lure unwary travelers to an area so that they may be ambushed. Because the illusion isn't dispelled until someone tries to drink from the "oasis," bandits can hide within the affected area and spring upon their unwitting victims.

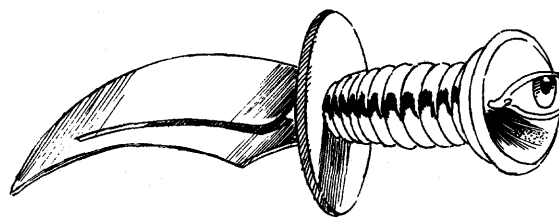
Good wizards use this spell to lure foolish travelers away from dangerous areas or creatures. While not exactly the most polite method, those wizards valuing their privacy find that the *heat mirage* works much better than an open meeting.

Reconnect (Evocation)

Province: Universal
Range: Touch
Components: V, S
Duration: 1 hour/level of the caster
Casting Time: 1 turn
Area of Effect: Caster
Saving Throw: None

This spell is used to re-attune a wizard to his own magical powers following spellslaying. The duration of the spell determines how long this "reconnection" lasts. If the spellslaying would have kept the wizard from casting spells for longer than the spell's duration, the wizard will not be able to cast spells when the reconnect spell ends. After that, the spellslaying will have to run its course.

This spell is one of the best kept secrets of the Brotherhood of the True Flame and should not be available to player characters—unless those characters manage to discover the spell during the course of an adventure. This would be a very difficult undertaking and would certainly put the character at odds with the Brotherhood of the True Flame.





Waves of Sand (Alteration)

Province: Sand

Range: Touch

Components: V, S

Duration: 1 hour/level of caster

Casting Time: 1 turn

Area of Effect: 1 wagon or similar conveyance no more than 5' wide and 10' long.

Saving Throw: None

The *waves of sand* spell causes the sand beneath the affected vehicle to gently undulate, creating waves that carry the vehicle along. The vehicle affected in this way cannot be pulled by horses, camels, or other beasts of burden as the waves beneath the vehicle offer no solid footing.

The craft moves along at a steady rate of three miles per hour and is steered by a thought from the caster of the spell or a designated pilot. If the vehicle stops for more than one round, the spell expires and must be re-cast.

Sixth-Level Spells

Animate Blood (Necromancy)

Province: Universal

Range: 30 yards +5 yards /level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3 rounds

Area of Effect: 1d6 drops of blood

Saving Throw: None

This necromantic spell is used to create small, animated beings from the blood of the caster. These creatures are linked to the caster such that he can utilize their senses as well as his own.

When the spell is cast, the wizard must cut himself, spilling a few drops of blood. These droplets take on the shape of small animals, which move about at the bidding of the caster. Despite their small size, these creatures can move rapidly, covering 60 feet in a single round. They are small enough to move under all but the most secure doors, and they can ooze through any crack that is not watertight (though this reduces movement for that round by half).

The caster sees and hears as if he were where the drops of blood are located. He can shift his perception from one drop to the next at will. This connection is maintained throughout the range of the spell—if any of the blood drops pass beyond this area, they will become ordinary drops of blood and the spell ends.

This spell is often used to spy upon individuals or to see what is beyond a door. This works fine as long as the target is not a prepared wizard. If a *detect magic* spell is cast on an area containing any of the animated blood, the drops will flare brightly and become instantly noticeable to anyone nearby. If a spell is cast upon the drop of blood, it will also affect the caster.

Evil wizards may also use these drops of blood as an attack form. The blood may be commanded to leap at a target up to 20 feet distant, striking as a 5th-level fighter. If the attack roll succeeds by four, the drop of blood has landed in the target's eye, ear, or mouth. Otherwise the drop has harmlessly struck armor, or missed entirely, and becomes inert.

If the drop strikes and manages to hit an eye or ear of the target, it does devastating damage. Every round for four rounds, the drop of blood burns like acid, causing 1d6 points of damage to the target. Quenching the burning area with holy water halts any further damage. This also affects the wizard, whose own blood sizzles with sympathetic magic, causing one point of damage each round. It should be noted that using one's own blood in this manner is the act of an evil individual, and DMs should consider alignment changes appropriately.

Construct Undead (Necromancy)

Province: Universal

Range: Touch

Components: V, S, M

Duration: 1 day/level of caster

Casting Time: 1 hour

Area of Effect: 1 target

Saving Throw: None

Many ghul lords have found it necessary to create servants from whatever stray bits of human or animal corpses they may find around them.



When casting this spell, the ghul lord must first decide just what it is that the servant is supposed to do. Once this is known, the spellcasting may begin.

At the end of the casting, the ghul lord will have created a servant that is ideal for the purpose for which it was created. Such beings have no intelligence and may only perform physical tasks, but they are very good at what they do and will need no instruction to carry out their assignments.

The undead created through this spell are used as laborers or household help and excel at these tasks. They need not be watched as they go about their duties. They are also adept at overseeing zombie or skeleton work details.

Undead created with this spell may not be used to perform artistic or technical tasks. They aren't good for combat either, fighting as 0 HD monsters with only 1 hit point. These types of undead are turned as if they were undead of the same HD level as their creator.

The material component for this spell is a complete or near complete corpse (or skeleton). When the spell is completed, the undead will rise up and set about its duties as assigned by the ghul lord.

Dusts of Death (ALTeration)

Province: Universal
Range: Touch
Components: V, S, M
Duration: 1 hour
Casting Time: 1 round
Area of Effect: A pinch of sand
Saving Throw: Neg.

The dusts of death spell turns a pinch of sand into an incredibly toxic poison. The envenomed sand cannot be detected by any normal means, though *detect magic* will reveal the presence of this spell.

If the sand is introduced into food and drink, it will surely be ingested. Whoever consumes the sand must save vs. spells or die instantly. The only clue as to the reason for the victim's demise is a small dusting of sand around the edges of the victim's mouth and nostrils.

Sorcerous societies are fond of using this as a method of assassination, and the secret of the spell is jealously guarded.

Tattoo of Power (ALTeration/Evocation)

Province: Universal
Range: Touch
Components: V, S, M
Duration: Permanent until triggered
Casting Time: 1 hour/level of spell implanted
Area of Effect: 1 creature
Saving Throw: None

The tattoo of power is a method of implanting spells using the art of tattooing. The wizard casts the tattoo of power in conjunction with the spell to be implanted in the tattoo. The wizard then begins to tattoo the recipient of the spell. When finished, the tattoo will contain the power of the spell, which can be released simply by touching the tattoo and uttering a command word. Once the spell is cast from the tattoo, the markings of the tattoo fade and disappear almost immediately.

When the spell in the tattoo is released, it operates exactly as if it were cast by the wizard who originally implanted the spell. If a 10th-level wizard implanted a spell, it is released at the 10th level of ability.

Tattoos can take a lot of space. For every level of the spell implanted, the tattoo will cover a 2-inch square of flesh. This limits the number of tattoos that can be drawn upon the average human body. Up to four levels of spells could be inscribed on the average human arm, 10 levels of spells on the chest, and six spell levels on each leg. There are practical limitations to this—magic becomes “fuzzy” when condensed into such a small area. Therefore, no more than four tattoos may be placed upon a single individual at any one time. The caster of this spell must have the tattooing proficiency or the spell will not function.

Seventh-Level Spells

Return To Sand (ALTeration)

Province: Sand
Range: 20' /level of caster
Components: V, S
Duration: 1 turn/level of the caster
Casting Time: 3
Area of Effect: 1 object or a 5' × 5' area
Saving Throw: Neg.





By using this spell the wizard causes a metal, stone, or earthen item to return to the sand from which it was made. The spell affects a single item but can also target a $5' \times 5' \times 1'$ area if so desired.

If the item fails its saving throw vs. spells, it immediately crumbles into sand. It will remain sand until the end of the spell's duration, at which point it returns to its original form. If the affected area is part of a larger whole, when it returns to its original form it will also return to the whole from which it came.

This spell has no effect on living creatures of any kind, including golems or other enchanted constructs. The return to sand spell has no effect on magical items.

Eighth-Level Spells

Elemental Transmogrification (Alteration)

Province: Flame, Sand, Sea, and Wind

Range: 20 yards

Components: V, S

Duration: Permanent

Casting Time: 2 rounds

Area of Effect: 10' diameter circle + 5'/level

Saving Throw: Neg.

This powerful spell covers an area 10 feet in diameter, with 5 feet being added to the circle's diameter for every level of the caster. If an item is in the area of effect is allowed a normal save vs. spells.

This spell affects those items that are composed of an elemental material. Elemental materials are those with strong ties to one of the four elements. Metals, gems, and glass all have ties to the element of sand and would be affected. However, such things as cloth, living creatures, and paper have no real ties to an elemental province and would be unaffected.

If any item that could be affected fails its saving throw, it is immediately transformed into another elemental type. The type of element into which items are "transmogrified" is determined at the time of the casting. Elementalists and sorcerers must choose to transform items into an elemental province to which they are related.



The transmutation is permanent and irreversible. The effects of transformation into most elements is obvious, but fire needs a bit of further explanation.

When items are converted to fire, they become elemental fire. They burn very brightly but very briefly for only one round. This flame is hot but affects nothing it touches; flesh doesn't burn nor do flammable objects ignite.

Any object affected by this spell turns to the appropriate element, remains in place for one round, and is then transported to its associated elemental plane.

Nonweapon Proficiencies

The following nonweapon proficiencies are suitable for use by most wizards in the AL-QADIM® campaign setting.

Clockwork Creation (2 slots, Dex)

This proficiency is known to the clockwork mages of Zakhara, and is only taught to those devoted to the craft and to very few others. This proficiency allows the individual to produce intricate mechanical devices, machines made up of tiny gears and clockwork mechanisms. This skill is required for a clockwork mage to produce a clockwork device. Merely having the proficiency does not grant a non-clockwork mage the ability to create one. This proficiency is used for checks involving mechanical devices construction or repair.

Numeracy (1 slot, INT)

A character with the numeracy proficiency is well-versed in numbers and numerical computations, including accounting, mathematics, and other processes requiring recorded numbers. Balancing the books, paying the troops, and figuring total income (as well as arguing with the tax collector) all figure in numeracy. A character without this skill will still be able to perform simple mathematical actions, but their figures may go awry on more complex formula.

Numerology (2 slots, INT)

Like numeracy, numerology deals with numbers, but from their mystic and magical side. Each number has its own presence and power, and an individual's birth hour or favorite number is as revealing as other methods of divination as to his or her future. The numerology proficiency is often used to determine the best time for certain actions, ceremonies, or pronouncements, and in its most skilled level (and the most exact data) can calculate the locations of doorways to other planes.

Sorcerous Dueling (2 slots, INT -1)

This proficiency involves the study of manipulating magic in a sorcerous duel—the conversion of magical energies into the spell points for use in the tightly controlled, ritual combat. Only those sorcerers who have this proficiency may duel, and many secret societies encourage their members to learn this ability.

Tattooing (1 slot, Dex)

This is the art of injecting dyes beneath the surface of the skin in order to create lasting art upon the human body. The process is painful for the subject and difficult for the tattoo artist because skin isn't the best medium with which to work.

This proficiency is necessary to cast the *tattoo of power* spell, though it isn't necessary to make a successful proficiency check when using this proficiency to cast that spell. The magic is able to guide an experienced hand in the correct patterns and designs to make with the dye.

Undead Knowledge (1 slot, Wis)

A character with Undead Knowledge is well-versed in the lore of undead creatures, including ghosts, wraiths, zombies, and (in the land of Zakhara) ghuls. This proficiency may be used in determining probable lairs, dining habits, and history of such creatures. In the Land of Fate, this proficiency is used by necromancers and the secretive ghul lords. Open possessors of this proficiency are viewed with alarm.



Appendix: Master Spell List

DMs should note that this list contains many spells that are not in the list found in *Arabian Adventures*. The spell list in that book contains those spells that are most common in the Land of Fate. The additions found in this list are useful for determining where other spells fall in the elemental cosmology of Zakharan wizards. But the classifications and additions listed here are optional. If the DM doesn't wish to use them, or has his own interpretation of a spell's place in the elemental provinces, his word is final.

Also, certain spells that are noted as being the creations of particular mages are also known in the Land of Fate. However, they are usually known without the creator's name in the spell. As a result, the names of these creators are noted in parentheses.

1st-Level Spells

Alarm
Armor
Audible Glamer
Avert Evil Eye
Cantrip
Change Self
Charm Person
Chill Touch
Color Spray
Comprehend Languages
Conjure Spell Component (TOM)
Detect Undead
Detect Magic
Enlarge
Erase
Find Familiar
Friends
Gaze Reflection
Grease
Hold Portal
Honor Mark*
(Hornung's) Guess (TOM)
Hypnotism
Identify
Jump
Light
Magic Missile
Mending
Message
Mount
(Murdock's) Feather Flyer (TOM)
(Nahal's) Reckless Dweomer (TOM)
(Nystul's) Magic Aura
Patternweave (TOM)
Phantasmal Force
Protection from Evil
Protection from Good
Read Magic
Shield
Shocking Grasp
Sleep
Spider Climb
Spook
Taunt
(Tenser's) Floating Disc
Unseen Servant
Ventriloquism
Wizard Mark

Flame

Affect Normal Fires
Burning Hands
Burning Sand*
Dancing Lights

Fire Burst Fire Truth

Sand

Burning Sand*
Detect Metals and Minerals (SOL)
Fist of Stone (TOM)

Move Sand

Sand Jambiya
Sand Slumber

Sand Quiet Traceless Travel

Sea

Cool Strength
Float
Metamorphose Liquids (TOM)

Sea Sight

Waterbane
Wall of Fog

Wind

Alter Normal Winds
Feather Fall
Lasting Breath (TOM)
Wind Compass
Wall of Fog

2nd-Level Spells

Alter Self
Bind
Blindness
Blur
Call Society*
Chaos Shield (TOM)
Continual Light
Darkness, 15-ft. Radius
Deafness
Deeppockets
Detect Good
Detect Evil
Detect Invisibility
ESP
Fist of the Adder*
Forget
Glitterdust

(Hornung's) Baleful Deflector (TOM)

Hypnotic Pattern
Improved Phantasmal Force
Invisibility
Irritation

Knock
Know Alignment
(Leomund's) Trap
Levitate

Locate Object
Lock

Magic Mouth
(Melf's) Acid Arrow

Mirror Image

Misdirection

(Nahal's) Nonsensical Nullifier (TOM)

Obscure Object
Past Life (TOM)

Protection from Paralysis

Protection from Cantrips

Rain of Blood*

Ray of Enfeeblement

Rope Trick

Scare

Sense Shifting (TOM)

Shatter

Spectral Hand

Stinking Cloud

Strength

Summon Swarm (TOM)

(Tasha's) Uncontrollable

Hideous Laughter

Undetectable Alignment

Web

Wizard Lock

Flame

Banish Dazzle

Continual Light

Elemental Guide (SOL)

Fire Arrows

Flaming Sphere

Pyrotechnics

Smelting (SOL)

Sundazzle

Sand

Dust Curtain

Elemental Guide (SOL)

Enlarge Desert Creature

Fools' Gold

Maximilian's Earthen Grasp (TOM)

Pillar of Sand

Sand Shadow

Smelting (SOL)

Sea

Depth Warning

Elemental Guide (SOL)

Insatiable Thirst (TOM)

True Bearing

Fog Cloud

Wind

Elemental Guide (SOL)

Flying Jambiya

Fog Cloud

Ride the Wind (TOM)

Wall Against Noise

Whispering Wind

3rd-Level Spells

Alacrity (TOM)

Alamir's Fundamental

Alternate Reality (TOM)

Analyze Device*

Augmentation I (TOM)

Basket Trick (COD)

Blink

Blink

Breakdown (TOM)

Chastise*

Clairaudience

Clairvoyance

Death Talisman (COD)

Delude

Dispel Magic

Dispel Mirage

Explosive Runes

Far Reaching I (TOM)

Feign Death

Find Water

Fool's Speech (TOM)

Haste

Hold Person

Hold Undead

Illusionary Script

Infravision

Infravision

Invisibility, 10' Radius

Item

(Leomund's) Tiny Hut

Lightning Bolt



(Lorloveim's) Creeping Shadow (TOM)
 Minor Malison (TOM)
 Monster Summoning I
 Night's Jambiya*
 Non-Detection
 Phantom Steed
Protection from Evil, 10' Radius
 Protection from Good, 10' Radius
 Protection from Normal Missiles
 Ritual Strength*
 Secret Page
 Sepia Snake Sigil
 Slow
 Spectral Force
 Spirit Armor (TOM)
 Squaring The Circle (TOM)
 Suggestion
Tongues
 Vampiric Touch
 Wizard Sight (TOM)
 Wraithform

Flame

Fiery Fists (SOL)
 Fireball
Fireflow (TOM)
 Flame Arrow
 (Melf's) Minute Meteors (TOM)
Sunscorch

Sand

Entomb (SOL)
Hissing Sand
 (Maximillian's) Stony Grasp (TOM)
 Sand Seal*
 Sand Tools*
Sand Sword
 Sandspray*
Whispering Sand

Sea

Converse with Sea Creatures
Stone Hull
Water Breathing
 Watery Double

Wind

Fly
 Gust of Wind
 Reveal Invisible
Wind Shadow
 Wind Wall
 Air Breathing

4th-Level Spells

Bestow Curse
 Charm Monster
 Confusion
 Contagion
 Detect Scrying
 Detect Scrying
 Dilation I (TOM)
 Dimension Door
 Divination Enhancement (TOM)
 Dread Whisper*
 Emotion
 Enchanted Weapon
 Elevation
 (Evard's) Black Tentacles
 Extension I
 Far Reaching II (TOM)
 Fear
 Fumble
 Genie Contact (SOL)
 Greater Malison (TOM)
 Hallucinatory Terrain
 Illusionary Wall
 Improved Invisibility
 Jackal Ward*
 (Leomund's) Secure Shelter
 Lifesurge*
 Locate Creature (TOM)
 Magic Mirror
 Mask of Death (TOM)
 Massmorph
 Mechanical Disruption*
 Minor Globe of Invulnerability
 Minor Creation
 Minor Spell Turning (TOM)
 Monster Summoning II
 (Mordenkainen's) Celerity (TOM)
 (Otiluke's) Resilient Sphere
 Phantasmal Killer
 Plant Growth
 Polymorph Other
 Polymorph Self
 Rainbow Pattern
 (Rary's) Mnemonic Enhancer
 Remove Curse
 Shadowstrike*
 Shadow Monsters
 Shout
 Summon Lycanthrope (TOM)
 There/Not There (TOM)
 Thunder Staff (TOM)
 Unluck (TOM)
 Vacancy
 Wizard Eye

Flame

Elemental Form (SOL)

Enhance Fire Creature

Fire Charm
 Fire Shield
 Fire Trap
 Protection from the Elements (SOL)
Sunfire
Sunwarp
 Wall of Fire

Sand

Conjure Sand Lion
 Dig
 Elemental Form (SOL)
 Protection from the Elements (SOL)
Sandcone
 Stoneskin
Turn Pebble to Boulder

Sea

Elemental Form (SOL)
 Ice Storm
 Protection from the Elements (SOL)
Shatterhull
 Solid Fog
Strengthen Water Creature
 Wall of Ice

Wind

Elemental Form (SOL)
Ghost Rigging
Mirage Wall
 Protection from the Elements (SOL)
 Solid Fog
Wind Blade

5th-Level Spells

Advanced Illusion
 Animal Growth
 Animate Dead
Avoidance
 (Bigby's) Interposing Hand
 Chaos
 Cloudkill
 Contact Other Plane
 Death Bump*
 Demi-Shadow Monsters
 Dismissal
 Distance Distortion
 Domination
 Dream
 Extension II
 Fabricate
 False Vision
 Far Reaching III (TOM)
 Feeblemind

Flesh Mirage

Guise of the Yak-Man*
 Heat Mirage*
 Hold Monster
 (Khazid's) Procurement (TOM)
 Leomund's Lamentable Belaboremment
 (Leomund's) Secret Chest
 Lower Resistance (TOM)
 Magic Staff (TOM)
 Magic Jar
 Major Creation
 Mind Fog (TOM)
 Monster Summoning III
 (Mordenkainen's) Faithful Hound
 Nightmare
 Oathbinding (SOL)
 Reconnect*
 Safeguarding
 Seeming
 Sending
 Shadow Magic
 Shadow Door
 Shrink Animal
 Summon Shadow
 Telekinesis
 Teleport
 (Von Gasik's) Refusal (TOM)
 Vortex (TOM)
 Wall of Force
 Wall of Iron

Flame

Conjure Elemental
Fire Track

Sand

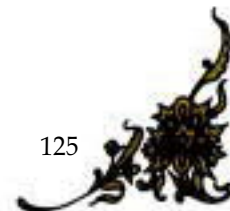
Conjure Elemental
Desert Fist
 Liquid Earth (SOL)
Move Dune
 Passwall
 Stone Shape
Transmute Rock To Mud
 Wall of Stone
 Waves of Sand*

Sea

Airy Water
 Cone of Cold
 Conjure Elemental
Ships shock
 Transmute Rock to Mud
Water Blast
 Waveform (TOM)

(TOM) indicates spells found in the *Tome of Magic*.
 (SOL) indicates spells found in the *Secrets of the Lamp*.
 (COD) indicates spells found in the *City of Delights*.
Bold indicates spells found in AL-QADIM® Arabian Adventures.

Italics indicate spells that are reversible.
 * indicates spells found in this book.
 All other spells are found in the Player's Handbook.




Wind

Airy Water
Cloudkill
Conjure Elemental
Death Smoke
Shield of Winds
Wind Carpet

6Th-Level Spells

Animate Blood*
Anti-Magic Shell
Augmentation II (TOM)
(Bigby's) Forceful Hand
(Bloodstone's) Spectral Steed
(TOM)
Chain Lightning
Claws of the UMBER Hulk
(TOM)
Conjure Animals
Construct Undead*
Contingency
Death Spell
Demi-Shadow Magic
Dilation (TOM)
Disintegrate
Dusts of Death*
Enchant an Item
Ensnarement
Extension III
Eyebite
Geas
Globe of Invulnerability
Guards and Wards
Legend Lore
(Lorloveim's) Shadow
Transformation (TOM)
Mass Suggestion
Mirage Arcana
Mislead
Monster Summoning IV
(Mordenkainen's) Lucubration
Permanent Illusion
Programmed Illusion
Project Image
Reincarnation
Repulsion
Shades
Shadow Veil (SOL)
Tattoo of Power*
(Tenser's) Transformation
True Seeing
Veil
Wildshield (TOM)
Wildstrike (TOM)

Flame

Flameproof
Flame of Justice
Forest's Fiery Constrictor
(TOM)
Summon Fire Dragons (SOL)

Sand

Glasse
Move Earth
Part Sand
Stone to Flesh
Sand Shroud
Transmute Water to Dust

Sea

Command Water Spirits
Lower Water
(Otiluke's) Freezing Sphere
Ship of Fools
Transmute Water to Dust

Wind

Control Weather
Death Fog
Invisible Stalker
Summon Wind Dragon

7Th-Level Spells

Acid Storm (TOM)
Banishment
(Bigby's) Grasping Hand
(Bloodstone's) Frightful
Joining
Charm Plants
Control Undead
(Drawmij's) Instant Summons
Duo-Dimension
Finger of Death
Forcecage
Hatch the Stone from the Egg
(TOM)
(Hornung's) Surge Selector
(TOM)
Intensify Summoning (TOM)
Lifeproof
Limited Wish
Mass Invisibility
Monster Summoning V
(Mordenkainen's) Magnificent
Mansion
(Mordenkainen's) Sword
Phase Door
Power Word, Stun
Prismatic Spray
Reverse Gravity
Sequester
Shadow Walk
Shadowcat (TOM)
Simulacrum
Spell Shape (TOM)
Spell Turning
Steal Enchantment (TOM)
Summon Sha'ir (SOL)
Suffocate (TOM)
Teleport Without Error
Vanish
Vision

Flame

Command Element (SOL)
Delayed Blast Fireball
(Malec-Keth's) Flame Fist
(TOM)
Sun Stone

Sand

Command Element (SOL)
Create Shade
Return to Sand*
Statue

Sea

Command Element (SOL)
Water Form

Wind

Command Element (SOL)
Create Soundstaff

8Th-Level Spells

Antipathy-Sympathy
Body Link (COD)
(Bigby's) Clenched Fist
Binding
Clone
Demand
(Gunther's) Kaleidoscopic
Strike (TOM)
Hide Heart (COD)
Homunculus Shield (TOM)
(Hornung's) Random
Dispatcher (TOM)
Mass Charm
Maze
Mind Blank
Monster Summoning VI
(Otiluke's) Telekinetic Sphere
(Otto's) Irresistible Dance
Permanency
Polymorph Any Object
Power Word, Blind
Prismatic Wall
Screen
Serten's Spell Immunity
Symbol
Trap the Soul
Wildzone (TOM)

Flame

Elemental Transmogrification*
Incendiary Cloud
Unleash Monolith

Sand

(Abi-Dalzim's) Horrid Wilting
(TOM)
Elemental Transmogrification*
Glasteel
Sand Worm

River of Sand

Sink
Unleash Monolith

Sea

Cleanse Water
Elemental Transmogrification*
Unleash Monolith

Wind

Airboat (TOM)
Elemental Transmogrification*
Unleash Monolith

9Th-Level Spells

Astral Spell
(Bigby's) Crushing Hand
Chain Contingency (TOM)
Energy Drain
Foresight
Gate
Imprisonment
Monster Summoning VII
(Mordenkainen's) Disjunction
Power Word, Kill
Prismatic Sphere
Shape Change
Stabilize (TOM)
Succor
Temporal Stasis
Time Stop
Wail of the Banshee (TOM)
Weird
Wish

Flame

Conflagration
Elemental Aura (TOM)
Estate Transference (TOM)
Meteor Swarm
Wildfire (TOM)

Sand

Crystalbrittle
Elemental Aura (TOM)
Estate Transference (TOM)
Glorious Transmutation
(TOM)
Sand Form

Sea

Elemental Aura (TOM)
Estate Transference (TOM)
Life Water
Maelstrom

Wind

Elemental Aura (TOM)
Estate Transference (TOM)
Wildwind (TOM)
Windtomb





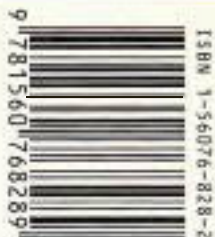
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3rd Edition



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