

Advanced Dungeons & Dragons[®] 2nd Edition

Monstrous Compendium

Al-Qadim Appendix



The First Set of New Monsters for Your AL-QADIM™ Campaign!

Advanced Dungeons & Dragons[®] 2nd Edition

Monstrous Compendium



TSR, Inc.
POB 756
Lake Geneva
WI 53147



TSR, Inc.

TSR, Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

Design: Wolfgang Baur, Steve Kurtz
Editing: C. Terry Phillips
Cover Art: Jeff Easley
Interior Art: Tom Baxa, Mark Nelson
Typography: Gaye O' Keefe

©1992 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147 USA



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, DRAGONLANCE and GREYHAWK are registered trademarks owned by TSR, Inc.

AL-QADIM and the TSR logo are trademarks owned by TSR, Inc.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc.

Distributed to the book and hobby trade in the United Kingdom by TSR Ltd.

Distributed to the toy and hobby trade by regional distributors.

This material is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

Welcome to the thirteenth volume of the Monstrous Compendium. This book details the creatures of the Burning World of Zakhara for the AL-QADIM™ campaign. As in previous volumes, all entries are in alphabetical order on removable loose-leaf sheets. The loose-leaf sheets can be placed in a master binder and removed as needed for easy reference during an adventure.

Important Note: These monsters should not be intermingled with the monsters from the previous volumes of the Monstrous Compendium; keep these monsters together in a separate section of your binder.

All monsters included here are typical for their type; likewise, the encounter tables are guidelines for general play. Variations of your own design are encouraged. Those DMs unfamiliar with the *Land of Fate* and the concepts of the AL-QADIM game will find a wealth of useful information in the *Land of Fate* Boxed Set and the various AL-QADIM adventure modules.

CLIMATE/TERRAIN— defines where the creature is most often found. Normally, climates include things such as arctic, subarctic, temperate, and tropical, and terrain would include plain/scrub, forest, rough/hill, mountain, swamp, and desert. However, in the *Land of Fate*, some of these terrain types are uncommon or nonexistent.

FREQUENCY— is the likelihood of encountering a creature in an area. Very rare is a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas.

ORGANIZATION— is the general social structure the monster adopts. "Solitary" includes small familial groups.

ACTIVITY CYCLE— is the time of day when the monster is most active. Those most active at night may be active at any time in subterranean settings. Active cycle is a general guide and exceptions are fairly common.

DIET— shows what the creature generally eats. Carnivores eat meat, herbivores eat plants, and omnivores eat either. Scavengers dine mainly on carrion.

INTELLIGENCE— is the equivalent of human "IQ." Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Nonintelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21+	Godlike intelligence

TREASURE— refers to the treasure tables in the *Dungeon Master's Guide*. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll

for each type possible: if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if few monsters are encountered. Large treasures are noted by a parenthetical multiplier (x 10, etc.)— not to be confused with treasure type X. Do not use the tables to place dungeon treasure, as numbers encountered underground will be much smaller.

ALIGNMENT— shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NO. APPEARING— indicates an average encounter size for a home plane encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters.

ARMOR CLASS— is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parentheses. Listed ACs do not include any special bonuses noted in the description.

MOVEMENT— shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rates are often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows: Fl = flying, Sw = swimming, Br = burrowing, Wb = moving in a web. Flying creatures also have a Maneuverability Class from A to E (refer to the Aerial Combat rules in the *Dungeon Master's Guide*, page 77).

HIT DICE— control the number of points of damage a creature can withstand before being killed. Unless otherwise stated, hit dice are 8-sided, yielding 1 to 8 cumulative hit points each. The hit dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters will have a hit point spread instead of hit dice, and some will have additional points added to their hit dice. Thus, a creature with 4 + 4 hit dice has 4d8 +4 hit points (8-36 total). Note that creatures with +3 or more added to their hit points are considered of the next higher hit die for purposes of attack rolls and saving throws.

THAC0 — is the attack roll the monster needs to hit armor class 0. This is always a function of hit dice, with any exceptions mentioned in the text description of the creature. Humans and demihumans always use player character THAC0s, regardless of whether they are player characters or "monsters." THAC0s do not include any special bonuses noted in the descriptions. Hit probability bonuses due to Strength are listed in parentheses with the THAC0.

NO. OF ATTACKS— shows the basic attacks the monster can make in a melee round, excluding special attacks. This number may be modified by hits that sever members, spells such as *haste* and *slow*, and so forth. Multiple attacks indicate several attacking arms, raking paws, multiple heads, etc.

DAMAGE/ATTACK— shows the amount of damage a given attack will cause, expressed as a spread of hit points (dice roll combinations). If the monster uses weapons, the damage done by the typical weapon will be followed by the parenthetical note "weapon." Damage bonuses due to Strength are listed as a bonus following the damage range.

SPECIAL ATTACKS— detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

SPECIAL DEFENSES— are precisely that, and are detailed in the monster description.

MAGIC RESISTANCE— is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates this resistance, the creature is still entitled to any normal saving throws allowed.

SIZE— is abbreviated as: "T" = tiny (2' tall or less), "S" = smaller than a typical human (2' + to 4'), "M" = man-sized (4' + to 7'); "L" = larger than man-sized (7' + to 12'), "H" = huge (12' + to 25'), and "G" = gargantuan (25' +).

MORALE— is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale ratings correspond to the following 2-20 range:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

XP VALUE — is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that may be modified by the DM for the degree of challenge, encounter situation, and for overall campaign balance. For the creatures in this appendix, additional experience point awards have been calculated on the basis of extraordinary spell use, spell-like abilities, and exceptional magic resistance.

COMBAT— discusses special combat abilities, arms, armor, and tactics.

With the combat abilities are listed any spell-like abilities peculiar to the creature. Spell-like abilities are identical to the effects of the spell given. Where not stated, these spell-like abilities are cast at 12th level of magic use. Since the spell-like abilities of creatures are not spells, they do not require verbal, somatic, nor material components, and do not require concentration to maintain their effects, even in cases where the spell's description says otherwise.

HABITAT/SOCIETY— outlines the monster's general behavior, nature, social structure, and goals.

ECOLOGY— describes how the monster fits into the campaign world, gives useful products or byproducts of the creature, and presents other miscellaneous information.

Close variations of a monster are given in a special section after the main monster entry. These minor listings can be found by consulting the index to find the major listing.

Alphabetical Index to Monstrous Compendium 13

Monster names are listed first with the entry page names given in parentheses.

Ammut	Ghost Mount
Ashira	Ghul, Great
Asuras	Giant, Desert
Black Cloud of Vengeance	Giant, Jungle
Buraq	Giant, Reef
Camel	Hama
Camel of the Pearl	Heway
Centaur, Desert	King of Birds (Simurgh)
Copper Automaton	Living Idol
Daolani (Gen)	Lycanthrope, Werehyena
Debbi	Lycanthrope, Werelion
Desert Camel (Camel)	Maridan (Gen)
Djinnling (Gen)	Markeen
Dragon, Zakharan (Vishap)	Maskhi
Efreetikin (Gen)	Mason Wasp, Giant
Elephant Birds	Mountain camel (Camel),
Gen	Nasnas
Genie, Noble Djinn	Pahari
Genie, Noble Efreeti	Racing camel (Camel)
Genie, Noble Dao	Rom
Genie, Noble Marid	Sabu Lord
Genie, Tasked, Architect/Builder	Sakina
Genie, Tasked, Artist	Serpent Lord
Genie, Tasked, Guardian	Serpent, Winged
Genie, Tasked, Herdsman	Silats
Genie, Tasked, Slayer	Simurgh
Genie, Tasked, Warmonger	Stone Maiden
Genie, Tasked, Winemaker	Vishap
Genie Double (Markeen)	War camel (Camel)
	Zaratan
	Zin

CLIMATE/TERRAIN:	Underground
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	A
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1-12
ARMOR CLASS:	3
MOVEMENT:	9, Sw 12, Br 3
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-16 or 1-8/1-8
SPECIAL ATTACKS:	Swallow whole, roar
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Elite (14)
LEVEL/XP VALUE:	650

The legendary witness at the judging of the dead, the ammut consume the damned. An ammut resembles a cross between a crocodile, a lioness, and a hippopotamus in mannish form. They have the tail and scaly legs of the crocodile, the tubby belly and thick neck of a hippo, and the sleek arms and head of a humanoid lioness. They are fat, bloated animals, and they are completely oblivious to their surroundings when feeding on wicked souls.

Combat: The ammut can attack either with their vicious bite for 2d8 or with two sets of raking claws for 1d8 each. If they bite, their gaping jaws may be unhinged, allowing them to swallow smaller than man-sized creatures on a natural roll of 20. This process is slow and requires 1d4 rounds to complete. During this time, the creature being swallowed is slowly forced into the ammut's gullet with its jaws and hands. Creatures being swallowed may attack to inflict double damage at a -4 penalty to hit with small, thrusting weapons such as knives or daggers.

In addition to their physical attacks, ammut can roar deafeningly once per turn. All creatures within 20' must make a saving throw vs. poison or be deafened for 1d10 rounds. The ammut can undertake no other action during the round it roars.

Ammut are equally at home fighting on land or in water and suffer no penalties to attacks when underwater. Their acute senses of smell and hearing allow them to attack normally in the dark as well, but they must make a morale check and suffer a -2 attack roll penalty when exposed to sunlight or other bright light. A *continual light* spell is irritating to them, but will not force a morale check. However, they do attack at -1 to hit when in the spell's area of effect.

Ammut can see and attack creatures on the Ethereal Plane, usually hama and other spirits on their way to the afterlife. They can detect evil at will.

Habitat/Society: The ammut are a reclusive race and generally avoid all living creatures. They settle in caverns, fissures, and tunnels under desert oases and near underground rivers. In addition, they often congregate in or near evil cities and necropoli where the spirits they pursue are common. They are lazy and



gluttonous creatures, always willing to gorge themselves. When not feeding, they often dig tunnels, underwater grottos, and passages into tombs and burial grounds.

Females are the hereditary rulers among the ammut, and their word is usually obeyed, if somewhat grudgingly. Rulership is as much a function of size and strength as wisdom and cunning; revolts and power struggles over rich feeding grounds are common, though they are kept hidden underground. Females generally force male ammut to do most of the burrowing for new hunting grounds and breeding sites, as they are too lazy to do it themselves.

The roaring of the ammut can be heard for miles underground, giving rise to legends of angry earth spirits and passageways to the land of the dead in human settlements near the ammut's lairs. The ammut roar when mating or when staking out territory as well as in combat, so their noises can be heard even under normal circumstances. They seem to enjoy their ability to make noise, and sometimes roar just for the joy of it. Few underground creatures hunt the ammut, as their flesh is oily and has the taint of decay about it.

The ammut have lived underground since ancient times and cannot stand the sun, though they do infrequently come to the surface by night.

Ecology: Ammut eat the spirits of the evil and the damned. The spirit form or hama of wicked people is always either a weak flier like a rooster or parrot or entirely unable to fly, like an emu or a bird with clipped feathers. Ammut can eat material creatures, but they gain no nourishment from them and tend to simply play with their kills, worrying at them and tossing them back and forth until some other underground scavenger manages to carry them off. However, they will kill evil men to provide themselves with food.

CLIMATE/TERRAIN:	Domesticated trees
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Daylight
DIET:	Sunlight
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic Good
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Charm
SPECIAL DEFENSES:	Meld with tree
MAGIC RESISTANCE:	10%
SIZE:	M
MORALE:	Average (8)
LEVEL/XP VALUE:	270



The ashira are tree spirits that live in domesticated trees such as date and coconut palms, and banana, orange, lemon, plum, fig, and pomegranate trees. They are a joyous and lighthearted group of faerie creatures native to the lands of Zakhara, referred to as “close friends” by the humans who tend their trees. They can sometimes be heard singing and dancing when their trees are passed at night.

An ashira has unnaturally thin limbs and wild, curly black hair. By day they are fidgety, almost incapable of standing still, constantly swaying in a breeze, shifting their arms and wiggling their fingers. Their hair sometimes moves by itself, curling first one way and then another. By night they are quieter, swaying slowly, eyes listless. In the blooming and fruiting seasons their dress generally improves from rags and scraps of cloth to complicated woven garments of leaves, flowers, and vines.

Combat: Ashira abhor all forms of violence and always flee from combat unless their home trees are threatened. In defense of their orchard they can grow fierce, even bloodthirsty. Some claim that the ashira once demanded yearly blood sacrifices to nourish their bountiful trees, but their present peaceful nature seems to belie this tale.

They can cast *charm person* or *mammal* at will and frequently do so to avoid combat. In general, though, they prefer to win the trust and friendship of others without the use of magic.

Unlike dryads, ashira are not linked to a specific tree. Instead, they are connected to a whole orchard or stand of trees under the protection of a single caretaker. If the orchard is threatened, all the ashira respond. If they must flee, they can enter and exit any tree in the orchard; they are not restricted to a “home tree.” This ability functions as either a *pass plant* or *plant door* spell, cast at the 8th level of ability.

If trapped away from its orchard or if its fellows are threatened, an ashira can strike with its thorny hands and nails for 1d6 points of damage per attack. Even so, an ashira will never deliver a killing blow to a wounded or unconscious opponent, preferring to nurse him back to health and release him far away from the orchard.

Habitat/Society: Ashira are very clannish and cannot live alone without becoming morose and moody. They are almost always in contact with one another when they are met, holding hands, weaving their curls into ragged braids, dressing one another, massaging each other’s hurts, and dancing and singing close together. All of them make decisions together, arguing and voting until they all agree (or until the majority manage to browbeat the remainder into accepting a course of action).

The orchard itself is only half the domain of the ashira; they also live in a separate faerie realm within the trees. This they leave only on rare occasions, such as days of irresistible soft breezes and sunshine, when no humans are in the orchard.

Ecology: The ashira can live on the sap and fruit that their orchard provides, but more often they simply soak up sunlight during the day and convert the light to food by night, thus giving their orchard a faint, eerie glow from the magically stored sunlight. This light is so dim that it can only be seen on moonless nights, but it adds weight to the tales of orchards haunted by faerie folk.

The ashira are dependent on humans for care, protection, and usually for the propagation of the trees the creatures use for nourishment. They form close attachments to the horticulturists they meet, often plying them with song and dance at harvest time and even performing favors for them, such as watching over their children and livestock. They are friendly with winged serpents as well. They are friendly with all other creatures often found in orchards, especially the birds, hive insects, and monkeys. They enjoy keeping pets, sometimes lodging them in the branches of their trees and caring for them as a group.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Hierarchy
ACTIVITY CYCLE:	Unsleeping
DIET:	Positive material
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1(2-200 on home plane)
ARMOR CLASS:	
MOVEMENT:	12 Fl 33 (A)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/1-8
SPECIAL ATTACKS:	Fiery eyes
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	40%
SIZE:	M
MORALE:	Fearless (19)
LEVEL/XP VALUE:	7,000

These good spirits are the shining messengers of the gods, similar to the devas as well as their greatest rivals. They are luminous figures, shining beacons of good by day and night. They often appear on the Prime Material Plane to guide oracles, mystics, and the faithful. They never sleep.

Asuras are roughly human, with flat-white skin (like marble), almost painfully sharp features, and enormous red wings of rippling, roaring fire. Their hair is red, coppery or golden, and their bright eyes shine like reddish stars. They have clawed feet like eagles, and males often wear bronze helms decorated with a feathered crest. Both males and females wear loose togas.

Combat: Asuras are primarily messengers and heralds, not fighters, but the messages they are asked to deliver have often been messages of wrath and displeasure, so their skills at combat have been honed by centuries of practice. They attack with their ruby-sharp claws for 1d10 points of damage each and with their scimitars or great spears for 1d8 damage points. They prefer to remain airborne while attacking and only rarely venture into buildings or underground. They may split their attacks between two opponents, one engaged with their claws, the other with their weapon.

Asuras are among the wisest creatures of the outer planes, with a typical Wisdom of 21. This insight gives them immunity to *charm*, *command*, *fear*, *forget*, *friends*, *hold person*, *hypnotism*, *ray of enfeeblement*, and *scare* spells, as well as complete immunity to all illusions. Their fiery eyes allow them to gaze with the same effect as a *fire truth* spell (their eyes dim when lies are told), and their vision allows them to stare with the same effect as *true seeing* three times per day. (The results of this sight lead them to a somewhat skeptical view of Prime Material creatures). They have all the spell abilities of 9th-level priests and receive all the spell benefits of their high Wisdom.

When attacking from the air in a group of three or more, the asuras may create a powerful burning wind with their wings. This wind causes 2d10 damage points to evil creatures and none to good or neutral creatures, but it only lasts for the round of their aerial charge. On their home planes, troops of asuras generally carry fiery spears and scimitars, and hosts of them use trumpets for signaling. The sound of these trumpets echoes for miles and is capable of putting evil hordes to flight before a single blow is struck.



When an asuras wishes to remain inconspicuous, it can *polymorph self* as often as twice per day to appear as a human or demihuman. In this form asuras are still capable fighters, but they rely primarily on their spell-casting abilities. They remain attractive regardless of their apparent age or race.

Habitat/Society: On their home planes, the asuras are organized into volunteer legions, brigades, and cohorts led by charismatic leaders. Though all the members of such hosts are expected to obey their leaders absolutely, they are free to leave one unit and join another at any time. Their service is freely rendered and freely accepted.

The leaders of a host have double Hit Dice and maximum hit points. They have a wisdom of 22, with corresponding spell immunities. The general of all asuras is a radiant, handsome, and wise figure named Absalom. His celestial legion numbers in the thousands and operates exclusively in the outer planes. However, Absalom is merely a powerful servant of good, not a god, and he cannot grant spells.

Asuras who are not members of a legion often wander the world for a time, seeking to right wrongs and show others the path of good behavior through their own example. They are also frequently attracted to pious humans, and there have been instances of children fathered from such unions. Though they are born without their parent's fiery wings, these children often grow up to become learned mystics and holy men or powerful and devout warriors. Some few become holy slayers. Their eyes always appear to be unnaturally bright; indeed, some of them have the gift of being able to *detect lies* three times per day as per the *fire truth* spell. (Such individuals are never PCs.)

Ecology: Asuras are creatures of the outer planes, and as such take no direct part in the ecology of the Burning World of Zakhara. They feed on energies from the Positive Material Plane.

Asuras occasionally cooperate with the djinn against the efreet, but in general they avoid such entanglements, preferring to work on their own tasks according to their own timetables.

Black Cloud of Vengeance

MC13

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Unknown
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	G
ALIGNMENT:	Chaotic Evil or Neutral
NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	Fl 24 (E)
HIT DICE:	15-20
THACO:	15 HD: 7 16-20 HD: 5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	15 HD: 3-30/4-40 16-17 HD: 4-40/5-50 18-19 HD: 5-50/6-60 20 HD: 6-60/7-70
SPECIAL ATTACKS:	Fiery rain, wind
SPECIAL DEFENSES:	+3 or better weapon to hit, totally resistant to fire magic
MAGIC RESISTANCE:	30%
SIZE:	G (Storm-sized)
MORALE:	Fearless (19)
XP VALUE:	15 HD: 15,000 16 HD: 16,000 17 HD: 17,000 18 HD: 18,000 19 HD: 19,000 20 HD: 20,000



er fiercer, causing up to 6d10 points of damage.

More deadly than the winds are the fiery torrents that the clouds carry. While the winds are immediately destructive, the wind does not spread like the flames. Even after the cloud has moved on, its fires fan up and continue to burn, whipped up and carried by the cloud's winds. Those trapped within the blaze suffer up to 7d10 points of damage, although a successful save vs. breath weapon halves this damage.

Habitat/Society: The Black Cloud combines the elements of fire and air to devastating effect. Their origin is unknown. They have existed since the earliest memories of elven grandfathers. Some claim that the clouds are the result of powerful magicks unleashed in the early days of the world, before men knew of the beneficence of the Loregiver. Others state that they are sent by Fate to punish those who would dare to break her laws.

Nearly nothing is known about how the Black Clouds of Vengeance lead their lives. Indeed, although they are known to be sentient beings, none know (or, at least, none will say) whether these beings are even alive. They might be the tools of the Loregiver, punishing those who fall from the Law, or they may simply be free spirits, moving where their whims take them.

Ecology: The Black Clouds of Vengeance survive by acts of destruction. They most commonly attack cities or large desert encampments, leaving behind only charred husks and windblown scraps. Some clouds are large enough to envelop entire cities, although they never approach cities favored by the enlightened gods (i.e., cities with mosques) or cities frequented by genies. On the other hand, they somehow seem to know when a city is devoid of gods or genies, and they revel in the destruction that ensues. Perhaps the clouds fear the powers that the gods and the genies wield. Whatever the reason, the clouds encourage piety in the people of Zakhara.

These dreadful creatures are believed to be the creations of those who broke the Laws of the Loregiver in the early days of the world. Although they are extraordinarily rare, no culture in the Land of Fate is without tales of the Black Clouds, giving testament to their devastating power. Many believe that there is only one cloud, although the learned sages maintain that there are, in fact, several.

The Black Clouds are incredibly powerful monsoonlike beings. They appear to be sentient thunderclouds, moving contrary to the course dictated by the wind if it suits them. Their roiling depths do little to conceal the occasional flares of bright red lightning; the winds that precede their coming echo with thunder. Their winds carry particles of soot and ash, darkening the ground and the air as they approach.

As a Black Cloud draws near, the winds increase their fury, blowing not only ashes but also the sand that lay before and beneath the cloud in its previous paths. The sound and fury at this point are rivaled only by the fiercest sandstorms of the desert. If a cloud approaches this closely, the best anyone can hope for is that it will veer away from its course. Otherwise, there is little or no hope of survival.

Combat: All know when a Black Cloud draws near, for the wind increases its speed, blowing hot and hard. The sky darkens, and the winds smell of fire and destruction.

When it reaches its target or when it is challenged by a foolhardy hero, it unleashes its full fury. (The wind and fire that preceded its approach are dim by comparison.) The winds reach a howling pitch, strong enough to level entire buildings. As individual clouds grow stronger and bigger, their wind becomes ev-

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Herd or solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral good
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	27, Fl 27 (C)
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Time stop
MAGIC RESISTANCE:	20%
SIZE:	L
MORALE:	Elite (14)
LEVEL/XP VALUE:	1,400

The buraq are the horses of heaven, companions to princes and sultans of virtue and the saviors of many holy warriors. They choose their companions and call no rider master.

The buraq are dappled grey and white horses with the face of a wise and powerful man. Larger than an ass and smaller than a mule, their coats shine with a rich luster, even by night, that signals their vibrant health and strength. The buraq's dappled coat grows more brightly colored on its hindquarters, with speckles of green, blue, brown, and black. Its tail is a long fan of red, green, gold, and blue, with "eyes" like a peacock's tail. Its silver hooves never need to be shod, and they strike the ground in complete silence, even at a full gallop.

Combat: Although the buraq can serve as a warhorse, it rarely takes any pleasure in such service. When it does serve in battle, it avoids the fray and prefers its master take a position of leadership without getting entangled in the melee. If necessary, it can strike with its hooves for 1d6 points of damage each or bite for 2d6 points. A foe hit by both hooves is automatically knocked down and trampled for an additional 2d6 points of damage per round until he spends a complete round getting out from under the buraq's hooves.

As a traveler, the buraq excels. It can gallop through the air at the same speed as on ground, though it requires a running start of at least three rounds before it launches itself into the air. A buraq cannot stop moving once it is airborne. A trip of any length can seem instantaneous to a buraq's rider, because, if the buraq wills it, a *time stop* is in effect on its back. A buraq can use this ability to preserve the life of a mortally wounded, poisoned, or starving rider until it can reach help. Some riders have crossed great distances this way and lived lives that seemed much longer than those of common folk.

A buraq can *speak with animals* at will and has the ability to comprehend languages three times per day.

Habitat/Society: The buraq is a friend to the faithful and the deserving, but before it will consent to take a rider, the rider must gain its trust. This may either be done through a lifetime of good deeds, close personal attention to the buraq (currying, combing, braiding its mane), sharing of fresh fruit and sweets, bravery and generosity, and a willingness to sacrifice the rider's goals



and desires to fulfill the needs of others. The potential rider must show mercy and respect for each person while balancing his mercy with respect for the law and all the harsh justice it sometimes demands. Few meet the buraq's standards, and even a single failure is enough to drive it away, never to return.

A buraq always demands its master's care and devotion in return for its service. In return, it offers good advice and counsel, and it will serve fearlessly in the face of danger.

The buraq can travel across any terrain unerringly by day or night; it never gets lost because of its ability to navigate by the sun and by the stars. Although it can cross straits and narrow channels, it cannot cross oceans because it must rest on land every night.

Herds of buraq are said to run free at the edge of the world and in the green fields of Elysium, the Twin Paradises, the Happy Hunting Grounds, Olympus, and the Seven Heavens.

Ecology: The buraq has the usual needs of a fine horse, but it can survive without any physical nourishment at all. It thrives on the care and attention involved in feeding and grooming, rather than the food itself; the buraq can literally eat good intentions. Thus, it could be well maintained by a big-hearted beggar and it could wither away in the care of a distant, proud sultan.

The feathers of a buraq's tail are valuable in the creation of scrolls, especially *scrolls of protection* and clerical scrolls dealing with curative and protective magics. A buraq may occasionally visit a renowned or particularly pious congregation of the faithful or the hovel of a mystic and leave a single feather behind as a sign of the gods' favor. Combined with inks made from precious stones and gold dust, this feather may be used to inscribe either a single *scroll of protection* or a scroll of up to 14 spell levels in any combination (two 7th-level spells, two 5th-level and one 4th-level, and so on).

CLIMATE/TERRAIN:	Desert Any land	Mountain Any land	Racing Any land	War Any land
FREQUENCY:	Common	Common	Common	Common
ORGANIZATION:	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal to Semi (1-4)	Animal to Semi (1-4)	Animal to Semi (1-4)	Animal to Semi (1-4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil
NO. APPEARING:	1-12	1-12	1-6	1-12
ARMOR CLASS:	7	7	7	7
MOVEMENT:	21	21	24	21
HIT DICE:	3	3	2+2	3+3
THAC0:	17	17	19	16
NO. OF ATTACKS:	1	1	1	3
DAMAGE/ATTACK:	1-4	1-4	1-4	1-4/1-6/1-6
SPECIAL ATTACKS:	Spitting, trample	Spitting, trample	Spitting, trample	Spitting, trample
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	L (8' tall)	L (8' tall)	L (8' tall)
MORALE:	Steady (12)	Steady (12)	Unreliable (3)	Elite (13)
LEVEL/XP VALUE:	65	65	75	95

Camels are the ships of the desert, and they carry a lifeline of trade and commerce in the caravans crossing the sands from city to city. Camels can withstand the rigors of desert terrain well but require careful, experienced handling. A camel's humps allow it to go without food or water for up to two weeks.

Camels are tall, spindly mounts, with padded feet and awkward saddles perched before their humps. Their fur varies from white to pale tan to deep brown and from short, desert hair to shaggy mountain camel fur. The rarer white camels bring 2-5 times the usual price, as they are considered lucky. Desert, racing, and war camels are all of the one-hump variety; mountain camels have two humps.

Combat: Nasty-tempered camels have a 50% chance of spitting at persons attempting to ride them or use them as pack animals. The victim of a spit attack has a 25% chance of being blinded for 1-3 rounds.

If frightened, there is a 25% chance that a herd of camels will stampede. If a herd stampedes, roll 2d4 for each creature in the path of the stampede who does not take cover (such as by hiding in a tree or behind a rock pile or wall). This is the number of camels trampling the exposed creature. Trampling causes 1-4 points of damage per camel. Trampled opponents cannot regain their feet until the stampede passes.

Habitat/Society: Breeding camels of all types are especially valued. Camels bear only a single offspring each year, and strong and well-tempered animals are pampered to produce as many as possible before their breeding days are done.

Like horses, camels can have grades of quality as described in the *DMG*, page 36.

Ecology: Camels eat grass, grains, and shrubbery. They can carry heavy loads for long periods of time. The following chart shows the camels' carrying capacity in gold pieces under various loads. Camels are loaded while kneeling, and they often refuse to get up under more than their encumbered load.

	Normal	Encumbered	Fully Encumbered
Desert	250	400	520
Mountain	240	380	500
Racing	150	280	340
War	200	300	400

War Camel

Suitable for most types of warfare, these animals are trained not to shy away from blood and mayhem. They attack with their bite (1d4) and with their hooves, which cause 1-6 points of damage each. If successful, the hoof attacks force the opponent to remain prone. War camels are usually culled from the strongest members of a group of desert camels and then trained intensively for several years. In some cases, however, they are bred exclusively from retired war camels, thus improving the line.

Desert Camel

With their wide, padded feet and fat-rich, watery humps, desert camels are ideal mounts for traveling through the wastes. They are slow but steady animals, capable of taking heavy loads through difficult climates and terrain. They sway more and have a longer, more rolling gait than horses.

Mountain Camel

Mountain camels are common in the hills and mountains where they serve as pack animals. They are not useful in the desert.

Racing Camel

Bred for speed rather than temperament, racing camels are the most expensive and least likable camels. They are aggressive and spit often, even at their trainers and riders. Their small hooves and long, thin legs give them incredible speed, but they are usually trained to accept only a very limited set of riders. A good racing camel costs at least twice as much as a war camel, and may cost much more.

Camel of the Pearl

MC13

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	1 (2-12)
ARMOR CLASS:	6
MOVEMENT:	24
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/2-12
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	10%
SIZE:	G (30' tall)
MORALE:	Elite (14)
LEVEL/XP VALUE:	1,400

Camels of the pearl are said to have been carved from a single great pearl by Jisan of the floods at the dawn of the world, and they have served the cause of good and righteousness ever since. Their deep, enormous eyes reflect both their tranquility and their great power.

Camels of the pearl are gigantic, positively elephantine animals with white fur, pearly eyes, and great power. They speak as humans do, and know the language of giants, genies, and others as well. They generally kneel when speaking to smaller creatures, so as not to intimidate them with their size. Camels of the pearl who have decided to serve as steeds are often fitted with rich bridles, saddles, and trappings of silk, silver, samite, bronze, and carefully-gilded leather. Somehow, though, even the richest gear only makes a camel of the pearl seem more humble.

Combat: Camels of the pearl are powerful healers and teachers. They have all the spell abilities of a 7th-level cleric with a 17 Wisdom. In addition, they can *cure disease* or *neutralize poison* at will by licking the face of an afflicted person. Three times per day they can *create food and water* to feed the hungry or the poor.

Camels of the pearl can blight the ventures of those who abuse their station or responsibilities, generally by teaching others to resist and to demand fair treatment. They can also create fool's gold to bribe evil creatures with or to buy them off.

Camels of the pearl do not spit, but if severely provoked they can fight as well as war camels. They can bite for 1-8 points of damage and trample for 2d6. A successful trampling attack forces the opponent to remain prone, giving the camel an additional +4 to hit on future trampling attacks. If a camel of the pearl misses a trampling attack, its foe may regain its feet if it undertakes no other action that round.

A camel of the pearl may become invisible at will.

Habitat/Society: Camels of the pearl seek out people and places where they can be of service. They are glad to shoulder burdens, but they also insist that those they help help themselves. They often serve noble djinn and some desert giants as steeds and symbols of authority.



Ecology: Camels of the pearl are omnivores, eating insects, whole plants, grain, prepared foods, and even fish. They have a definite sweet tooth and can sometimes be persuaded to stay in an area longer than they might otherwise if they are plied with sugar, honey, date wine, mead, confections, or sweet fruit. They can travel without food or water for up to a month.

Camels of the pearl most enjoy the company of other lawful good beings, but they are also willing to try to convert others through their good example. They frequently minister to those who would exploit them, but camels of the pearl are wise enough to see through these attempts and leave any situation where their good works are twisted to selfish ends.

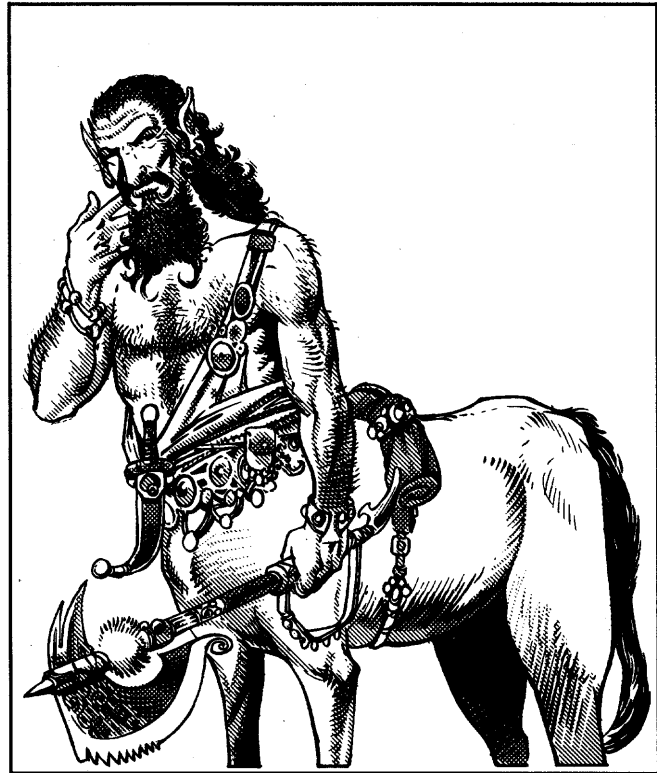
The White Mirage

There are legends of the greatest camel of the pearl, a beast created to serve the gods as their steed, carved from the heart of the pearl that gave birth to all such camels. This animal is said to be near immortal, still roaming the world thousands of years after its birth, providing for the needy and calling down curses on those who harm it or those who oppose the will of the Loregiver.

The White Mirage is most commonly encountered in the deep desert by stranded or dying travelers, most of whom claim that it led them to an oasis and healed them before leaving them on a caravan route to be picked up by passing merchants.

It has all the abilities of the lesser camels of the pearl as well as the spell abilities of a 20th-level priest. It appears only to travelers who are both good and industrious; pious sluggards do not gain its sympathy, nor do hard-working cheats. Those who are both lazy and malicious will only regret meeting the White Mirage; it may curse them with poverty, barrenness, the attentions of genies, the evil eye, or rapid aging and decline. The curses visited on such misguided souls generally mirror the sufferings they have visited on others. In rare cases, they are given warnings of what will come if they don't change their ways.

CLIMATE/TERRAIN:	Subtropical/desert, grasslands
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to Average (5-10)
TREASURE:	M Q, (D, I, T)
ALIGNMENT:	Neutral or chaotic good
NO. APPEARING:	1-8(70%) or 4-32(30%)
ARMOR CLASS:	6
MOVEMENT:	21
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4 and weapon
SPECIAL ATTACKS:	Missile weapons
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13-14)
LEVEL/XP VALUE:	120
Desert centaur leader:	175
Desert centaur priest:	270



Desert centaurs are the ultimate fusion of mount and nomadic tribesman—tough, slim, fast and stealthy nighttime raiders who slip into enemies' camps and then depart like shadows before the dawn. They are as reclusive as their sylvan cousins, but just as defensive of the lands they claim as their own.

Smaller than a sylvan centaur, they have barrel-like chests (like ponies) and the long, thin legs of an antelope. The males generally grow long beards which they elaborately curl and oil into perfect form. The females wear the veil, but take few other cares about their appearance. When traveling they carry their goods in packs or drag them along in litters.

Combat: Desert centaurs are always armed, half of them with light lances, the other half with short composite bows and scimitars. In melee they make three attacks each round, two with their sharp hooves for 1-4 points of damage each and one strike with a hand weapon.

Desert centaurs are wary and prefer to strike from a distance whenever possible. They are great at riding forward from ambush to fire missiles and then melting into the sands, only to return later and strike again. They are willing to strike again and again over a period of hours or even days to bring down their prey and their foes. When the final assault comes it is preceded by a hail of arrows and followed up with a full charge of lancers.

Habitat/Society: Desert centaurs are most active by night. Their relatively large bodies and rapid movement make it easy for them to overheat and suffer sunstroke when carrying heavy loads, and thus they prefer the cooler nighttime temperatures. In addition, their excellent night vision puts them at an advantage relative to other desert dwellers; they suffer only a -1 attack penalty in darkness, even with missile weapons. They can see clearly up to 200 yards under moonlit conditions.

The territory of a tribe of desert centaurs generally extends across hundreds of miles, and they are glad to steal cattle, camels, or goats they come across, as they consider domestication of animals a crime. Oddly, they see no contradiction in the fact

that they usually immediately butcher and eat the animals they "free" from their owners.

Each tribe has a priestess who functions as a waterfinder and reader of oracles. She has the abilities of a 3rd- to 5th-level kahin. The priestess rules in all matters of justice among tribe members and in all matters of diplomacy with other desert dwellers. She usually speaks several languages other than her own, such as the giantish trade tongue, the languages of nearby humans, and sometimes even the languages of the debbi or the vishap.

Raiding and hunting parties of desert centaurs are led by experienced trackers who have 4 HD but are otherwise identical to their followers. They track as rangers. These leaders make the final decisions as to where the tribe roams and where it raids.

Some desert centaurs serve as caravaners or caravan guards, usually employed as expert scouts. A few desert centaurs are said to have settled down and irrigated the lands around oases to create rich desert gardens. Although caravan masters and travelers all know this to be true, no one can say where these oases are. The farming desert centaurs either swore their discoverers to silence or subject the non-compliant to some worse fate.

All desert centaurs are polygamous; both males and females may have up to four mates. Generally these families are centered around either a single powerful male or an influential female. With the exception of the priestess, females (also 3 HD) and young (1-3 HD) only fight if directly threatened. They lash out with their hooves for 1-4/1-4 points of damage.

Ecology: Desert centaurs are constantly seeking new hunting grounds, new water holes, and new sources of resources for bows and fletchings. They treat human and giantish desert tribes with respect and are willing to make peace or raid them as circumstances demand.

Desert centaurs avoid and fear the genies. They rarely enter towns except to trade for goods they cannot produce themselves.

Copper Automaton

MC13

CLIMATE/TERRAIN:	Ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (90%) or 3-18 (10%)
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6 or 2-12/2-12
SPECIAL ATTACKS:	Heat
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Fearless (20)
LEVEL/XP VALUE:	650

Copper automatons are magical statues of copper and bronze with hidden weights, levers, and clockwork gears, all of which are held together by enchantments that cause them to move and attack under particular circumstances.

Copper automatons are the results of artifice and skill, and as such, these human figures of copper, iron, and bronze reflect the whims and preferences of their makers. Some are tall and long-legged, others short and stocky, but all share the same blank eyes and corroding surfaces. Their metal plates are sometimes embellished with silver or golden inlays. They are usually sculpted to resemble warriors in armor, but they may just as easily look like nobles, peasants, or even humanoid monsters.

Slow but limber, their movements are regulated by the orders given to them by their creators. Their mechanical limbs respond quickly and powerfully, and their articulation is almost as good as a human's — their fingers can grasp, their waists can bend, and their walk is even, if not as fast as a human's.

Combat: Copper automatons attack with their fists, which normally strike twice for 1d6 points of clubbing damage. After a single round of combat, however, their fists glow from internal heat and their stunningly powerful blows now also do burning damage for a total of 2d6 points of damage per strike. Creatures immune to heat continue to suffer only 1d6 from the force of the blows themselves.

Copper automatons are capable of handling weapons, and some powerful creators give their copper automatons magical weaponry to use in combat. These are almost always matched sets of scimitars, daggers, maces or small axes. They may make two attacks per round with these weapons without penalty, though the attacks cannot be split among opponents. They can heat iron weapons to a red-hot glow in two rounds; for the first two rounds their weapons do normal damage, but each round thereafter they add an additional 1d6 damage to each blow.

Copper automatons can only be healed through repair of their metal components and the replenishment of their enchantments. A wizard and a smith working together can heal a copper automaton of 1d8 points of damage per day. If an automaton is ever brought to 0 hp, it cannot be rebuilt, except from scratch.



Habitat/Society: Copper automatons are the creations of wizards and artificers and are intricate, clocklike gearworks interwoven with magic spells to create creatures more mobile and less awkward than golems. They are often used as slave labor in smithies, construction projects, and water works, though the magically-armed ones often act as guardians for valuables left in wizards' homes while they travel the world. Their sleepless, untiring, uncomplaining labor can bring wonders into existence in short periods of time or in unlikely places. Palaces in the desert, cleared and carefully tended plots in the jungle, or terraced gardens in the mountains built and tended by copper automatons have all been reported by travelers.

The secret of creating copper automatons is known to only a few, and they are reluctant to share their knowledge. It requires a mage of at least 9th level and a minimum of 10,000 gp to create a copper automaton. The process takes at least two months and involves the use of magma, copper ore, iron gears and lead counterweights, and at least a single diamond as the source of the copper automaton's magical heat channels. In addition to the purely physical framework, magical ingredients are required to weave the needed enchantments around this physical chassis. These additional requirements include *oil of slipperiness* (for the gears) and the blood of a salamander or fire snake—even when they are available, the price of these ingredients varies from dear to exorbitant, and this expense may double the cost of an automaton for a mage unable to produce or obtain the ingredients himself.

Ecology: Copper automatons require no food, no rest, and no external energy source. They are entirely unnatural creatures and have no role in natural ecologies.

The secret of creating copper automatons is said to have been granted to human mages by the efreet, who hoped that they could in time take control of the automatons to establish their own rulership of human lands. The seclusion of copper automatons from most civilized places has negated this plan.

CLIMATE/TERRAIN:	Tropical and subtropical/desert
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Scavenger
INTELLIGENCE:	Low (7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-8
ARMOR CLASS:	7
MOVEMENT:	15, Cl 6
HIT DICE:	1+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Induce fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Unsteady (5-7)
LEVEL/XP VALUE:	65

The debbi is an unusual breed of desert scavenger capable of forcing creatures much larger than itself into flight from watering holes and from their prey because of its ability to instill magical fear. They are hateful and selfish creatures with not an ounce of mercy in them.

Smaller than most useful dogs, the two-foot tall debbi is a hairy creature halfway between a baboon and a hyena. It has the snout, head, and powerful jaws of a bone-cracking scavenger, with large ears and the body of a nimble monkey. They have sharp fangs but use them only for fierce grimacing displays, not for biting. Their small hands are capable of manipulating tools.

Combat: A debbi has the power to put all other animals and men around it to flight through its primitive magical abilities. The debbi can create fear by stamping its feet in a slow rhythm and calling down magical power which makes its fur crackle and spark. The chill in the air and the magical unease that it conjures up seep into all nearby animals. The result is that any creatures within 20 yards of a debbi when it begins its screeching and stamping are affected as per a *fear* spell once per turn. This fear lasts for two rounds per debbi in the pack. Usually all the debbi in a pack bring on their fear effects at the same time, forcing multiple saving throws by all nearby creatures and thus bettering their odds of driving every creature away. If a creature makes its saving throw versus a particular debbi, it will not be affected by its power for at least the next hour; thereafter, it must save again normally. The debbi uses this ability to drive other creatures away from recent kills and from watering holes so that it may eat and drink what they have worked for. All debbi are immune to all forms of magical fear, and they are very aware of when the effect of their magic wears off.

If forced into melee, a debbi uses a simple club, striking for 1-4 points of damage on a successful hit. Generally, however, they attempt to flee if faced with serious opposition. Almost all debbi are cowards at heart; their magic is bluster. They are excellent climbers and generally flee for the palms when in doubt. They throw rocks and other missile weapons from their treetop vantage point, but they don't have the strength to hurl anything large or dangerous enough to do damage to human-sized creatures. These missiles may distract a spell-caster, however.



Habitat/Society: All other desert creatures despise the debbi, for it takes what they have worked for and leaves them fleeing across the hot sands. Debbi live a precarious existence, however, because they have trouble defending themselves from predators at night, when the debbi rest. Although all might benefit from cooperation in watching for danger then, they are too selfish to look out for their fellow pack members, but they are also too weak to escape a determined stalker like a cheetah or lion. As a result, debbi are often slain at night, when they can be taken unawares by the predators they stole from during the day.

They will also harass campsites at dawn and dusk, trying to get mounts to scatter, searching packs for food, and even making off with meals left unattended for an instant when the campers flee the debbi's crackling magical fear aura. Even if there is no readily available food, the pack delights in tearing up anything it can before the owners return.

Debbi packs are regulated by a strict pecking order. The strong take what they want from the others and abuse them mercilessly. The young are often mistreated by their elders if their mothers are not constantly watchful.

Debbi are too barbaric to understand the value of treasure of any kind. They value nothing they can't eat. They can, however, sometimes be bribed with food.

Debbi who have taken over a rich hunting area or a clear watering hole then proceed to dirty their home with refuse, uneaten kills, and offal. Debbi always foul an oasis just before leaving. Drinking from these polluted waters forces characters to make a Constitution check at -4 or suffer from intestinal parasites.

Ecology: The hair of this creature may be made into a talisman and enchanted to cause others to fear the wielder as per a *fear* spell once per day. For this reason they are often hunted by desert shamans and even wizards from the great metropolises. The unblemished hide of a debbi can fetch up to 200 gp in the marketplace.

Elephant Bird

MC13

CLIMATE/TERRAIN:	Jungle
FREQUENCY:	Rare
ORGANIZATION:	Flocks
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	10-100
ARMOR CLASS:	5
MOVEMENT:	Fl 18 (C)
HIT DICE:	3+3
THAC0:	17
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	1-10 or 1-4/1-4/1-6
SPECIAL ATTACKS:	Heated rocks
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5')
MORALE:	Unsteady to Average (5-9)
XP VALUE:	420

The elephant bird is a man-sized bird with green plumage and a yellowish, cruel-looking, curved beak. They have a strange, protruding gullet dangling from their throats. Males often have red "racing stripes" that run from their eyes to their tailfeathers, while females are a rather drab green. Their cries are a harsh squawk, distinctive to those versed in the ways of the jungle.

Elephant birds generally travel in pairs and threes, although they are never far from the rest of their flock. When their leader gives the signal, they mass for their hunting flights. They rise in their hunting flight to create a huge cloud of green, and any creature which has had experience with them will seek cover. Anyone who has encountered these creatures when they are on a hunting flight knows the reason they are called "elephant birds." When they begin their attack, it is apparent that they could kill an elephant. Tales abound of such killings, the birds assaulting their beleaguered prey until it finally perishes from their massed attacks.

Combat: Elephant birds do not initiate combat unless they are traveling in a hunting flight. When they have the advantage of numbers, they are fierce opponents. Otherwise, they are generally harmless, preferring flight to combat.

In combat, elephant birds usually carry three stones in their thick gullets. The birds superheat the stones in their body then drop these stones on creatures they are attempting to slaughter, causing 1d10 points of damage, as well as 1-4 additional points of damage the next round, from the intense heat generated. They can recharge themselves during combat if they can snatch extra rocks for the attack. The superheating takes only one round to accomplish. Each bird can carry only three stones.

If no rocks are available to the elephant birds, they attack with their fierce claws and beak. The birds attempt to overbear their opponents, adding 1 to their attack rolls for every three birds in the attack. Once an opponent is prone, they add 4 to their attack rolls for their beak strikes, and score automatically with their claws for 1d4 points each. Their beaks rend their prey for 1d6 points a round.



If they cannot overbear their opponents, they will attempt to land on them and blind them with flapping wings and flying feathers. Although this attack causes no damage, it does force the opponent to attack at a -3 on his attack roll.

Habitat/Society: Elephant birds dwell near clearings in the leafy, humid jungles of Zakhara, or in the thinning trees at the edges of these jungles. Their relatively open habitat enables them to respond quickly to the presence of prey in the jungle or near the perimeter.

Their nests are generally located in the upper reaches of the trees, where they can spot those who seek to harm them long before any damage is done. Their eggs are prized as a delicacy by many jungle creatures, although the predators only dare to approach the nests while the birds are hunting. Even then, there is always the chance that several birds have remained behind.

Ecology: Elephant birds feed on nearly anything they can find, although they prefer freshly killed meat. If none is available, they will eat carrion. If there is no carrion, they can survive by eating berries, worms, insects, or grains. By working together, elephant birds have established themselves at the top of the food chain, feeding on what they like, avoiding those who would feed on them. Few predators hunt the elephant bird. Its only natural enemies are humans and humanoids. Since the birds are a menace to humanoids as well as their crops, beings who live near the elephant bird hunt them at every opportunity. For this reason, elephant birds avoid human territory. They will occasionally venture into human and other settlements if food is scarce or the pickings look especially good.

	Air	Fire	Sand	Water
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Tribe	Tribe	Tribe	Tribe
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	5	5	5	5
MOVEMENT:	Fl 12 (B)	18	9	Sw 12
HIT DICE:	½ master's level	½ master's level	½ master's level	½ master's level
THACO:	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-6	1-6	2-12	1-6
SPECIAL ATTACKS:	Nil	Produce flame	Nil	Nil
SPECIAL DEFENSES:	Fly	Nil	Nil	Breathe water
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (8" to 12")	S (8" to 12")	S (8" to 12")	S (8" to 12")
MORALE:	Fanatical (18) for a sha'ir's first gen	Fanatical (18) for a sha'ir's first gen	Fanatical (18) for a sha'ir's first gen	Fanatical (18) for a sha'ir's first gen
LEVEL/XP VALUE:	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)	Varies (dependent on Hit Dice)

Gen are small elemental genies who willingly serve as magical familiars to the sha'ir, the special mages of the Land of Fate. Sha'ir cannot work magic without them, as gen are the creatures responsible for seeking out the magic which a sha'ir wishes to use, searching through the elemental planes for pockets of elemental and other magic to power their master's spells. The various gen are also called wind gen or djinnlings, sand gen or daolani, sea gen or maridans, and fire gen or efreetikin.

Gen resemble the province they represent. Wind gen are small air sprites with bluish skin and white hair. They are unnaturally thin and their skin seems almost transparent in bright light. Their color and mood are sometimes related to the weather; a wind gen before a storm turns dark grey and fidgety, a wind gen on a beautiful calm day is quiet and pale blue.

Fire gen are miniature fire spirits with ebony skin and long, flame-red hair. Their fingers end in long, reddish claws that they wiggle constantly. They are hyperkinetic — getting a fire gen to sit still is impossible. Fire gen are also pyromaniacs and must be tightly controlled to prevent them from playing the arsonist.

Water gen are small water spirits with greenish skin and bluish eyes and hair. Their hair is often wet and matted with seaweed or tangled with bits of flotsam. They are graceful whether in or out of water. They enjoy decorating themselves with pearls, shells, and other treasures of the sea.

Sand gen have tan skin and jet black hair, and their bodies are squat enough to resemble globes with limbs. They tend to move with a certain clunky weight. They care nothing for gems and jewelry except insofar as they are tasty.

All gen are short, a maximum of 1' tall. When appearing and disappearing to fetch and return with spells for their masters, they fade into their element. Sand gen sink into the floor, fire gen slow down and fade like dying coals, wind gen disappear like a sudden breeze, and water gen either dissolve into the nearest body of water or evaporate into the sky.

Combat: Wind, fire, and water gen are weak in combat, causing only 1d6 damage with their tiny hands or claws. However, all

gen have various elemental abilities they use to their advantage. The wind gen can fly and will avoid melee whenever possible. Flame gen can produce flame at will and generally do unless prohibited by their sha'ir. They will not use this flame to burn an opponent, but may attempt to ignite clothing or some part of an opponent's surroundings, causing burn damage indirectly. Water gen can breathe underwater and swim well. Sand gen use their great strength to inflict greater damage (2d6) than might be expected for their size.

All gen make saving throws at twice their master's current level or HD. All attack forms based on any gen's element suffer a -2 penalty, all saving throws against that element are at +2, and all damage from that form of attack is at -2 per die. This magical protection applies to the gen at all times.

Habitat/Society: Gen are menial servitors among the elemental planes, fetching and carrying for their masters. When its master dies, it returns to its elemental plane. When a gen dies, the sha'ir suffers, but a gen can be restored to life.

Wind gen are often aloof and moralistic. They tend to give their masters unwanted advice about everything that they are doing wrong and how people could be better and happier.

Fire gen are malicious and judgmental. If given a moment alone, they will start fires, pry into places they are not wanted, and pontificate on the faults of everyone they see.

Maridans are capricious and playful. Their feelings are hurt easily when their pranks and playfulness are rebuffed.

Sand gen are tactless and direct. They simply tell what they know, and they have little sympathy for anyone in trouble. They think about their own needs first, and they are not shy about letting their masters know what they want.

Ecology: When left to themselves, gen rarely form societies of their own; they are almost inevitably captured and bound to servitude by more powerful creatures of the elemental planes. Their simple needs are provided for by their masters, and gen are fanatically loyal to their masters.

CLIMATE/TERRAIN:	Elemental earth, mountains
FREQUENCY:	Very rare
ORGANIZATION:	Khanate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to Exceptional (11-16)
TREASURE:	U, Q (x10)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12, Fl 21 (B), Br 9
HIT DICE:	12+3
THACO:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-24/4-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	L (12' tall)
MORALE:	Fanatic (17-18)
LEVEL/XP VALUE:	11,000

Noble dao are the rulers of the genies from the Elemental Plane of Earth. They command earth elementals, dao, xorn, and other slaves who toil for them searching for the gems they prize. Their attitude toward all other races can best be described as callous.

Noble dao are bald and squat, and both sexes are fond of earrings, turbans, and heavy necklaces. Male dao nobles are fond of beards and moustaches, which they take great pride in and often sculpt into ridiculous points, curls, and blocky forms. Their skin varies in all the colors of earth and stone, from grey and brown to tan, white, and ebony. Their ears are pointed and their retractable fingernails are unnaturally durable claws of pure metal, capable of tearing through flesh and armor. These nails give their fingers a pudginess and a stiffness of movement that remains with them even in other forms.

Combat: Dao enjoy combat only when they already know the result. Their stratagems and plans for both melee and war revolve around stacking the deck in their favor as overwhelmingly as possible before a dispute even begins. They are great fans of spies, bribery, and mercenaries and will never fight any battle when someone else can be paid to do it and suffer the losses. However, when forced to defend themselves, noble dao are rarely unprepared. They generally seek to summon reinforcements and delay opponents while a crushing counterattack or ambush is prepared.

Noble dao can use any of the following spell-like abilities at will three times per day, one at a time: change self, detect good, detect magic, assume gaseous form, polymorph self, become invisible, fulfill the wish of a creature from the Prime Material Plane (in a perverse way), cause misdirection, passwall, create a spectral force, and create a wall of stone. Noble dao can cast *sand whisper* and *dust curtain* at will, *turn rock to mud* six times per day, and *dig* a dozen times per day. They can also cast *repulsion*, *stoneskin*, and *domination* once per day. Noble dao perform all magic at the 24th level of spell use. When in gaseous form, noble dao resemble a dusty cloud or sandstorm.

It is possible for dao nobles to carry up to 2,000 pounds without tiring. Double weight will cause tiring within three turns. (For every 200 pounds of weight under 4,000 the dao may add one turn to the duration of its carrying ability.) After tiring, a noble dao must rest for six turns. Note that dao can move



through earth (not worked stone) at a burrowing rate of 9. They cannot take living creatures with them.

Noble dao are unaffected by all earth magics, but take three times normal damage from holy water. They are also immune to *maze* spells.

Habitat/Society: Noble dao rule various rifts of the Great Dismal Delve in the Plane of Elemental Earth, although many of them spend much of their time at the side of the khan who rules them all. Stately processions between their rift estates and the court of the khan occur frequently; in times of unrest dozens of noble processions may wind their way across the Great Dismal Delve every day as dao nobles attempt to protect their estates, possessions, mining dispensations, and trading rights from infringement or destruction. A dao mazework far from the Sevenfold Mazework is usually home to 1-6 noble dao, 4-40 common dao, and 8-80 elemental and nonelemental slaves—vassals, servants, and miners who continually expand the dao estate.

The Great Khan of the Dao rules in splendor in the Sevenfold Mazework, the city at the center of the Great Dismal Delve. The noble dao vary in power from the lesser atamen and hetmen who only visit the Sevenfold Mazework to the favored seneschals. The loyalty of the ataman or hetman who acts on the advice of a seneschal is always questionable, but the seneschals are always chosen by the khan of the dao, and their loyalty is to him alone.

The miles of three-dimensional convolutions and magical distortions which make up the Sevenfold Mazework are said to confuse even minotaur slaves, but noble dao understand its windings, twists, and spirals instinctively. Since each noble is occasionally given the unavoidable honor of paying for and supervising additions to the mazework, the khan is able to expand it perpetually at very little cost to himself. More rarely, an obsolete, unfashionable, or over-traveled section is closed off and filled with rubble from new digging elsewhere. The mazework connects to pockets of all the elements, and gates connect it to the other elemental planes.

Light in the mazework is kept deliberately dim, as it is entirely lined with mica, pyrite, hematite, and carefully cut, reflective semi-precious stones—light is reflected over and over again down the corridors. Bright lights are used as alarms to instantly alert nearby chambers of some emergency. Dim colored lights serve as signals for slaves and servants to attend to the nobles.

Nobles of the court of the great khan live in self-contained sections of the Sevenfold Mazework known as halls or wings. A typical seneschal's residence might contain 1-6 male dao nobles, 2-12 female dao nobles, 4-24 common dao, 2-12 minotaurs, 10-100 elemental and nonelemental slaves. Summoned elemental creatures are either special servitors, slave overseers, or pets. The home of a minor noble dao who keeps a primary estate far away in the provincial sections of the Great Dismal Delve is typically home to half as many occupants as indicated above.

Female noble dao are responsible for the care and well-being of the slaves and the oversight of new excavations, though they may not choose where and how much to dig. This gives them considerable influence, though they are bound by custom to their mates in all other things. Some female dao are granted recognition as atamen and hetmen, but they are strictly excluded from the world of haggling and commerce (including the buying and selling of slaves). All dao consider trade too vulgar and dangerous for the female nobles to engage in. Some female dao nobles have, through special dispensations from the khan, been allowed to use their private holdings as the basis of lucrative money-lending businesses.

Ecology: Seneschal dao extract as much work from the atamen and hetmen as they can, and, likewise, atamen and hetmen push their slaves as hard as they dare. They are sharp traders, always able to turn business to their advantage; they are notoriously hard bargainers, especially with creatures not native to the Elemental Plane of Earth. They are always willing to see how far they can push a mercenary before he will betray them. Noble dao tend to see others only in terms of how much profit can be made from them or how much power can be gained over them.

Some dao take a perverse pleasure in destroying the possessions of others while increasing their own wealth and prestige. This is rare, as most noble dao would rather buy or steal a possession for themselves than destroy it. However, joy in the misfortune of others is an entrenched part of noble dao culture among the highest grades of nobles (those living in the Mazework itself). Building a new wing in the Sevenfold Mazework may become twice as difficult if the project is opposed by noble dao in wings nearby. Successful human traders have occasionally been sabotaged by envious dao. Dao nobles hate marid and djinn, but they are on speaking terms with efreet, who trade worked metal for minerals. All other elemental creatures are only of interest to the dao insofar as they can be exploited.

Great Khan of the Dao

The Great Khan of the Dao is also known by a multitude of titles including Ataman of the Mountains' Roots, Caravaneer of the Sevenfold Path, the Perfect Compass, the Stone Sultan, Carver of Destiny, Master of Traders, the Fountain of Wealth, and Balancer of All Earthly Accounts.

The Great Khan is always planning new engineering projects, and his followers surround him with new ideas for additions to the mazework, new caravans, financial tricks to turn greater profits on his trade routes, and inventions to increase the efficiency of his slaves. He is constantly accompanied and assisted in his work by 1-6 tasked builder genies, 3-30 common merchant dao, 2-20 common warrior dao, and 1-10 noble dao.

The Great Khan has all the abilities of a noble dao and access to all the spells of the province of sand magic once per day. In

addition he may cast *suggestion* at will merely by speaking for a full round—no gestures are required. He can cast *maze* once per month. He has 25 Hit Dice and maximum hit points. The khan is immune to all weapons made of metal or stone, though wooden weapons affect him normally.

The khan is unusually fat for a dao, with none of the strength of limb that most of his nobles possess. However, his eyes are bright with schemes and he has a quick wit. He has a great interest in technological improvements such as optics, systems to transfer mechanical power from one set of belts and gears to another, alchemical findings, and developments in metallurgy and mining such as new pumps, shorings, and refining techniques.

The audience chamber of the Great Khan is called the Hidden Fulcrum of the Dao. It is hidden deep within the Sevenfold Maze, and not even all the noble dao know where it is. Visitors who desire an audience are expected to bribe guards and even noble dao to win entrance to the corridors of power. These gifts or bribes are often discussed quite bluntly, and the amounts vary from 10-80,000 gp. Once a bribe is taken, nothing may happen or the fortunate visitor may be informed (within 1-4 weeks) that a few moments of the khan's time have become available. All visitors are blindfolded and led through the mazework to the court, a process that requires several hours depending on which path is taken to the center. The khan has cunningly had the Hidden Fulcrum covered with mirrors that reflect his image all around the supplicants who visit him, so that his true location is very difficult to determine. The khan prefers to ask constant questions rather than listen to the pleading and presentations of visitors.

Supplicants are often advised to strip themselves of wealth before entering the mazework, as the khan prefers that his subjects and his audiences be humble and poor. Those poor souls who arrive resplendent in finery and jewels are generally asked to make gifts of their riches to the khan.

The Great Khan rarely leaves the environs of the Sevenfold Mazework; when he does it will be to accompany some vital caravan or to personally supervise the haggling for and obtaining of some great prize object or rare material needed for the magics found in the Mazework. (His caravans are usually comprised of 10-100 common dao and 1-3 noble dao.) The khan prefers to travel incognito when with merchant dao, as his well-known skills at appraising and haggling make others reluctant to deal with him if they recognize him.

When the Great Khan of the Dao travels to the Prime Material Plane, his arrival is always preceded by a powerful earthquake capable of shaking down fortress walls and altering the course of rivers. Once he has arrived he generally travels to the accompaniment of smaller tremors, as his processions often take him through hills and mountains rather than over them. In the desert, his procession (containing no less than 2-200 jann and 2-16 dao) creates a huge sandstorm wherever it passes.

CLIMATE/TERRAIN:	Elemental air, desert
FREQUENCY:	Very rare
ORGANIZATION:	Caliphate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High to Genius (13-18)
TREASURE:	U
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12, Fl 36 (A)
HIT DICE:	10+3
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	L (12' tall)
MORALE:	Champion (15-16)
LEVEL/XP VALUE:	10,000



Noble djinn are the rulers of all genies on the Elemental Plane of Air, and they are masters of the province of wind. They can speak their own tongue and that of any intelligent creature they meet through a limited form of telepathy. They never forget either a service or a slight from another creature.

Noble djinn pride themselves on being the tallest and fairest of their kind. They enjoy wearing jewelry and rich clothes to distinguish themselves even further from common djinn. They prefer loose, lightweight silks and cottons.

On their home plane, noble djinn are always accompanied by processions of 4-40 common djinn who are their courtiers, soldiers, fan-bearers, minstrels, grooms, and servants. On the Prime Material Plane, noble djinn are always carried by either an animal (such as an elephant or camel) or in a rich palanquin by four servants. Under no circumstances will they allow their feet to touch the ground. Ideally, of course, djinn nobles travel by air under their own power, but often wind and weather or the need to enter a city in grand style dictate that they travel near the ground. Noble djinn sneer at life forms unable to fly naturally and will generally hover over earthbound nobles of other races to make their point.

Combat: The noble djinn can create nutritious food for 4-24 people, create water or wine for 4-24 persons, create soft goods, including nonmagical cloth, wood, brass, copper, or tin items (up to 25, 16, and 9 cubic feet of each) with permanence, create iron, gold, platinum, and silver items of short life span (about 24 hours), create illusions with visual, thermal, audible, and tactile components which last without concentration until dispelled, become invisible, assume gaseous form, windwalk, or form a whirlwind. In their gaseous form, noble djinn resemble clouds. In addition, a noble djinni may cast *gust of wind* at will, *cloudkill* once per day, *control weather* once per week, and *air-walk* on up to seven other creatures once per day. Once per year, a noble djinni can cast *windtomb*. All noble djinn magic is cast as if at the 20th level of ability.

Noble djinn can grant three wishes to their masters, but if they are forced to grant such wishes they will undertake no other service; they are freed of their servitude upon granting the third wish. These wishes are only granted to creatures from the Prime Material Plane.

A noble djinni's whirlwind is a funnel 20' across at its base, 60' across at its top, and 100' high. It requires five rounds to form and five rounds to fully dissolve. It lasts for as long as the noble djinni concentrates on it. Non-aerial creatures of less than three Hit Dice are swept away and killed by the whirlwind while hardier beings take 3-18 (3d6) points of damage. This whirlwind may also carry up to 15 man-sized creatures or 6 djinn- or jann-sized creatures, which may be protected from harm by the genie's will. Whether carried creatures are harmed by the whirlwind or not, they can be transported at a movement rate of 21 and a maneuverability class of B as long as the noble djinni's concentration is not disturbed.

Air-based attacks are utterly useless against noble djinn, including poison gases, gaseous breath weapons, *cloudkill*, *wind control*, and all elemental air spells.

Noble djinn are too intelligent and too powerful to be captured by physical means. Magically enslaved noble djinn will refuse to extend their abilities to the fullest for their masters unless they are constantly deferred to in matters of opinion (though they will still obey orders), given slaves of their own to replace the ones they no longer have at their disposal, and generally treated as equals or even superiors.

A noble djinni can carry up to 2,000 pounds either afoot or flying without a penalty to movement, though they consider such work beneath them. They can carry double that weight for three turns afoot or a single turn while flying. (For each 200 pounds less than the maximum, add one turn to the time before tiring.) A fatigued noble djinni must rest for six turns before attempting further strenuous activity.

Noble djinn rarely allow themselves to be drawn into direct combat with opposing forces, preferring to command common djinn or summoned creatures to fight for them while casting spells and giving orders. If possible, noble djinn will use their illusion and invisibility spell-like abilities to avoid combat altogether, and under no circumstances will they do combat in an unfavorable elemental environment, such as underground.

Habitat/Society: Noble djinn are of two types. Most are local caliphs, sheiks, sherrifs, and maliks who rule over a small number of landholders. These noble djinn command small groups of djinn scattered throughout the Plane of Air. A typical local ruler commands 1-6 households, each of which consists of 3-30 djinn, 1-10 jann servants, and 1-10 elemental creatures of low intelligence. The local sheik or headman of each of these holdings is a djinn of maximum hit points. In general, noble djinn who dwell and rule on the Prime Material Plane command only a single household. Female noble djinn take part as leaders of their people, and they have more freedom than the common djinn.

Any holding attacked by a large or dangerous force sends messengers cloaked by *invisibility* to the nearest two holdings, which each send two more messengers, until the entire djinn nation is warned. Some noble djinn also raise homing pigeons and other flying animals to accomplish the same end. Other nobles have raised falconry and the husbandry of fancy talking birds, tumblers, pouters, and other unusual breeds to a fine art.

A smaller but more influential group of noble djinn spends its time at the court of the Great Caliph of the Djinn, known as the Court of Ice and Steel. This rich palace is carved from a huge glacial rock which perpetually hurtles through the gulf of Elemental Air, creating a permanent rush of wind throughout the court. The chambers of the court are secured by steel portals set deep into the ice, and the air is only still in any one of the Court's rooms when all the portals to that room are shut. Whenever the portals open, a blast of wind stirs the curtains, banners, and clouds of incense throughout the room. Illumination comes from flickering orange lanterns or from the blue light that filters in as it refracts through the glacial ice. Most chambers are only accessible to flying creatures, as there are no stairs, and hallways are just as likely to be vertical shafts as horizontal ones. Visiting creatures not native to the Plane of Elemental Air are usually escorted everywhere to ensure their safety, and to allow the Great Caliph of the Djinn to keep an eye on them.

The noble djinn of the Court of Ice and Steel are the viziers, beys, and emirs. They only leave the premises when they are commanded to assume the onerous duties of rulership over groups of djinn elsewhere or when compelled to answer the summons of a powerful sha'ir.

Noble djinn are rarely pleased to serve even the most powerful of human wizards, and if the servitude drags on for months they may complain bitterly of the duties they are neglecting by serving a human. Noble djinn who are mistreated and who make their way back to their estates will return with half their subjects to avenge their honor.

Ecology: Noble djinn require very little from other creatures, as their djinn subjects provide them with all the necessities of life. However, their constant rivalry both among themselves and with other noble genies leads them to strive for the richest gems, jewelry, cloth, spices, and perfume they can obtain. Often manners and ethics are no obstacle to a noble djinni on the trail of something unique. Noble djinn will sometimes send their servant creatures to obtain these sorts of riches from the Prime Material Plane.

Noble djinn hate the efreet and will cooperate in any attempt to harm them. Despite their haughtiness, noble djinn respect individual achievements and will cooperate with other creatures of the Elemental Plane of Air rather than attempting to enslave them. Their servants are retainers who may leave at any time, but stay because they consider it an honor to serve. From time to time, a particularly driven noble djinni will undertake either a raid or a crusade against the dao or efreet and seek to free slaves and embarrass opposing nobles. Since those genies are generally more powerful than noble djinn, these expeditions are rare.

Great Caliph of the Djinn

The ruler of the djinn is known by a long list of titles including, but not limited to, the Commander of the Four Winds, Ruler of all Djinn, Defender of the Heavens, Prince of Birds, Storm of the Righteous, and Master of the Air. He is always attended by his courtiers, who number 4-20 noble djinn (half of whom are his dancers and consorts), 40-400 jann, and 10-100 common djinn at any given time. The Great Caliph of the Djinn rarely leaves the Court of Ice and Steel; he is perpetually called upon to decide matters of state, matters of law, and matters of politics among his nobles. When he does leave, it is generally with an entourage of nobles to go hunting elemental creatures, though occasionally they go to the lands of Zakhara to stir up trouble among the cities there.

Infrequently, the Great Caliph will demand a procession be held (in his honor or to celebrate the anointment of a new noble djinn or a noble marriage). These processions are grand affairs involving at least 50 noble djinn, 100-1,000 common djinn, and clouds of banners, flags, and streamers. The course of a procession often takes it in loops, rolls, and dives, and its meandering path often tours the Plane of Elemental Air for days or weeks.

The Great Caliph has 15 +6 Hit Dice and maximum hit points for a noble djinn. In addition to having all the usual powers of a noble djinn, the caliph has access to all spells of the province of wind magic once per day. He is always surrounded by a gentle breeze, which stirs his hair and flowing garments. All hurled and ranged missile weapons are ineffective against him, as the winds protect him, acting as permanent *protection from normal missiles* and *protection from magical missiles* spells.

The Great Caliph of the Djinn is fickle and easily bored, but this by no means indicates that he is soft or unable to rule. When required, he can rouse genie armies to victory and can wrestle monsters into submission. In general, however, the caliph prefers to win his battles by his wits rather than by the strength of his armies or his magic. Since the efreet that often harass the djinn are individually stronger than the djinn, this tactic is common among lesser djinn as well.

The court chamber itself is at the center of the Court of Ice and Steel, with clear shafts running to the outer surfaces in all directions. Creatures who (willingly or unwillingly) gain an audience with the Grand Caliph are brought to hover before him. If they cannot fly under their own power, they are buffeted by the whirlwinds of their djinn guards for 3d6 points of damage each round. Presenting oneself as earthbound before the Great Caliph can be exhausting. The chamber of the court itself seems to be in perpetual motion, as layers of silk streamers constantly flutter in and out. In dealing with creatures not from the Plane of Elemental Air, the Great Caliph is inclined to be merciful and often ends his recitation and judgment within a matter of a few minutes.

When traveling to the Prime Material Plane, the arrival of the Great Caliph of the Djinn is always signaled by a great blast of wind. Once there, he often travels in a procession like that of noble djinni, only of twice the usual size.

CLIMATE/TERRAIN:	Elemental fire, desert
FREQUENCY:	Very rare
ORGANIZATION:	Sultanate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to Exceptional (11-16)
TREASURE:	U
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	12 Fl 30 (B)
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-32/4-32
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	15%
SIZE:	L (15' tall)
MORALE:	Fanatic (18)
LEVEL/XP VALUE:	11,000

These hulking warlords are the cruel rulers of the efreet, though in theory they all obey the Sultan of the City of Brass. They plot and scheme against one another with a degree of cunning and skill usually seen only in the Lower Planes. They care nothing for humans and generally try to corrupt those sha'ir powerful enough to command them. Their arrogance and lust for power have won them few friends on either the Elemental or Prime Material Planes.

A noble efreeti is even more massive and solid than a common efreeti, though they share the same appearance: skin the color of basalt, hair of brass, and eyes of flame. The noble efreet wear baggy pantaloons, a shoulder harness for swords and daggers, and massive jewelry, generally armbands and earrings. The males enjoy showing off their muscled chests and broad shoulders, and so only wear tunics and cloaks when cold demands it; this is a matter of status and pride in strength rather than pure vanity. Noble efreet are not as vain as other genie nobles, as they depend on force and treachery rather than wit, appearances, and skill to persuade their fellow nobles to follow them. Their goal in choosing weapons, clothes, and jewelry is as much to intimidate others as to adorn themselves.

Combat: Noble efreet are powerful warriors, trained in magical and physical combat from a very young age. Although they are masters of strategy and trickery, they delight in the raw power that bloodshed gives them, and they lead their followers in battle rather than skulking in the rear.

Noble efreet can perform each of the following spell-like functions three times per day: grant wishes to creatures from the Prime Material Plane, become invisible, assume gaseous form, detect magic, enlarge, polymorph themselves, create an illusion with visual, olfactory, tactile, and audio components which will last without concentration until touched or magically dispelled, sunscorch, misdirect, or create a wall of fire. When in gaseous form, noble efreet resemble smoke, often in an undefined pillar shape. When polymorphed among humans, a noble efreet often takes the form of a colorful rooster or a youth of sterling features. A noble efreet can also produce flame, flame arrows, sundazzle, or cause pyrotechnics at will. Fire attacks do no harm to noble efreet if the fire is nonmagical; magical fire causes half damage. In addition, once per day noble efreet can sow *fire*



seeds or surround themselves with a *fire shield*. Once per week they can use *fire track*. Once per month a noble efreet can cast *conflagration*. Noble efreet perform all magic at the 16th level of spell use.

Noble efreet can carry up to 3,000 pounds, afoot or flying, without tiring, though they will only do so if magically compelled or in fear of their lives. They can carry double weight for only a limited time—three turns afoot or one turn aloft. (For each 300 pounds under 6,000, add one turn to either walking or flying time permitted.) After tiring from extreme exertion, a noble efreeti must rest for six full turns. Normally, noble efreet command common efreet to perform all such tasks.

When hunting, noble efreet enjoy the kill but prefer not to do all the work of wearing down an opponent themselves. They prefer to watch as their common efreet hunters and summoned creatures (such as hell hounds) harry the prey, then throw themselves into battle at the last minute to claim a kill. Toying with one's opponents is considered an art form among the noble efreet, and their ability at playing "cat-and-mouse" is remarkable. They also employ flying creatures of the Elemental Plane of Fire as "hawks" in their hunts.

Habitat/Society: Noble efreet fall into two camps: those native to the City of Brass and those who command the efreet of the Prime Material Plane. The city itself hovers in the hot regions of the Plane of Elemental Fire and often borders seas of para-elemental magma and lakes of glowing lava. It is a huge, glittering haven of avarice and malice 40 miles wide, its base a hemisphere of golden, glowing brass. From the upper terrace rise the minarets of the great citadel of the Sultan's Palace, where great riches are said to be kept. The beys and amirs of the City of Brass serve the Sultan of the Efreet; though the lesser efreet are neutral, their rulers are more inclined to law and evil than their subjects. Though the streets of the city are kept clean and the palaces are showpieces in a gaudy way, an air of blood and suffering hangs over everything, due largely to the numberless glum servants found on every street and in every hallway.

While most noble efreet fill their palaces with rich works of gold, priceless ceramics, and masterfully-woven rugs and tapestries, others merely create temporary illusionary treasures to impress their visitors as needed. Female noble efreet are kept apart in a state of seclusion from male company, but they do have their own heirarchy within households. They hold no official power with the sultan and his court, but the scheming nature of the efreet results in many of the females effectively ruling through figurehead males.

The palaces of noble efreet in the City of Brass are large and imposing and swarming with servants. A typical noble household consists of 1-6 noble efreet, 4-40 common efreet who serve as overseers and bodyguards, 10-100 jann and other imported slaves, 10 summoned intelligent elemental creatures for specialized tasks, 2-4 nightmares, and 3-18 elemental hawks and hounds. The slaves of the efreet are magically protected from the flames of the city, but these protections must be renewed each week. Thus, escaped slaves rarely survive their freedom. The palaces are all small fortresses as well as overflowing dens of slavery, able to keep out spies, assassins, hostile nobles, and the merely curious while providing spacious quarters for the noble family.

The beys and amirs of the city are each responsible for 1-4 of the efreet's military outposts elsewhere on the Plane of Fire, each of which is a haven for 4-40 efreet ruled by a malik or vali (common efreet of maximum normal hit points). These outposts are strictly military and spartanly functional. The only chamber of any comfort whatsoever is the chamber the bey or amir occupies when he visits, a duty most beys and amirs perform as infrequently as decorum permits. Each outpost usually houses 10-100 prisoners and captives who are being broken to a life of service to the efreet.

The noble efreet of the Prime Material Plane are servants of the six great pashas who rule them in the sultan's name. Their camps are generally deep in the desert, often in ruined or abandoned cities. If their camps are discovered they are moved overnight to a new location, either by physically transporting all the goods of the genies in the camp or by transporting the same in the twinkling of an eye through the use of magic.

Noble efreet are great patrons of the hunt and are often found whiling away their days using both elemental hawks and hounds to track down the odd animals of the Elemental Plane of Fire. They also enjoy the use of bronze chariots pulled by nightmares in slave hunts. Their elemental hawks and hounds are sent ahead, and common efreet are often used as beaters to flush out game. These hunts involve 1-6 noble efreet and their retinue of 5-30 common efreet servitors, as well as 2-20 hounds or hawks. The nobles each have their own chariot.

Ecology: Noble efreet see all living things as either their servants or their enemies and acknowledge no one but their caliphs and pashas as their masters. Thus their reaction to other races is usually to either force them into servitude or to destroy those who cannot be enslaved. This has made them greatly feared by other creatures of the Elemental Plane of Fire, but it hasn't won them any friends. Almost all salamanders, fire elementals, and other natives of the plane will gladly assist those who wish to embarrass the efreet. There have been cases of efreet princes who have demonstrated better behavior when wooing human maidens. However, even in these cases the noble efreet often demand that their true nature be kept hidden from other humans. Whether this is due to magical limitations, a wish to escape the notice of other genies, or some other reason is unclear. For the noble efreet, the wooing is just another form of the hunt.

The Sultan of the Efreet

The master of the City of Brass is also referred to as the Lord of Flame, the Incandescent Potentate, the Tempering and Eternal Flame of Truth, Fuel of the Unquenchable Legions, the Most Puissant of Hunters, Marshall of the Order of the Fiery Heart, the Smoldering Dictator, and the Crimson Firebrand. The Sultan of the Efreet is constantly accompanied by a horde of 20-70 common efreet bodyguards, 1-20 entertainers, and 4-40 noble efreet courtiers, all of them vying for his attention and approval. This circus can be quite comical, though laughing in the presence of these efreet worthies is invariably fatal; they take themselves very seriously indeed.

The Sultan of the Efreet has 20 Hit Dice and maximum hit points. He has all the powers of a noble efreet as well as access to all spells of the province of fire magics once per day. In addition, he may use *flames of justice* at will. The Sultan is also immune to both magical and normal fire, and he is constantly surrounded by a nimbus of pale red fire and a halo of smoke. These cause 1d10 points of damage to anyone within 10' who is not immune to both magical fire and poison gas. No amount of water or magic can douse his magical fire.

The sultan sports a tiny goatee, his hands end in extremely long, almost knifelike claws, and his eyes constantly spark like fire. Due to his aurora of flame, the sultan wears only clothes capable of withstanding extreme heat, generally armor of white-hot iron, but sometimes delicate pantaloons and robes made of tiny blackened links of adamantite. His armoring gives the sultan an Armor Class of -5.

Audiences with the Sultan of the Efreet are held in an iron chamber at the center of his palace in the City of Brass, a smoky blast furnace of a room with reddish light and little air. Ornaments of alloyed gold and brass are everywhere, and chained fire elementals provide both heat and light.

In fulfilling his military duties, the Sultan often organizes drills, marches, and parades of spit-and-polish precision. These occasions require the entire population of the City of Brass to turn out and watch the spectacle of the sultan's might march by; indeed, the disruption of thousands of efreet marching through the streets and turning the squares and suqs into drillgrounds makes undertaking any other task impossible.

When he travels to the Prime Material Plane, the Sultan of the Efreet always first appears as a firestorm that scorches the earth for hundreds of yards around. He prefers to appear in extremely hot environments like volcanoes, hot springs, and forest fires. This is not done out of any deference to the property or lives of creatures unable to withstand fire, but simply for his own comfort in adjusting to the frigid temperatures of the Prime Material Plane. Once he has arrived, he travels with a full military escort of 20-200 jann, 2-20 common efreet warriors, and a single noble efreeti emir. These numbers are tripled when visiting the pashas of the Prime Material Plane, whose loyalty must always be enforced with an iron fist.

CLIMATE/TERRAIN:	Elemental water, seas
FREQUENCY:	Very rare
ORGANIZATION:	Padishate
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius to Supra-genius (17-20)
TREASURE:	T, U
ALIGNMENT:	Chaotic
NO. APPEARING:	1
ARMOR CLASS:	- 2
MOVEMENT:	12, Fl 21 (B), Sw 30
HIT DICE:	16
THACO:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	8-32/8-32
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	H (22' tall)
MORALE:	Fanatic (18)
LEVEL/XP VALUE:	17,000

Noble marids are masters of the oceans. With currents as their muscles and pearls as their teeth, they are the handsomest and most powerful race of geniekind.

Both huge and hugely powerful, noble marids can assume three forms: gaseous, liquid, and solid. In their watery form noble marid are a rushing current; in their gaseous form they resemble a fog. In their solid, humanoid form they are gigantic, gleefully towering over everyone around them. Their skin shimmers like pink pearls, though occasionally a noble marid will have the luster of either a white or black pearl. Their wispy hair is usually blue-black or dark grey. Noble marids typically stand 22 feet tall and weigh over 8,000 pounds.

Noble marids are always clad in the finest clothes they can afford, but both male and female noble marids enjoy displaying their powerful physiques to intimidate smaller and lesser creatures. Male noble marids prefer to be bare-chested and wear elaborate pantaloons and turbans, while females prefer slit skirts and clever tunics that show only flashes of their pearly skin. Their garments are cut from huge swatches of bright cloth and decorated with as many attention-grabbing jewels and ornaments as they can find. Subtlety is not their strong suit.

Combat: Noble marids' spell-like abilities function at the 30th level of spell use. Their magic allows them to use any of the following spell-like powers four times per day: *detect evil/good*, *detect invisibility*, *detect magic*, *invisibility*, *assume liquid form*, *polymorph self*, and *purify water*. Twelve times per day they can assume *gaseous form*, *lower water*, *part water*, create a *wall of fog*, or bestow *water breathing* on others for up to one full week. They can cast *airy water*, *control weather*, *cone of cold*, and *solid fog* once per day. Once per month a noble marid can cast *maelstrom*. Noble marids can always cast *water blast*, which they can direct in a powerful jet up to 300 yards long, blinding the individual struck for 1d6 rounds (saving throw versus spell applies) and causing 2d6 points of damage. Marids also have the innate ability to water walk.

A noble marid can freely carry 4,000 pounds in weight. Double this weight causes tiring in three turns. (For every 400 pounds under 8,000, add one turn to the marid's carrying ability.) A tired marid must rest for six turns. Since marids travel often and widely, they only rarely become attached to enough



heavy objects that they cannot carry all they have with them.

Marids are very strong swimmers. They can breathe water and are at home at any depth. They have infravision to 120'. They are unaffected by extremes of water temperature—they are equally comfortable alongside icebergs or in scalding water.

Noble marids are not harmed by water-based spells. Cold-based spells inflict either half or no damage. Fire inflicts +2 points per die of damage, with saving throws at a -2 penalty. Steam does not harm them.

Habitat/Society: Although all marids lay some claim to nobility or even royalty, the truly noble marids are those that serve the padisha and scheme to succeed to the rulership of the empire upon her death. Thus noble marids entirely ignore their lesser cousins unless they in some way affect their standing at court or in the succession. All marids agree that their loose empire is ruled by the padisha, but there have often been several "true heirs" to the padisha's throne simultaneously through the eons. The court of the Great Padisha of the Marids is called the Citadel of Ten Thousand Pearls, and it is an elaborate and graceful circular reef in warm waters on the Elemental Plane of Water, full of bright corals, corroded copper doorways, giant clams, bubbling air fountains, curtains and carpets of kelp, and schools of every sort of fish. Some of these fish are guardians and others are servants, but all are entirely loyal to the marids. The citadel contains from 2-200 noble marids at any time.

Although most of the Citadel of Ten Thousand Pearls is accessible by swimming through passages and doorways made for the huge marids, there are also many narrow crevices accessible only to small fish or marid in their watery form. These passages connect all the larger areas as well as hollow regions of the citadel not otherwise accessible.

Shafts of sunlight pour into and out of the citadel at apparently random places, but no area is without light unless the padisha wishes it. Some of the deepest interior portions are said to contain the hoarded treasures of the deep, given to the Padisha of the Marids as tribute: gold, shells, corals, the scales of great

sea-monsters, and ten thousand pearls of great price. These pearls are of all colors, principally pink, white, grey, and black, and most are said to be fist-sized and lumpy rather than smaller and more perfectly formed.

The Citadel of Ten Thousand Pearls is a resting place for many marid nobles, a place to meet and exchange information before traveling on. Hunts and jousts are often held there, and individual valor is prized. At other times (during unfashionable seasons known only to court “insiders”), the citadel is abandoned as a ruin.

The traveling household of a noble marid consists of 1-4 noble marids and is always accompanied by 1-8 common marids, who comprise various cousins, vassals, lovers, courtesans, followers, and kinfolk. In many cases (40%), they have also befriended 2-9 (1d8+1) servant creatures from the Elemental Plane of Water. They may have dragon turtle mounts, a squadron of water elemental or triton bodyguards, morkoth advisers, or killer whales as hunting animals. The fickle and wide-ranging tastes of the noble marids make the exact nature of their non-marid companions unpredictable.

Marids are champion tale-tellers, though most of their tales emphasize their own prowess and belittle others. When conversing with a noble marid, one must attempt to keep the conversation going without continual digression for one tale of might or another, while not offending the noble marid. (Marids consider it a capital offense for a lesser being to offend a marid.) Flattery sometimes convinces them to undertake some course of action, but more often than not they stray off their intended course to seek some other adventure that promises greater glory. Bards often win their favor by restructuring all their songs and tales around the glory of the marid. This requires both a quick mind and a strong stomach, however, as the noble marids enjoy waves of praise rather than faint endorsements.

Marids occasionally go on punitive expeditions against the other genies, just to remind them of their power. When they organize a war party, it is usually led by a single noble marid accompanied by 5-50 common marids and 2-20 creatures from the Elemental Plane of Water.

Ecology: Noble marids have the least impact on other races of any of the noble genies; their attitude to the rest of the world is that all other creatures are inconsequential beings. The marids' own concerns take up so much of their time that they have little effort to waste on what they see as the trivialities and irrelevancies of others. In most cases, this includes common marids as well, which is why almost every marid must declare himself a noble in order to get the attention of the true noble marids. Their absorption in their own affairs is a blessing for others, given the dangerous level of power of the marid nobles. When they do want something, noble marids stop at nothing to get it—entire fleets may disappear from the oceans, storms rage, and rivers dry up or overflow.

Mages consider marids more trouble to conjure than they are worth, and the great power of the noble marids and their even greater fickleness makes this doubly true. A conjured and bound noble marid who is released will put aside all other tasks to gain quick vengeance against the mage who stole his freedom.

Great Padisha of the Marids

The Great Padisha of the Marids has hundreds of titles, many of which are copied from her followers or adopted by them. She is the Keeper of the Empire, the Pearl of the Sea, the Mother of

Foam, the Maharaja of the Oceans, Emir of All Currents, Mistress of Rivers, Grand Raj of the Monsoon, General of the Whales, Pasha of Corals, Savior of Fish, Marshall of Nets, and Patron of Waterspouts.

Her courtiers typically include 1-20 noble marids, 5-500 common marids, and 10-100 visiting creatures of elemental water ranging from tritons to hippocampi to giant seahorses. The Great Padisha has all the abilities of a noble marid, and she has access to all spells of the province of the sea once per day. She is immune to all spells involving water, ice, steam, and electricity. She is subject to a *continual detect lie* spell, which doesn't seem to stop her from enjoying outrageous flattery. She simply recognizes it for what it is and doesn't allow it to influence her actions as a ruler. The Great Padisha has 30 Hit Dice and maximum hit points.

The current Great Padisha's appearance is subject to dispute. At times she has ebony skin the color of black pearl, a rounded face, and long tresses of coral red which she has bound about her head like a turban and set with black opals. At other times her skin is lustrous pearly white, with hair dark as barnacles, and lips like conch shells. She prefers slashed robes of gold, silver, or blue which reveal either richer cloth or dark skin beneath.

The court meets in the depths of the Citadel of Ten Thousand Pearls. The Pasha prefers to dazzle visitors with an initial display of her command of the seas, including things like unbalancing tides, schools of colorful fish swimming in dazzling patterns, or a display of bizarre luminescent creatures from the darkest recesses of the ocean's trenches.

The padisha's whim completely determines the type of audience her supplicants receive. Some are richly rewarded for merely reciting her titles and honorifics; others are cast forth from the citadel and told never to return. Those she takes more seriously (generally noble marid, commoners who can boast well, and the occasional egotistical or flattering sha'ir) are given her undivided attention and probed and questioned on every statement they make. Unusual gifts are always appreciated, though she feels no sense of obligation to grant favors in exchange for treasures freely given. Gifts need not be material ones; beggars capable of spinning rich tales and richer compliments have won her favor, as have ancient mystics who have little wealth but great understanding.

The Padisha has kept her position because of her political acumen and skill at maneuvering in the politics of honor, her competitive generosity, and her knack at making the haughty marids feel like members of the same tribe rather than bitter rivals.

Although the Great Padisha has a love of display for its own sake, she rarely joins processions beyond the confines of the Citadel of Ten Thousand Pearls because of the political dangers and costs of leaving her nobles to scheme. The migrations of the whales and salmon and the blooming of the red tides are state occasions, however, requiring the presence of both the Padisha and her nobles. At these times she relocates her entire court, thus preventing any coup while she is away and preoccupied.

When the Great Padisha appears on the Prime Material Plane she always arrives as a localized monsoon, driving ships ashore, drenching the countryside with flooding rains, flattening palms, and whipping up enormous waves. Once she has arrived she generally travels with whales, sea monsters, and entire tribes of intelligent sea creatures such as mermaids and sahuagin.

Tasked genies may once have been genies of one of the four elemental realms. However, tasked genies have performed a single type of labor for so long that their forms have been permanently sculpted to suit their work. Their profession defines them and rules them; a tasked genie taken away from its work grows weak and sickly. Unlike most genies, tasked genies are not always uneasy or hostile in the presence of humans. They are still very proud of their superior skills, but their sense of worth is based on achievements, not birth. As long as they share an interest and aptitude for their craft and a willingness to defer to the genies' greater knowledge, humans can consort with tasked genies with no ill effect.

Just as faerie creatures are more than mortal but less than divine, so are tasked genies among the most powerful spirits of the Land of Fate. Specifically, genies are elemental spirits which serve the unsympathetic forces of nature. They are free-willed, civilized, and highly intelligent. They eat, drink and reproduce just like humans, and they can die just as humans die. Their powers, however, inspire such fear and awe in the minds of primitive tribesmen that they are still worshipped and offered sacrifices as gods in remote and savage areas of the Burning Land. They can raise buildings overnight, their armies can appear and disappear from the field of battle, and their magic can whisk a person hundreds of miles in moments.

Most genies prefer to dwell apart from humans, but tasked genies are equally at home in the wilderness and in the cities. Genies that live on the elemental planes rarely come to the Land of Fate unless called, but elemental genies and some tasked genies who live in the Burning World prefer uninhabited wildernesses, ruins, deserted houses, cemeteries, rivers, and abandoned wells. Those who trespass on the home of a genie are usually warned off by an attempt to frighten; stones are thrown at the intruders by invisible genies or sudden sandstorms spring up to blind, confuse, and misdirect. If the trespassing continues, the travelers are attacked and shown no mercy.

The genies of Zakhara are nomads of a sort; their camps among the desert and ruins and their lodgings in the cities may disappear in an instant (usually at dawn or dusk), whenever a genie tribe decides to move on. But their camps don't resemble the camps of nomads. They are often huge mansions or fortresses, yet they may vanish into the sands when discovered, like a dream fading in the morning light. At other times, however, genies in the wilderness take their discovery by others rather badly, and, instead of moving on, they try to force their discoverers away by throwing stones at them or by carrying them on the wind for many miles. For this reason, travelers through the desert often call out to the genies when approaching desolate lands and ask them for permission to pass through.

Unlike the genies of the four elements, tasked genies have very little regard for the castes, classes, and social distinctions of humans, as their lives and their status among their kind are almost entirely dependant on merit. Tasked genies have no nobility, only masters of their craft. They will as soon work for a pauper as for a sultan, as long as there is work to be done.

This lack of elitism does not mean that genies do not understand the nuances of politeness and proper etiquette. They may not think much of their master, but they will be unstintingly polite. Of course, genies can and do turn social conventions "topsy-turvy" when they are free to harass someone who has offended them or even just when the mood strikes them.

Tasked genies fall into two main categories: those bound by their profession to a certain location and those kept inactive in some way for long periods between bouts of servitude. The first group comprises the helpful tasked genies, those who create fantastic foods, art, and monuments. The second group has nothing to do when not called upon by genie nobles or powerful sha'irs. They are slowly driven insane by their magical isola-

tion, and for this reason they delight in shedding blood when released from service. These include the warmonger, slayer, and guardian genies.

Tasked genies must always be either paid or enslaved before they will render service to a nongenie. Architect, artist, guardian, herdsman, and winemaker tasked genies are almost always simply paid for their work, as enslaving them decreases the quality and length of their service. Slayers are almost always enslaved, as they are too dangerous to be allowed to roam free and they cannot be expected to uphold any bargain they make. Warmonger tasked genies may either be paid or enslaved, but in either case their true reward is the sight of victory on the battlefield. The sweeping events they set in motion often continue long after the warmonger genie has been imprisoned or sent away.

Binding a particular tasked genie is a difficult undertaking requiring great wealth, wisdom, and patience. The procedure is equivalent to spell research, with the same costs and chances of success. Only a sha'ir may successfully learn the rituals for binding a tasked genie. The determination of success is made with the level of the spell being researched treated as equal to the tasked genie hit dice divided in half (round up). Thus, learning to bind a herdsman tasked genie requires as much effort as learning a second-level spell, while the ritual for commanding a guardian tasked genie will be discovered as if it were a seventh-level spell. Once the initial research is done, the tasked genie may be bound or commanded as detailed for sha'ir abilities.

Though only a single genie may be bound by a spell, some tasked genies will request aid from their brethren when commanded to undertake a large, short-term project for their masters such as shearing a huge herd of sheep or building fortifications in time to hold off invaders. Herdsman and builder tasked genies are particularly prone to calling on their kinfolk when presented with a huge task. These genies serve without demanding pay from the sha'ir so as to free their cousin from service more quickly. A sha'ir may bind no more than one tasked genie per year or face the wrath of the genie princes when he asks for an audience.

All tasked genies are extremely long-lived. Guardians are the tasked genies with the greatest longevity; they can serve for 1,001 years, so their age is truly great. Others, such as winemaker and herdsman tasked genies, are more closely tied to the seasonal cycles of the Land of Fate, and this seems to have made them shorter-lived than most genies. Their lifetime is only twice that of a human. The other tasked genies fall somewhere in between, with a great deal of individual variation. Tasked genies kept from their tasks invariably live short lives.

Genies occasionally take human lovers, but the result is almost always tragic. Those who love the genies lose all sense of reason and judgement and are often destroyed by their love for such a powerful spirit. Occasionally, however, the pair makes its peace and lives happily, almost always after a stormy courtship and almost always only after leaving human society. These liaisons rarely produce children, but when they do the offspring have the powers, strength, and abilities of markeen, though they do not have a human double.

CLIMATE/TERRAIN: Any
 FREQUENCY: Very rare
 ORGANIZATION: Solitary

ACTIVITY CYCLE: Day
 DIET: Omnivore
 INTELLIGENCE: Genius (17)

TREASURE: Nil
 ALIGNMENT: Neutral

NO. APPEARING: 1
 ARMOR CLASS: 4
 MOVEMENT: 15

HIT DICE: 9
 THAC0: 11
 NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-24
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil
 SIZE: M (7' tall)
 MORALE: Average (8-10)
 LEVEL/XP VALUE: 5,000



The builder genies were once dao, but they have been reshaped by a life of construction and design. They are common in the Great Dismal Delve, but they are also sometimes bound by sha'ir to serve human princes. Some of them have been given to other noble genies as gifts from the noble dao. Their powers are responsible for many of the tales told of cities springing up overnight at the command of the genies.

Builder genies are bald and muscular like the dao, and they share the same taste in clothes and jewelry. They are often branded with a dao symbol denoting ownership, usually on the hand or forehead. They almost always carry drawing compasses and rulers, plumb bobs, chalk, levels, trowels, and builders' squares.

Combat: A builder genie may use each of the following spell-like abilities three times per day: *minor creation*, *vacancy*, and *warp wood*. They may use each of the following once per day: *stone shape*, *stone tell*, and *passwall*. Once per month they may grant a wish related to buildings or construction.

Builder genies have a stupendous ability to find and exploit the weak points of any structure. When they direct the fire of siege engines against fortifications, structural damage done by the attackers is increased by 50%. A builder genie can collapse unfortified buildings and underground works in one turn if allowed to study them for an hour.

Unless a builder genie is commanded to defend a building, it will prefer to avoid combat and simply repair minor damage after a battle is resolved by others. If commanded to, a builder genie will defend its worksite, but it cannot be commanded to take part in battles outside buildings or in buildings it has had no part in making. Much like their dao brethren, builder genies prefer to let others do their fighting for them and will balance the odds in their favor as much as possible before a battle. They enjoy using mazes, battlements, and secret passages to lead opponents on chases through entire buildings that they have prepared with traps and ambush sites. In desperation, a builder genie may collapse part of a building it is working on to kill opponents who might otherwise destroy the whole project.

Habitat/Society: Builder genies live for their work; they want to be remembered for what they have done rather than for what

pleasant genies they were to work with. This generally means that they are merciless on themselves and others when their work is at stake. The greatest compliment one can pay a builder genie is to admire his work; the greatest insult one can offer is to compliment the builder while criticizing his work.

Builder genies don't care what they build; waterwheels or mosques with a dozen minarets receive equal care and planning. In all cases, builder genies will demand the longest-lasting and most expensive materials. Due to these stringent demands, the cost of a building designed or built by a builder genie will be four times the normal cost. It will have twice the strength and twice the useful life of a normal building.

Builder genies can imitate the style of any building they have seen, though they can only reproduce the structural details of buildings they have been able to examine closely for a day. They prefer to work in a style appropriate to the setting of a building, but they will build an opulent mausoleum in the middle of a poor fishing village if their master so commands. They will not hesitate to tell their master exactly why such a building is inappropriate among the dhows and huts, however. While their master's project is always completed if at all possible, its final form may not be exactly what the patron had in mind. Builder genies can be notoriously literal in obeying instructions, and they can also bend instructions to suit their personal whims.

Ecology: Builder genies are slaves to the dao, and they resent the dao without being able to overthrow them. They are on excellent terms with the xorn, earth elementals, and pech. They are always willing to destroy existing structures to make way for their new, improved ones, although in the case of a master-work, the builder genie may tear down the old and then rebuild it with improvements that only a master architect or stonemason might recognize.

Builder genies judge others on their building achievements. Races that have not built mansions, bridges, and graceful gates do not rate as civilized. Builder genies have great respect for the disciplined and exact hives and warrens of giant insects.

CLIMATE/TERRAIN:	Cities
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17)
TREASURE:	R (x3)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Unsteady (5-7)
LEVEL/XP VALUE:	975

Tasked artist genies include both incredibly skilled craftsmen and aesthetically brilliant artists in fields widely accepted as high art. Both groups are capable of producing masterworks in their chosen speciality in a very short period of time. Reshaped from dao and djinn long ago, they will willingly serve a generous master, though they always undertake work they enjoy before doing work that they must do. Tasked artist genies are poets, composers, musicians, sculptors, painters, and weavers. The craftsmen genies (who bitterly deny that their work is any less artistic than that of the pure artists) are potters, woodworkers, furniture makers, silversmiths, goldsmiths, decorative ironmongers, gemcutters, jade and ivory carvers, calligraphers, illuminators, gardeners, maskmakers, tailors, haberdashers, and seamstresses.

Mistreated artist genies will never produce superior work, though they have too much devotion to their craft to deliberately flaw a work (unless they are consistently abused with no hope of escape). Regardless of how hard they try, works produced by enslaved or charmed artist genies are never quite as good as those they make when they are free to pursue their work as they choose.

Of all the tasked genies, artist genies vary the most in their appearance, perhaps because the work they do varies so much. Sculptors have powerful shoulders from handling and hammering stone, weavers have powerful arms and quick fingers for throwing a shuttle across a loom, and painters may be quite frail but have a sharp eye for details and decoration. The craftsmen genies all have nimble fingers and a good sense of proportion.

Combat: Although their professional skills vary, all artist genies have a set of spell-like abilities in common. They are able to use each of the following spell-like abilities twice per day: *duo-dimension*, *mirror image*, *illusion*, *polymorph self*, and *stone shape*.

The illusions of artist genies create both tactile and visual components which last without concentration until dispelled or touched with cold iron. These are often used to give visible form to mental models and ideas before a final, lasting product is produced. It may also be used by the less scrupulous artist genies to satisfy their patrons without a great deal of effort being expended in actual work.



Habitat/Society: Artist genies are adaptable and generally take on the trappings of the group they work for or live among. They are particularly sharp rivals with each other, as few others can match their skills. Artist genies will talk shop with anyone they consider able to understand their achievements; they have only scorn for the unskilled or untalented.

In their dress, artist genies either push the boundaries of the latest design and daring or wear the most shabby and dated clothing imaginable. The pure artists are entirely hedonistic, though this is manifested in various ways. Some artist genies require odd foods, such as stewed apples or fermented fish while others must have parks and scenic vistas to stroll along each day for relaxation and contemplation before their work will achieve its highest level. Others still wallow in drink or gluttony, constant hot scented baths, or exotic companionship.

Slighting the work of an artist genie demands retribution, but this revenge can take many forms. A skilled critique by a knowledgeable patron may earn only some vicious gossip in return. In the case of uninformed criticism by a pretender to knowledge, some artist genies are unstable enough to simply hurl themselves at their detractor, regardless of the consequences. Others are wise enough to enjoy more subtle forms of revenge (for example, creating a work that ridicules the offending party). Sometimes revenge takes the form of a gift that is given to some rival of the tactless speaker, or a mysterious increase in the cost of producing new work for a patron. Some forms of revenge are fatal, such as a potter genie adding enough poison to a clay vessel to slowly kill anyone who eats or drinks from it.

Ecology: Artist genies are dependant on refined patrons and high levels of cultural achievement. Although they may be found anywhere, their skills are only fully appreciated by the knowledgeable. Their material needs are often neglected in favor of getting the materials they require, for an artist genie taken away from the tools of its trade and forced into idleness for protracted periods either dies or goes mad.

Genie, Tasked, Guardian

MC13

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (14)
TREASURE:	F, G, Z
ALIGNMENT:	Lawful
NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	15
HIT DICE:	14
THACO:	7
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-10/1-10/1-10/1-10 or by weapon +8 (x4)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	L (10' tall)
MORALE:	Fanatical (17-18)
LEVEL/XP VALUE:	13,000

Guardian genies are powerful spirits sworn to defend specific items and locations tirelessly and without fail. They were once efreet, but have been reshaped to be both sleepless and loyal to the exact wording of their oath.

Guardian tasked genies have one face which watches forward and another which watches backward. They have dark red skin as thick as rhinoceros hide and are completely bald. They have four powerfully muscled arms, which make them formidable in combat. A typical guardian genie stands 10' tall and weighs 2,700 pounds. Guardian genies do not wear armor, as their thick hide and magical nature make them very difficult to hit, and armor would merely slow them down. Some of their masters, however, occasionally give them protective magical items, which they are expected to use.

Combat: Guardian tasked genies move with inhuman speed despite their bulk, gaining a -4 initiative modifier in all forms of combat (although their initiative result never drops below 0). They target spell-casters before all others. Guardian genies are able to wield weapons in all four hands simultaneously without penalty. They can engage and attack up to four opponents at once, though they usually concentrate their attention on just one or two. Their preferred weapons are scimitars, cutlasses, great scimitars, and throwing axes and daggers. When using weapons they gain all the benefits of a Strength ability of 20.

The hearing of guardian genies is acute enough to pick up a feather falling onto a stone at a hundred paces; this, combined with their 360-degree vision, makes them impossible to surprise. Guardian genies never sleep.

Due to their innate magical ability, guardian genies can use each of the following spell-like powers twice per day: *shout*, *alarm*, *silence* (15' radius), *detect invisibility*, *guards* and *wards*, *wyvern watch*, and *sepia snake sigil*. They can employ *blade barrier* once per day.

Guardian tasked genies are unaffected by all illusion/phantasm and enchantment/charm spells. All other magic affects them normally if it overcomes their magic resistance.

Guardian genies can breathe a cloud of green fire 30' in diameter directly in front of themselves once per day. The cloud of fire causes 14d6 points of damage to those caught in its area of



effect, with a save allowed versus breath weapon for half damage. The cloud resembles the fiery breath of the fire eaters sometimes seen in the suqs and bazaars of Zakhara.

Guardian genies have a 20% chance to possess powers in addition to the ones listed above and a 30% chance to have powers that simply replace 1-4 of the above powers. Examples might include flight, detect lie, the ability to shape glyphs of warding or explosive runes, hold portal, dimension door, and other abilities that might be expected to help a guardian.

Habitat/Society: Guardian tasked genies are solitary creatures and dislike social interaction. They speak in very clipped sentences if required to, but they do not encourage questioning. In fact, they are completely humorless about their tasks, following out their routines and procedures with methodical precision. They are perfectly willing to describe what they are guarding and who commanded them to guard it, though they will not tell anyone about what they can do to prevent its theft. (One of the conditions of their service is that they be told everything about the items left in their care.) Guardian genies will not guard living creatures. Guardian genies cannot be bribed and will attack any creature that attempts to do so.

Guardian tasked genies have no love of death and violence, although they are more than competent at dealing out both. If possible, they will use threats and warnings rather than immediately resorting to magical or physical combat.

Guardian tasked genies serve for limited periods of time; when their tour of duty at a given site is up, their services must be renegotiated. Since their contracts are typically for 101 or 1001 years, their former masters are often not around to renew their arrangements.

Ecology: In some ways, guardian tasked genies are frustrated creatures, for they can never finish a task and go on to do something else as craftsmen genies of various kinds can. They are required by their nature to be constantly vigilant. No genie will touch a treasure guarded by the tasked guardian genies, though they may advise others how a guarded treasure might be taken.

Genie, Tasked, Herdsman

MC13

CLIMATE/TERRAIN:	Plains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	D for group, P otherwise
ALIGNMENT:	Neutral
NO. APPEARING:	1-100
ARMOR CLASS:	6
MOVEMENT:	21
HIT DICE:	3
THACO:	18
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	175

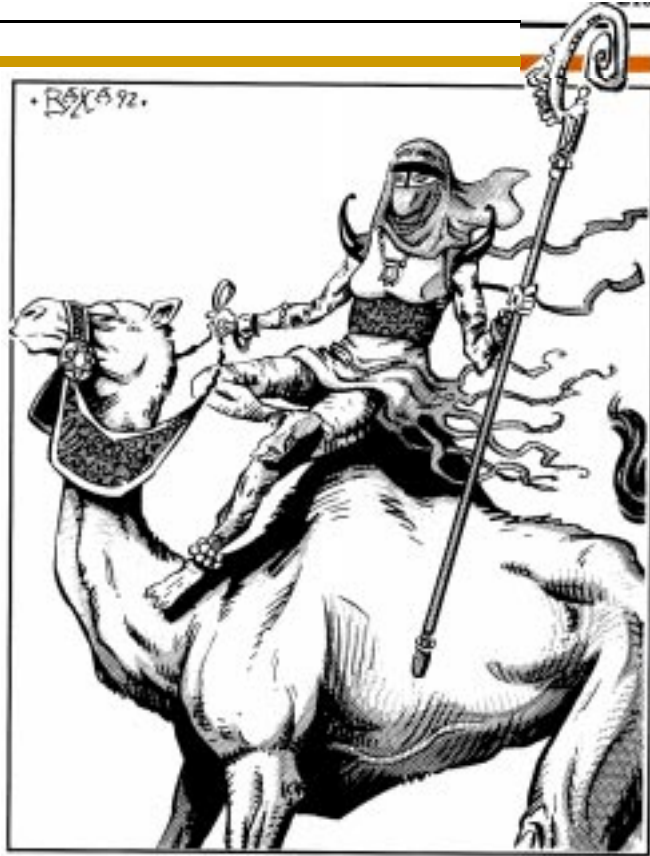
Capable of running all day with their herds, herdsman tasked genies are dedicated and sociable creatures. They live to provide for their animals, and they take their nourishment from them as well, often in the form of blood drained from small puncture wounds or from their milk.

Herdsman genies are short and wiry, with very quick hands and heavy brows. Their skin is dark and wrinkled from years of exposure to the sun and wind. Their hair is dark as jet and falls in loose curls (though the sun soon bleaches it to a reddish-brown in those who do not wear head coverings). Herdsman genies smell like their animals and often also have a vaguely rancid smell from the overripe milk products they eat.

Combat: Herdsman genies only fight in self-defense or in defense of their herds. A group of them will use short composite bows (30%), spears (40%), and short swords (30%). Some tribes use lassoes when they wish to capture prisoners. In addition, herdsman genies can use each of the following spell-like abilities once per day: *phantom steed*, *dust devil*, *remove fear*, and *flame brand*. They are excellent riders and can fire missile weapons from horseback at full gallop with no penalty. Their tactics revolve around keeping their opponents away from their herds and the slower members of their groups. If that is unsuccessful they may, in desperation, attempt to stampede the herd into their opponents. (If a group saving throw versus spell fails for the herd, the entire herd stampedes as directed).

Habitat/Society: Herdsman tasked genies are more commonly solitary, though they gather in groups when the size of their herds requires it. Their lives are completely centered around the welfare of their herds, and they are entirely willing to disobey their masters if they are ordered to take a herd into danger or into unfavorable land where the animals are likely to perish.

Herdsman genies take blood from their charges, which must be carefully drained so as not to weaken the animal and must be drunk immediately. They also take the milk and make it into various fermented drinks, cheeses, curds, and yogurts.



Herdsman tasked genies are very fond of races of all kinds, and contests are often held within and among groups of herdsman tasked genies to determine the fastest runner. Some of these races are made more difficult by following the pack of runners with a stampeding herd of bulls, camels, or goats. Camel and horse races are also common, and sports played mounted are often tumultuous all-day affairs with complex rules and scoring systems. Wagering and haggling are also favored activities of the male herdsman tasked genies. Young female herdsman genies take part in foot races, but they prefer roping, branding, shearing, and trick riding contests to mounted team sports.

All groups of herdsman genies are extremely mobile. If they feel threatened, they may stealthily force march their animals an entire night's travel across the plains with no ill effect on either themselves or their animals. They may do this once a week. This ability requires a cooperating group of genies and cannot be attempted by a lone herdsman.

Some groups of herdsman tasked genies have adopted the religions of Zakhara, and, like all new converts, they are zealous in their faith. These groups will try to convert others they meet, and they don't mind if they must force the convert to make up his mind.

Ecology: Herdsman tasked genies tend to push out both competing nongenie herdsmen and predators which might threaten their herds. They know when a given area has been grazed to the point of temporary exhaustion and will move on, but they have little regard for the artificial boundaries of sultanates, sheikdoms, and even the fences of farmers. This unwillingness to acknowledge the authority of settled groups often leads them into conflict, although they moderate this tendency if their master specifically admonishes them about it.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	U
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	24, Fl 30 (B)
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16/2-16 or by weapon type +9
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	15%
SIZE:	L (10' tall)
MORALE:	Fearless (20)
LEVEL/XP VALUE:	11,000



The tasked slayer genie's only purpose is to commit murder as often as possible—by stealth as long as possible or through berserker rages when discovered. As this sort of behavior tends to be noticed by sentient creatures nearby, slayer genies are usually very discreet about their activities, controlling the rage which motivates them because of their fear of discovery and punishment.

Slayer genies are massive genies with four arms and dark, polished skin and are usually naked to the waist. Two of their hands are human; the other two resemble lion's paws with ivory claws. Their red eyes sparkle with flame. Above and between their two eyes lies a third eye, which is green and resembles that of a panther. The third eye is centered between two horns. Their hair is coarse as horsetails. On their backs are two massive wings.

Combat: Slayer genies prefer to kill their targets quietly, and they are extremely well-equipped to do so, either by magical or physical means. They can cast *blindness*, *silence 15' radius*, *darkness*, *improved invisibility*, *ventriloquism*, *misdirection*, *assume gaseous form*, *polymorph self*, and *dimension door*. If they reveal their true form they can cause *fear* in creatures of 3 Hit Dice or less.

In melee, they attack either with their terrible claws or with a melee weapon in either normal hand (at no penalty). Their enormous Strength gives them a +9 damage bonus when using melee weapons. Slayer genies prefer scimitars, axes, cleaving polearms, morning stars, and maces. Slayer genies will use missile weapons in unusual circumstances. They suffer no penalty for using such weapons instead of their usual melee weapons.

Habitat/Society: It is believed that slayer genies were first created with the specific function of terrifying the enemies of the genie lords, but that they later began to serve as efficient assassins in noble genies' power struggles. Given their nature and their origin, it is not surprising that slayer genies are always servants. Those few slayer genies that become free generally have very short reigns of terror. They serve humans, demihumans, and other genies, but their masters always closely monitor their actions. An unwatched slayer genie is extremely dangerous, and may begin slaughtering its master's followers.

Slayer genies enjoy the company of other warriors, and will spend hours discussing the advantages and disadvantages of

various weapons, the fine points of anatomy, and the details of stealth, tactics, martial trickery, and armor with anyone willing to listen. Their fascination with violence and bloodshed goes far beyond the professional level. They have a disturbing fixation with the process for its own sake, and their descriptions of past battles are full of loving details of exactly how a foe looked as he died, how well each of their weapons performed, the quirks of various fighting styles and their appeal, and so on. The joy they have in battle and death extends to their own demise, which they all look forward to as a glorious occasion. Nothing spoils the mood of a slayer genie quite so much as the thought of dying some way other than in combat.

Slayer genies know neither shame nor pride when asked to complete some mission; they merely seek to fulfill their role, and boast about it afterward. No trick is too cruel, no tactic too immoral, no job too unsavory for them to undertake.

Ecology: When tasked genies are driven mad they become tasked slayer genies, genies unable to stay sane after long labor at the same task. They seek release in bloodshed, and they retain only a limited cunning.

Slayer genies view all other creatures as merely sets of abilities and attributes to be overcome, creatures whose only purpose is to meet their death at the hands of the slayer. Hearing a slayer genie inform creatures that they are denying their purpose (that is, not dying at its hands), and thus upsetting it, can be very alarming—refusal to admit that one wants to die by the slayer's hands just upsets it further. Living creatures rarely survive, much less profit, from meeting a slayer genie.

The only exception to this general rule are the undead; slayer genies are puzzled at whether or not they should bother to kill things that are already dead. Given a choice, slayer genies always leave undead creatures for last, and if there is any chance of discovery, they leave the undead alone. This often results in undead creatures being blamed and hunted as the perpetrators of slayer genies' crimes.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon +4
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Raise morale
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Fanatical (17-18)
LEVEL/XP VALUE:	1,400

Warmonger genies are strategists and advisers to generals, laying plans for warfare among the genies' emirs and caliphs. They are always found leading soldiers and mercenaries, and where there is no war for them to fight, they start one.

A hairy genie with blood dripping from every hair, warmonger tasked genies tend to obesity. They are shorter than most other genies, a fact which causes them no end of anger and frustration. The typical warmonger genie stands 5' tall and weighs over 200 pounds.

For battle, warmonger genies wear the heaviest armor they can find and are generally found at the rear of their troops, observing from horseback or seated on a ridge overlooking the field. They are very fond of wearing sashes, medals, clusters of jewels or precious metal signifying military ranks and orders, as well as other accessories that attest to their bravery and skill.

Combat: Warmonger genies are capable warriors but excel at leadership. Their leadership is both so inspired and so terrifying that troops under their command gain a +2 bonus to their morale as long as their leader lives. If a tasked warmonger genie is slain in the heat of battle, all troops aware of his death suffer an additional -2 penalty to morale. In melee, warmonger genies prefer weapons for mounted use: maces, picks, and scimitars. Their great strength gives them a +4 bonus to weapon damage.

Warmonger genies can use each of the following spell-like abilities twice per day: *cloak of bravery*, *suggestion*, and *enchanted weapon*. They may use *fear* and *remove fear* at will.

Habitat/Society: Warmonger genies live among their troops and worship their lords. They are completely loyal to their cause and will carry on with battle even if their lord requests they stop. They will, however, retreat when it is to their advantage, to renew the battle on more favorable terms.

Generally, warmonger genies are summoned or hired to perform a specific task, such as defending a vital pass from imminent invasion or leading forces in a bid for conquest. They are



so enthralled with their work, however, that they often refuse to stop at the limits that their leaders set. As long as a continued advance doesn't overextend supply lines, push exhausted troops beyond their endurance, or otherwise appear to be militarily foolish, the genies will urge their lords to continue the fight. Their reasoning is simple: fighting now will prevent fighting later. They are also canny enough to play on their lord's vanity. They will always assure him that bringing more land under his rule will serve the interests of others as well because of his enlightened and wise policies.

In their hearts, warmonger genies see political figures as foolish and incapable of understanding the glories of soldiering. Many warmonger genies fancy themselves as profound philosophers; appealing to this conceit often brings respect from the genie.

Ecology: Warmonger genies have no ecology. They destroy ecologies they encounter because they must requisition food and supplies from territories they march through, and they must allow their troops a certain amount of plunder for morale purposes. Repeated marching over the same territory during an extended campaign often results in the complete destruction or removal of any mounts, grain, livestock, water supplies, and other foodstuffs that the genie's army can lay its hands on. Non-combatants starve in their wake.

In addition to their purely strategic and tactical skills, they are administratively and politically skilled enough to understand how to create a climate of fear and suspicion conducive to turning entire nations into armed camps. They will ruthlessly carry out plans to bring all the reins of power under military control and then make every citizen of their nation as efficient as possible in contributing to the war effort.

CLIMATE/TERRAIN:	Temperate or subtropical villages and hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	X, C
ALIGNMENT:	Neutral (good tendencies)
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Average (8-10)
LEVEL/XP VALUE:	120



Winemaker tasked genies are creatures of the grape, dedicated to nurturing the vines and extracting the finest possible vintages. They are quiet creatures, tending to their fields and casks through the summer and winter and closely supervising the harvests.

This genie has the head of a cat, the body of a dog, and a long trunk which it uses to crush grapes. It stands erect, with individuals varying between 4' and 5' tall. They weigh about 150 pounds, the males slightly more, the females slightly less.

Winemaker genies do not wear cloth, but they do drape themselves in grape leaves during the growing season and are generally completely covered in grape juice during the harvest. Most such genies can speak many languages, so as to be able to travel the widest regions possible.

Combat: Winemaker tasked genies are poor fighters, though when they are angered their frenzy can be quite frightening to watch. They use their trunk to catch and crush opponents, causing 1d6 points of damage.

In addition, winemaker genies can spray their opponents with wine or other liquids they take into their trunk. This spray fills a cone 20' long and 10' wide at the base; each creature struck by it must make a saving throw versus paralysis or be blinded by the stinging wine for 1d3 rounds. If only water is available to the genie, the blinding lasts but a single round.

The winemaker tasked genie can use each of the following spell-like abilities three times per day: *water walk* (to walk over the vats while stirring), *purify food and water*, *create water*, *goodberry*, *speak with animals*, and *detect poison*. Once per week they can cast *pass plant* (through grapevines only), *sunshine*, and *plant growth*.

Any fermented beverage or fruit juice made under the direction of a winemaker genie is held to high standards and is worth four times what a normal beverage might bring in the marketplace.

Habitat/Society: Winemaker genies are travelers, wandering from harvest to harvest, never staying at a given vineyard for more than two years. Harvest time is the only festival time that winemaker genies celebrate; they are great drinkers and are capable of entertaining workers with wit, song, and even buffoonery at the genie's expense.

Unfortunately, a winemaker tasked genie's taste for his own work typically leads to excessive drinking and a slow decay of his skills. Older winemaker genies may become eccentric vintners who cater to jaded palates, or they may become village drunks, madmen, and fools.

Winemaker genies serve only so long as their masters do not mistreat them, do not adulterate or water their wines, and do not ask them to follow any particular method or rule, even the traditions of the vineyard. They demand complete latitude to make wine as they think best. The slightest disagreement may cause them to seek work elsewhere.

Winemaker genies forced to their task are still capable of producing excellent wines, but their special touch may be lacking, and they decline into drunkenness and eccentricity much more quickly.

Ecology: Winemaker genies get along well with wine snobs, drunks, satyrs, nymphs, centaurs, and hill giants. They are friendly to any race that appreciates their talents, and they have been found working for evil humanoids as well as for enlightened caliphs.

CLIMATE/TERRAIN:	Desert, plains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	30
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Champion (15-16)
LEVEL/XP VALUE:	420

Ghost mounts are undead creatures which can help desperate or foolish travelers cover vast distances, but at a price. These beasts are aptly named, not only for their appearance, but also because those who ride a ghost mount may themselves become ghosts, doomed to wandering the deserts by night.

A ghost mount has two forms, its true form and an illusory one. A ghost mount's true form is nothing more than a transparent, glowing outline of its former self (either a horse, a camel, or possibly even an antelope). It appears to be a malnourished, battered, and scarred wreck with wild and shining eyes. A ghost mount can also use powerful illusions to mask its true forms and appear as a particularly strong and handsome specimen of its former self.

Combat: A ghost mount can attack physically with its two hooves and bite, but it usually prefers to allow a rider to mount it and then seeks to use its life energy draining ability to transform the hapless rider into a ghost.

Any creature that rides a ghost mount must make an ability check using Wisdom (at a -2 penalty) when the journey begins. If the check is failed, the mount refuses to obey the rider's instructions and instead takes him deep into the nearest wilderness at full speed. Leaping from the mount when it is traveling at a gallop causes 3d6 points of damage, and items falling with the rider must make a saving throw against crushing blows. If the rider stays with the ghost mount, it will throw him after traveling at least 75 miles into the wilderness. Being thrown causes 1d6 damage; a saving throw against falling for items carried by the thrown rider must also be made.

If the initial Wisdom ability check is successful, the ghost mount obeys, but the rider must then make a saving throw versus death magic when the journey has reached a middle point. Failure indicates that the ghost mount's life energy drain has transformed the rider into a wraith. Success indicates that the rider has mastered the ghost mount and may travel with it to his destination. Once the journey is ended, the rider must set the ghost mount free, though he may then summon it to service again whenever he wishes. Later journeys carry the same risks as the first.

Ghost mounts are unaffected by *sleep*, *charm*, *hold*, death, and cold-based magic, and they are immune to poison and para-



lyzation. A vial of *holy water* causes 2-8 points of damage to a ghost mount. A *raise dead* or *resurrection* spell will kill a ghost mount if it fails its saving throw versus spell.

Ghost mounts seem to glide just over the ground without ever losing their footing, so they always move at their full movement rate over all forms of terrain. They suffer no penalty due to encumbrance because their undead forms do not suffer from fatigue. They have no need for sleep or rest of any kind. A rider willing to lash himself to the saddle can use a ghost mount to travel as much as 180 miles per day over any terrain in any weather (once control over a ghost mount is established, of course). A rider may also elect to cover only 90 miles per day and sleep at night, even if several days travel are required to reach the destination. During this time, and throughout any number of stops, the ghost mount will continue to obey its rider.

Habitat/Society: Ghost mounts are formed from the spirits of mistreated animals, creatures so brutally handled in life that they survive after death to take vengeance on all creatures who ride them.

Ghost mounts can be summoned by magic, though their life-draining abilities are not altered if they are called to serve in this fashion. If a *mount* spell is cast in a region of empty, uncivilized desert or plains, there is a 5% chance that a ghost mount will answer the magical summons.

Ghost mounts are sometimes found among herds of ordinary wild animals, covered in their illusory life forms. In this way they hope to be captured and ridden, thus allowing them to bring more living creatures into the realm of the undead.

Ecology: Ghost mounts do not live or reproduce in any normal fashion. When injured, their forms remain marred until they are repaired by the use of an *animate dead* spell. The passage of time also allows them to recover their negative planar energy, but this form of rejuvenation does not restore their original appearance.

Riders transformed into wraiths by a ghost mount cannot be restored to their normal form by any means short of a *wish*.

CLIMATE/TERRAIN:	Desert, mountains
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	High (13-14)
TREASURE:	C
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	18 (Br 3 or Cl 12)
HIT DICE:	4
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Magic use, shapeshifting
SPECIAL DEFENSES:	Spell immunities, +1 weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (7-10')
MORALE:	Average (8-10)
LEVEL/XP VALUE:	Common: 1,400 1st- to 4th-level mage: 2,000 5th- to 7th-level mage: 3,000



The great ghuls are undead elemental cousins of the genies, the most wicked members of an inferior order of jann. They haunt burial grounds and feed on dead human bodies. They are usually female, and all great ghuls are beguiling and seductive shapchangers. No matter what form they take, however, their feet always remain those of a donkey, though they often wear special boots or long robes to conceal this aberration. Ghuls delight in devouring the flesh of their victims and then sucking the marrow from the bones.

Great ghuls have thick hair and bushy eyebrows that often droop over their eyes. Their hands end in clawed fingers, and their feet and sometimes their ears are those of a donkey. Their jaws jut out and are powerfully muscled. Their pale white skin is always cold and clammy, and they have the hunched posture of their lesser cousins. Great ghuls are aware of how their looks repulse other creatures and are eager to disguise their true appearance with cosmetics, clothes, and jewelry. While most great ghuls stand over 7' tall, those that are mages typically stand about 10' tall. In their polymorphed form they are often smaller.

Combat: Great ghuls attack with their claws and their powerful jaws. They can only be struck by magical weapons. Great ghuls can use each of the following spell-like abilities at will: *bestow invisibility*, *polymorph self*, and *shocking grasp*.

Like most undead, great ghuls are immune to *sleep*, *charm*, *hold*, and cold-based magic. They are not affected by paralysis or poison. Great ghuls can be turned as ghosts, and mage ghuls are turned as wraiths. They suffer 2-12 points of damage from holy water, and they suffer a -1 to their attack rolls in daylight.

Only jann slain by great ghuls become ghuls themselves; all other races are simply slain and devoured.

About one in every six great ghuls is a mage of up to 7th level of ability. Great ghuls may even become sha'ir, thus gaining some measure of power over other genies. Other great ghuls study the magical provinces of flame, sand, and wind. Ghuls who study the magic of the sea are extremely rare. All ghuls are immune to the binding and capturing powers of the sha'ir.

Habitat/Society: Great ghuls live in seclusion in ruins or caves found in the emptiest deserts or on the highest mountains. Because of their sharp claws and incredible strength, great ghuls from the mountains are able to climb sheer rock walls that would daunt most mountaineers. Desert ghuls are not as adept at this, but can dig through sand or soft stones. All ghuls take only half damage from falls.

Great ghuls are fond of all forms of perfumes and scents, such as attar of orange, rosewater, cloves, and so on. They use these to cover their own unpleasant smell.

Great ghul mages are solitary creatures, though other great ghuls form packs with their siblings (if they have any).

Because great ghuls are feared by humans and despised by genies, they rarely keep their own form, even when at home in their lonely caves and ruins. Shapeshifting has become a habit for the great ghuls, and they are excellent actors and liars. Great ghuls have many opportunities to practice these deceptions when they travel among humans. Though solitary, they grow bored easily, and this seems to motivate them to take part in pranks and daring deeds that sometimes put them and the secret of their true identities at considerable risk. Some of their pranks are less amusing than others: great ghuls are particularly fond of joining groups of nomads and travelers and then leading them astray. Many of these travelers are led to their deaths and consumed by the carrion-eating ghuls.

Ecology: Great ghuls serve the genies (when required), but "lord it" over the ghouls, who are considered unrefined and unreliable. Great ghuls who become sha'ir are very secretive; the other genies resent and fear the ghuls' power over them. Such great ghuls are often destroyed when their homes are discovered.

In general, all great ghuls avoid contact with other races because violence often follows. But, they do sometimes help humans and others who come to them seeking help against other genies. Sometimes they also help humans in quests which the great ghuls find interesting, and they do this without expectation of reward.

The giants of Zakhara are ancient tribes and races from the early days of the world. Although they are respected for their huge size and strength, they are increasingly outnumbered by the smaller races, and their cultures have declined from the position of ruling the most fertile lands to subsisting in the corners of the world. Most giants accept this change and became enlightened, but a few still strive to restore their power over the land by forcing smaller races into service.

The giants of the Land of Fate are more civilized and less inclined to loutish behavior than other giants. Zakharan giants are neutral rather than evil; they have their own interests, but they do not interfere in human affairs. They stay apart from humans not from boorish unsociability but from a sense of superiority to smaller races. The exception is the hill giant race, which mingles freely with humans. Hill giants even live in harmony with other races in many of the great cities. The three sub-species of Zakharan giants may once have been one race, but they have been isolated for so long that they rarely meet, though they are aware of each other's existence.

Zakharan giants do not just pick up the nearest rock or tree to use as a weapon—they prefer to use carefully crafted wood and metal weapons like gigantic bows, tridents, and even lances. One way to win any giant's trust is to provide such a weapon. While they prefer metal weapons, they cannot make them themselves from start to finish, because giants are such poor miners. To get coveted metals and finished weapons, Zakharan giants resort to many strategies: mercenary work, caravanning across the deserts, guiding jungle hunts, and diving after sunken treasures. Some giants prefer not to work for their gains; they locate the metals and take them by force.

The giants of the Land of Fate dress as most civilized people do, in robes and tunics and turbans made of fine cottons and silks. Hill giants in Zakhara do not wander the land like fur-clad barbarians: if they can afford it and have need of it, they wear armor. Porter and dockworker giants wear what they find decent and comfortable.

Zakharan giants are entirely willing to engage in trade to get various items such as coffee, cloth, and spices from other races. In exchange they offer rare furs and jungle flowers, riches from the sea, and opals or other gemstones taken from the deserts. A few exceptional giants take their skills to town and set up shop. Stone giants, for example, may work as master masons, jewelers, or quarrymen, and an occasional fire giant is sometimes found at the bellows or the hammers in a smithy. Desert and reef giants live so far from most human haunts that they venture into the great cities rarely, and when they do they generally remain in the suq or the bazaar. Generally only hill giants will truly adapt to city life.

This willingness to engage in trade has resulted in considerable skill with languages for the Zakharan giants. Every giant knows his own dialect, the trade tongue of the giants, the common tongue, and 1d4 additional languages. The giantish languages are sometimes spoken fluently among nearby humans.

Although they are refined, Zakharan giants are also haughty. They are quick to command obedience from those they deem inferior, but they are also quick to acknowledge skill and merit. In a few cases, the giants have managed to impose their rule on entire tribes or towns of humans and other creatures, usually through slow and subtle means. Because of their relatively small numbers, giants might initially hire on as mercenaries or hunting partners; but over time they expand their sphere of command to other areas, preferably those of justice, trade, and minting coinage. Giant rulers are only common on the fringes of civilization and in backwater remnants of old empires or trading routes.

Zakharan giants live much longer than humans, with a generation varying from 60 to 100 years and individuals living 200 to

600 years. Children are treasured in giantish society, and all giants in a clan contribute to the upbringing of the young. Striking a child is a serious offense, and any mistreatment of children (one's own or the children of others) brings down the wrath of the clan on the perpetrator.

Zakharan giants have written traditions of poetry and scholarship. Desert and reef giants are the most literate, and the work of their historians and scholars is valued by humans because of its overview of long time periods.

All the giants of Zakhara are traditionalists: they believe that there are proper ways of doing everything, whether it be brewing tea, curing meat, negotiating a contract, or preparing a desert clan for battle. Not following giantish protocol is a serious breach of etiquette and often results in violent punishment or expulsion from the company of the giants, depending on the severity of the offense. Zakharan giants refuse to be rushed in anything, and they are supremely confident that their time-honored methods are the best. Their scholarship is influenced by this tendency as well, with the result that it can be called plodding and reactionary. Giants look to the past more than they look to the future.

Priests and Mages

Because the Zakharan giants are more literate and refined than their cousins elsewhere, all adult giants of the three Zakharan sub-species may become priests or mages. Any given giant has a 25% chance of being a priest or a mage, with an equal chance for either class. Giants may reach up to 9th level of ability as priests and 11th level as mages. Giant priests tend to be ethoists or moralists, though some are mystics. Giant mages cannot be sha'ir, though they may be elementalists or sorcerers. For each level of ability a giant spell-caster gains, he also gains an additional 3 hit points.

Giants and Genies

Giants and genies do not always get along, as genies refuse to recognize the power of the giants and their superior traditions, and giants refuse to give the genies tribute or sacrifice; neither will the giants acknowledge the genies as superior beings. The clash of these two proud groups has perhaps been responsible for the slow decline of the giants, though neither giants nor genies talk much of the other. The two groups never cooperate.

Giantish Law and Punishment

Giants operate their legal affairs in their own communities by an ancient code of law that emphasizes taking back from the lawbreaker what was lost due to his crime. Theft, extortion, and even assault are judged with considerable mercy: criminals are forced to return property and sometimes forced to enter indentured servitude to restore the original way of things. In cases of murder, child abuse, treachery, and rape, where it is impossible to make amends, giantish law calls for branding and exile rather than death.

Giantish law is especially harsh on those who might expect to be least affected by it: nongiants. For reasons of racial pride in their past, all giants consider their code of law and their judges to be far above the primitive, upstart laws of other races. Creatures brought before a giantish court (for flouting protocol, for example) may not appeal to their own legal system. In this, the giants of the Burning World are unrepentant, and they insist that they are doing the world a favor by spreading their code throughout the land. In communities where giants live with humans, they abide by human laws, though they make their misgivings about it plain.

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
ARMOR CLASS:	1
MOVEMENT:	15
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon (2-12 +7)
SPECIAL ATTACKS:	Hurling spears
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	H (17' tall)
MORALE:	Elite (14)
LEVEL/XP VALUE:	5,000



Desert giants were once numerous in the scrub plains and deserts of the Land of Fate, but they have fallen victim to a divine curse which transforms them slowly but inexorably into stone. They always wander the land in the company of their cattle and their mounts. Their great civilization has long since vanished under the sands.

The weathered and craggy faces of the desert giants are scored with wrinkles. Even the youngest of desert giants are somewhat wrinkled, though this is not visible in the women, as they wear the veil. The dark hair and swarthy skin of the desert giants make their blue eyes all the more remarkable. However, it is considered a clear sign of impending fossilization when the eyes of a desert giant turn from blue to brown. The typical desert giant is 17' tall and weighs 7,000 pounds, though fossilizing giants may weigh twice that. Desert giants may live to be 400 years old.

Combat: Desert giants fight mounted when they can, though steeds of a size to suit them are rare. Battle mounts include gigantic lizards, enormous insects, huge undead horses of shifting bone, and even rocs. In the past, some desert giants took service as bodyguards and mercenaries with the most powerful of sultans. The sight of a squad of desert giants wheeling about in preparation for a charge has caused more than one desert legion to break and run.

Desert giants do not hurl rocks. Indeed, they wander many areas where there is often no ready supply of boulders, and carrying such heavy objects would tire even the strongest nomadic giant. However, they do make large throwing spears from wood they find when they pass near jungle lands. These spears are kept and cherished as heirlooms over generations. The spears have a range of 3/6/9 and cause 2-12 + 7 points of damage. Desert giant chieftains sometimes carry great scimitars given to their ancestors for outstanding military service. These weapons cause 2-16 + 7 when wielded by anyone with a Strength of 19 or better. On occasion, a desert giant will attack with one of its huge fists, causing 1-10 points damage on a successful attack.

Some desert giants are gifted with the ability to call back their ancestors from the stones; they are called sand-shifters because of the way the summoned giants throw aside the sands when they rise again. Sand-shifters are not priests or mages; they have no other special spell abilities. One in every ten desert giants can

bring back giants who have assumed the form of stone and can command them to fight once more. Once per week, a desert giant can summon 1-6 giants from the rocks for 2-12 turns; the summoning takes one turn. These giants crumble back to rock and powder when slain. Desert giant children gifted this way can summon 2-20 stony mounts for their elders to ride into battle. Adult sand-shifters can summon 3-30 mounts instead of 1-6 giants if they so choose.

Desert giants' skin is so similar to sand and rock that they can camouflage themselves very effectively if given one turn to prepare. This ability allows them to ambush foes and prey alike. (Desert giants who lose their herds often use this ability to become effective bandits, and the numbers of these gigantic brigands have increased as the race dwindles.) A giant so camouflaged increases chances of a surprise attack to 1-4 on a d10 and decreases the chance of being seen by search parties or soldiers to 1 in 10.

Habitat/Society: Desert giants are nomadic herdsman and are rarely found far from their herds. Though they are responsible for stripping entire river valleys bare in fertile areas, they do not reimburse farmers or herdsman on the edge of those territories for any damage they might do. They see the lands as theirs for the taking, and they make no apology for overgrazing or even for grazing their herds on crops. Few sultanates attempt to force them off cropland; most attempt to lure the desert giants away with promises of employment as mercenaries. Some will promise rich gifts of salt, cloth, spices, and metal if only the desert giants will return to the empty quarters of the desert.

Ecology: Desert giants wander hundreds of miles following the rains with their herds. When the rains fail, the scrub withers, and the herds and their giants starve. At these times young males among the desert giants may take up mercenary work and use the money they obtain to support the entire tribe. If a drought goes on for years, more and more giants are driven into the cities, though their absolute numbers are still tiny compared to the numbers of humans and other smaller races.

CLIMATE/TERRAIN:	Tropical/jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal/cooperative
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average to High (8-14)
TREASURE:	Q (A)
ALIGNMENT:	Neutral
NO. APPEARING:	1 or 1-6
ARMOR CLASS:	3
MOVEMENT:	15, C16
HIT DICE:	11
THACO:	9
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-16 +9 or 2-12 +9/2-12 +9
SPECIAL ATTACKS:	Surprise, arrows
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	Champion (16)
LEVEL/XP VALUE:	6,000



Powerful, lanky, and strictly carnivorous, jungle giants are a terror to all the animals of the tropical forests. They are great hunters and stalkers, able to clear a huge tract of forest of all game and then move on.

A typical jungle giant stands 18' tall yet weighs only 3,000 pounds—very thin for a giant. Females are generally taller than males. They can live to be 200 years old.

Jungle giants always carry everything they need with them: tools for making and maintaining their weapons, fire-starters, tinder, and spare bits of leather and sinew used to repair clothing. They also carry their valuables, and every adult jungle giant carries a quiver of arrows.

Jungle giants speak their own language and the languages of tribes of nearby humans and humanoids.

Thin and very tall, jungle giants easily blend into the vertical landscape of the tropical forest. Their wavy hair is pale green, and their skin is a rich muddy yellow, like sunlight on the forest floor. They rarely wear more clothing than strictly necessary, as they prefer complete freedom of movement when hunting. Many groups of jungle giants use ritual tattooing, colorful feather headdresses, and even filed teeth to show their fierceness. They sometimes decorate themselves with mud, sticks, and leaves when stalking especially large or wary game.

Combat: Jungle giants use 15' long bows crafted to take advantage of their tremendous size and strength. These giants are very quick with their huge bows and can fire two arrows each round. They will use poisoned arrows to bring down their prey more quickly. If these arrows are used in combat, opponents must save vs. paralysis at -2 or be rendered immobile for 2-12 turns. Even humanoid creatures with the strength to pull a jungle giant bow cannot use it, because the arrows are over 6' long (2d6 + 9 damage). Jungle giants will occasionally use the trunk of a dead tree as a club, doing 2d8 +9 points damage.

Jungle giants prefer to take their prey from ambushes, firing their bows from the treetops and then swinging down sturdy branches or thick ropes to finish off their prey. Camouflaged giants cause a -1 penalty on opponents' surprise rolls. When setting up a blind, they can camouflage themselves in jungle terrain with a 60% chance of success. Setting up a blind or decorating themselves with jungle camouflage takes three turns.

Habitat/Society: Jungle giants are friendlier than most other races of giant-kind, and they will often cooperate with human jungle tribes on hunts. The giants provide strength and raw power, and the humans provide the numbers and skill to drive animals into ambushes.

Jungle giants have absolutely no compunctions about eating any form of meat—mammal, reptile, amphibian, or avian. They know how to stalk, kill, and prepare everything from eggs to full-grown animals, and from scavengers to predators. Their villages reflect this carnivorous tendency; the huts are made from wooden posts with roofs of greased animal hides stitched together with intestines. The smell of smoking meats and butchery hang in the air, and huge quantities of dragonflies and other insects swarm around the villages. A jungle giant village is 50% likely to shelter 1-6 giant dragonflies.

Ecology: Jungle giants think of most creatures as prey, but those they accept as fellow hunters they respect as equals, regardless of their size. Although they much prefer the jungle terrain they know so well, they are often forced to leave the trees for the savanna when their numbers become too great to survive in the jungle. They think nothing of eating every snake, antelope, cat, warthog, ostrich, and elephant they come across. Jungle giants on the savannah often return to the forest, because their great height makes stealthy hunting difficult for them on open ground.

CLIMATE/TERRAIN: Tropical or subtropical ocean/reef
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Very (11-12)

TREASURE: Z (A)
ALIGNMENT: Neutral good

NO. APPEARING: 1 or 1-4
ARMOR CLASS: 0 or -4
MOVEMENT: 15, Sw 12

HIT DICE: 18
THAC0: 5
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10 or by weapon
 (typically 2-20 + 10)
SPECIAL ATTACKS: Boulders, whirlpool
SPECIAL DEFENSES: Immune to water-based attacks

MAGIC RESISTANCE: Nil
SIZE: H (16' tall)
MORALE: Fanatic (17)
LEVEL/XP VALUE: 12,000

Reef giants are the loners of giant-kind, although they often live in remarkably well-appointed mansions that seem to be no more than huts from the outside. They sometimes become sailors, but their huge mass limits them to the largest of vessels. Reef giants are typically 16' tall and weigh 4,000 pounds. Reef giants can live to be 600 years old.

Reef giants speak their own language as well as the giantish trade tongue and the languages of storm and cloud giants. In addition, 40% of the giants also speak the common tongue.

Reef giants have burnished coppery skin and pale white hair. They are barrel-chested and powerfully-muscled from the exertion of forcing their huge bodies through water. Reef giants have a Strength of 22. Reef giants wear skins or garments made of braided hair when ashore, but swim wearing no more than a belt for knives and pouches.

Combat: Reef giants prefer to fight in or under water, and they are fierce fighters when angered. They suffer no penalties when fighting in or under water. They cannot be harmed by water- or ice-based attack forms. They typically attack with giant tridents for 2-20 +10 points of damage, but have been known to lash out with a huge fist (1d10 points damage) now and again.

Once per day, a reef giant can form a whirlpool. Unless a successful Strength ability check is made, creatures within 10 yards of the giant are sucked into the whirlpool and suffer 2-16 points of battering damage plus 2-20 points drowning and choking damage (unless the creatures are able to breathe water, in which case only the battering damage applies). The whirlpool is not powerful enough to draw in ships.

Reef giants can throw boulders up to 350 yards for 3-30 (3d10) points of damage. They prefer to use thrown boulders to sink unwelcome ships. Boulders are not used against individual opponents.

Habitat/Society: Reef giants are often solitary for long periods of time, although they mate for life. When their children reach puberty, they are sent out on their own to seek an island or reef habitat to make their home.



The mansions of reef giants are sometimes built into the hills and gorges of the islands, and they are always stocked with furniture and decorations collected over generations. These mansions are passed on from one giant to another; the eldest daughter is generally reared to provide for her parents as they grow old and is usually given the mansion and all its goods upon their death. These well-dowered daughters are the objects of much competition between reef giant suitors, each of whom seeks to both prove himself to the new mistress of the mansion and undo his competitors by any means available. Diving, surfing, and fishing competitions are common in reef giant courtship.

Ecology: Reef giants are scavengers who fish and forage coral reefs for a hundred different sources of food. They can net entire schools of fish, and as accomplished divers they can retrieve hoards of pearls, sponges, and coral. Their enormous strength allows them to swim for hours at a time without tiring. In this way reef giants can amass huge amounts of goods to trade for other items.

Some reef giants keep flocks of goats or sheep on their island homes, but these giants are generally elderly and not as capable of foraging successfully.

Reef giants frequently enter into contracts or trade agreements with humans and other mercantile races. In exchange for pearls and other valuables from the sea, they are given cloth, sweets, and metal goods.

The reef giants' willingness to plunder the sea has made them the enemies of Zakharan merfolk, tritons, and other ocean-dwelling races.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	None
INTELLIGENCE:	Low to Very (5-12)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	2 (7)
MOVEMENT:	1, Fl 30
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Immaterial
MAGIC RESISTANCE:	Nil
SIZE:	S
MORALE:	Average (8-10)
LEVEL/XP VALUE:	120

Hama are spirit birds formed when the soul rises from the body in bird-form upon a person's death. This spirit bird normally then leaves the Prime Material Plane and makes its journey to the afterlife. Those who die by violence or with some important duty unfulfilled leave their hama tethered to the Prime Material Plane, seeking to right things before they leave.

Hama are unable to communicate with speech, but their songs and croakings sometimes offer clues to what they are seeking to accomplish before they pass on. A *Speak with Animals* spell is not effective in attempting to speak with a hama, though *Tongues* is. A hama can understand all forms of speech.

The two most common forms of the hama are the owl and the eagle, but other bird forms are also possible. Sparrow, nightingale, parrot, falcon, peacock, and even vulture hama have been seen, and the form of a hama invariably reflects the alignment and personality of the soul that formed it. By day, hama appear to be ordinary members of their various species, though they may exhibit behavior unusual for their respective species. By night, hama are almost always semi-transparent, and their faint ghostly glow distinguishes them from other birds. Their eyes are full of bright fire.

Combat: Hama attack in a flurry of wispy claws, beaks, and wings, for a total of two effective attacks per round. The spirit forms of hama are difficult to hurt because they are only partially tethered to the Prime Material Plane, thus giving them AC 2. On the Ethereal plane, however, hama are AC 7.

In some ways, hama are similar to ghosts. Seeing one requires a morale check for henchmen and hirelings, and those who fail flee the area as if affected by a *fear* spell.

By concentrating, a hama may make its form immaterial, allowing it to pass through walls and other obstacles. It may do this three times per day, with each instance lasting as long as the hama can maintain its concentration. It may fly while concentrating, but any successful attack on the spirit bird disrupts its concentration and makes achieving its immaterial form impossible that round.



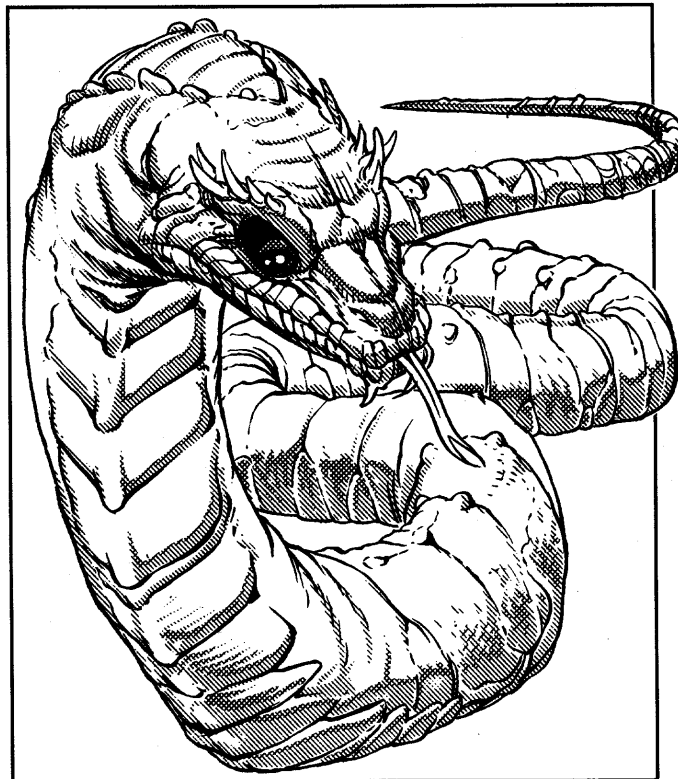
Hama rarely leave the area in which they are encountered. And, for purposes of turning by clerics, hama are considered lingering spirits rather than undead (they have no connection to the Negative Material Plane). Thus, they cannot be turned.

Habitat/Society: Hama are always solitary and always driven to accomplish some task, usually simple vengeance. There have been cases of hama who await the arrival of a beloved, the return of something that they have lost, or the proper disposal of an estate or inheritance; some simply watch over and protect children they could not bear to leave. The tasks that hold a spirit bird to the world are broad, but in most cases they are centered around a specific person or location.

Helping a good hama accomplish its task may result in the granting of a gift to the helpful party. A hama is always recognized as a spirit by hakima and mystics, and a hama may make it plain to such priests that it owes a debt of gratitude to someone. The help that the priests may render on the hama's behalf varies from good advice to restorative spells. In some cases, a hama may even delay its departure to the outer planes by several days to repay its obligation. In this case the hama may carry messages, act as a scout or lookout, or perform stunts to impress audiences on its benefactor's behalf.

Ecology: After their task is accomplished, hama depart for their final reward on the outer planes. Until then they only react to creatures related to their final tasks or creatures able to assist them with their goals.

CLIMATE/TERRAIN:	Desert oases
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dawn and dusk
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	12, Sw 6
HIT DICE:	1+3
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Poison, hypnotic stare
SPECIAL DEFENSES:	Poison skin
MAGIC RESISTANCE:	Nil
SIZE:	M (12' long)
MORALE:	Unsteady (5-7)
LEVEL/XP VALUE:	175



The heway is a large white snake with a deadly stare, a creature of the desert that enjoys poisoning wells and oases. It is hated and feared by other desert creatures, and desert tribesmen and others who depend on pure oasis water will kill heway on sight (with missile weapons so as to avoid being trapped by its stare).

Unlike the dry, scaly skin of most snakes, the heway has slimy, poison-coated scales that it sheds constantly. Its eyes are large because it only hunts by dim light; it has large pits on its snout that serve to detect heat, aiding it in nocturnal scavenging. A heway also has a very acute sense of smell, and its tongue can sense water from as far as 20 miles upwind. This allows the heway to orient itself to likely hunting grounds.

Combat: The heway is a cowardly animal and only fights when cornered. It prefers weakened prey, though if it is starving, it can stalk healthy animals. Its primary attack form is its ability to poison fresh water.

When it arrives at a well or oasis, the heway crawls in and swims around for several hours, slowly releasing its poison into every portion of the water. When the water is poisoned, any creature drinking from it must save versus poison at +2 or suffer 30 points damage within 3d6 minutes and be paralyzed for 1d6 hours. Creatures that make their save suffer 15 points of damage. Even animals that survive the initial effects are often doomed, as they must somehow reach another water source in their weakened state or die of dehydration. The snake is immune to the effects of its own poison.

The stare of the heway has a powerful hypnotic effect on its prey; any creature failing a saving throw vs. paralysis will follow the heway to its lair and allow itself to be devoured. The heway sometimes uses this stare simply to immobilize a menacing creature. It then leaves the area while the hypnotized creature remains stationary for 1d6 turns.

Curiously, the heway does not have a venomous bite, and its jaws are weak. It will only take small, hypnotized game when poisoned prey is unavailable. Its poison is only excreted through the skin. Merely touching the skin of a heway has no poisonous effect; the poison must be ingested.

Habitat/Society: The lair of a heway is only large enough to accommodate the snake itself and perhaps one carcass. A cunning

heway sometimes learns to poison a well, drag a large animal back to its lair, consume it, and then wait and digest until the well becomes drinkable again. Then it sallies forth to poison the well once more. It continues this trick as long as its lair remains undiscovered. If it requires additional food between poisonings, it may use its stare on small prey.

The heway avoids others of its kind except once a year, during the mating season. After the winter rains have come, the heway travel to ancestral spawning grounds in the deep desert. The young hatchlings are left to fend for themselves; the strongest devour the rest in order to survive and then crawl off in search of water.

Ecology: The heway is an opportunistic animal—it comes to a well, poisons it, and then waits for animals to drink and die before it attempts to feed. It doesn't mind sharing its kills with jackals or other scavengers; a poisoned well usually results in plenty of meat for all the animals. A heway is most vulnerable during its overland journeys between wells, so it usually makes these trips by night.

Other animals, especially herd animals, will kill a heway by trampling it if they can catch it out in the open during daylight. Predators like hyena and great cats generally leave the area, as they can only hope to kill the snake with their claws; predators that bite a heway often don't survive.

The heway is occasionally hunted by unscrupulous tribes which use it to poison the waterholes of their enemies. Since its stare makes it dangerous even when caged, dead snakes are usually used for this purpose. In this case, the poison is at half strength and saves are made at twice the usual bonus (+4).

Poisoned bodies of water become drinkable up to 2d6 days after the snake is removed, depending on how quickly the water replenishes itself. A small, quickly evaporating oasis fed by an underground spring may be drinkable within two days, while a well which is not often used (and where the water is not frequently recirculated) might take two weeks.

	Animal	Death	Elemental	Healing
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Sacrifices	Sacrifices	Sacrifices	Sacrifices
INTELLIGENCE:	Semi (2-4)	Semi (2-4)	Semi (2-4)	Semi (2-4)
TREASURE:	Incidental	Incidental	Incidental	Incidental
ALIGNMENT:	LN	NE	CN	NG
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	4	4	4	4
MOVEMENT:	6	3	Nil	3
HIT DICE:	9	16	12	12
THACO:	3	3	3	3
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	4-32	4-32	4-32	4-32
SPECIAL ATTACKS:	Charm	Charm	Charm	Charm
SPECIAL DEFENSES:	Immune to most spells, +3 or better weapon to hit	Immune to most spells, +3 or better weapon to hit	Immune to most spells, +3 or better weapon to hit	Immune to most spells, +3 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (10-12' tall)	L (10-12' tall)	L (10-12' tall)	L (10-12' tall)
MORALE:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
LEVEL/XP VALUE:	9,000	16,000	12,000	12,000

Living idols are moving stone statues, each with one particular power and defense. The remnants of ancient, forgotten empires and religions, they often inspire strange cults which are opposed by even the most pragmatic of modern faiths.

Living idols appear to be very large stone statues. They can be of any shape, either monster, animal, human, or demihuman. One feature common to all of them is their incredible age. All show signs of heavy weathering and erosion, their once smooth surface riddled with small cracks, pock marks, and holes. Some living idols are no longer completely intact, missing an arm, leg, or other appendage. A few are so ancient as to be little more than weathered standing stones.

The magic of these idols is so strong that it is not dispelled until the entire statue is reduced to small fragments. Until that time, the largest surviving chunk retains the enchantment.

Idols with two or more appendages still intact are capable of moving at a rate of 6; those with one appendage drag themselves along at a rate of 3. Depending upon the amount of decay, an idol will have from 9 Hit Dice (a featureless hunk of rock) to 18 Hit Dice (hardly affected by the ravages of time).

Living idols exist for one purpose and that is to be worshipped as a deity in their own right. They draw power from the number of sacrifices made in their honor and can perform a potentially beneficial side effect in return for a weekly sacrifice. The nature of the beneficial power and sacrifice varies, however; the idols with the most beneficial powers require the most costly sacrifices.

All living idols can communicate using empathy. They make it immediately clear to worshippers whether or not they find a particular sacrifice pleasing and appropriate.

Combat: While not entirely sentient, all living idols are imbued with a strong instinct for self-preservation and have several powerful mechanisms to help insure their survival.

Living idols are immune to any weapon of less than a +3 or better enchantment. Most spells have absolutely no effect on a living idol, with the following exceptions: *rock to mud* inflicts 6-36 points of damage (the idol is entitled a save for half damage); the reverse of the spell, *mud to rock*, restores 6-36 points of damage and may (50% chance) regenerate a lost limb, provided



one is missing; *stone to flesh* makes the idol vulnerable to any normal attack or damage-inflicting spell for a single round; *disintegrate* inflicts 10-100 points of damage on the idol (no save).

All living idols must consume at least one sacrifice a week in order to be satisfied. So long as the weekly sacrifice is maintained, the powerful magic of these enchanted statues has a side effect on the surrounding area unique to each individual living statue. In addition to the weekly sacrifice, another is required in

order for the idol to perform its major power (see the sample idols below for examples).

Living idols can also *charm* creatures that approach nearby, although the manner in which the enchantment is administered may vary (see the sample idols section below). If the idol is attended by a cult and has been nourished by frequent sacrifices, targets of the *charm* receive a -4 penalty on their saves (in addition to any penalties described below).

Finally, if physically threatened, living idols can physically attack if they possess at least one appendage. They can deliver a crushing blow each round with their stony fist or claw, inflicting 4-32 points of damage. Living idols fight as automatons, with little strategy beyond eliminating any opponents capable of harming them.

Sample idols and their cults

Long-forgotten, ancient religions are thought to be responsible for the creation of living idols. Now these religions are reduced to small cults, existing only because of the idols' ability to charm passers-by.

In the most general of terms, cults are known to worship either animals, death, elemental forces, or healing. The DM should feel free to create personalized cults for his campaign.

Animal Cults

These cults are centered around an animal-shaped living idol, usually a common pest or vermin, such as the rat or scorpion. The alignment of these idols is strictly lawful neutral, and they typically charm any creature who approaches within 100', compelling the being to join in its worship. These idols require a small and slightly valuable sacrifice of gold, gems, or jewelry (usually of no more than 25 gp value).

The side effect is an aura of protection against the type of animal depicted by the idol; for instance, a scorpion idol radiates a *protection from scorpions* aura in up to a one-mile radius. The major power also relates to the type of animal depicted by the idol; for instance, a rat idol will cure disease. Living animal idols cannot perform their major power more than once per day.

These are perhaps the most common of living idols, fostering small- to medium-sized cults of 20-200 worshippers. They are strictly a local phenomena, at most the hushed secret of a small, desert village. Since the idol's charmed worshippers accurately believe that the idol is protecting them from a particular type of animal or vermin, they will protect the idol at every opportunity and violently oppose any who seek to destroy it. The major power of the idol is thought to be a sacred boon to the village or congregation, not to be shared with outsiders or nonbelievers.

Death Cults

These cults are centered around a horrible and grotesque idol, usually in the form of a man-eating monster (a great ghul or silat) or undead skeleton. The alignment of these idols is neutral evil. They only *charm* creatures that physically touch them, although the mind control exerted by these idols is extremely strong (save at -4). Charmed beings will serve the idol and seek out human and demihuman victims to add to the cult. At least once per week, an outsider will be sacrificed to the idol. A low-ranking member of the cult may be sacrificed instead.

The side effect of joining the cult is that all members cease aging for as long as the idol is satisfied. The major power of these idols is to endow the cult "priest" with the ability to cast a powerful necromantic spell once per week (either *resurrection*, *regeneration*, or *restoration*, or their reverse). Typically, a death cult's "priest" will be the highest-ranking cult member and is not necessarily a cleric.

The death cults are universally hated and feared by civilized Zakharians. Organized religions and local rulers seek to stamp them out whenever they surface. As a result, these cults are now

restricted to the wilderness of Zakhara, where the cults can operate with impunity, gathering victims through planned raids on caravans, isolated villages, and wandering tribes. Large, established death cults (200-500 + members) tend to attract sentient undead, especially vampires. These quickly rise to the "priest" position within the cult and use cult members to feed their own, and the idol's, appetites.

Elemental Cults

These cults are centered around a living idol crafted in the shape of a faceless man. The alignment of these idols is chaotic neutral. Using their empathic ability to screen the emotions of all creatures who approach within 30', these idols will attempt to *charm* (save at -2) only those beings fostering an intent to harm or destroy them. The substance of the sacrifice (100 gp value) and the idol's protective side effect (which covers the area in a one-mile radius surrounding the statue) depends on the element represented by the idol.

Element	Sacrifice	Aura of protection from:
Earth	Gems	Earthquakes
Fire	Rare woods	Uncontrolled fires
Water	Aromatic oils	Tidal waves and flooding
Air	Exotic perfumes	Whirlwinds and sandstorms

The major power of these statues is to summon a 12 HD elemental of the appropriate type from the inner planes, one per week, to perform a specific task for the individual who made the sacrifice. (There is no chance of the summoned elemental turning on the summoner.) Refer to the "Elemental" entry in *MCI* for more details about elementals.

These types of living idols do not generate charmed cults, but are catalysts for chaos in the society around them. Desert sheiks, for instance, have been known to fight over a particular elemental idol for generations. Elemental wizards are drawn to these idols like iron filings to a magnet, seeking to destroy them. (They are interested in keeping a monopoly on controlling the elements; these idols are a threat to that goal.)

Healing Cults

These cults seek to promote healing and growth. The idols themselves are neutral good, representing a kind, gentle figure; statues of young girls and old men are the most common. Like the elemental idols, these will only attempt to *charm* (save at -2) those beings fostering harmful or destructive intentions. These idols thrive on a sacrifice of beauty, praise, and thanksgiving, feeding on the positive energy generated in worship.

As a side effect, these statues radiate *protection from evil* in a 100' radius. The maiden statues are known to heal, while the old men statues can control weather. (Usually this power is used to summon rain in times of drought.) A living idol of this type can perform its major ability once per day.

Ecology: Living idols have no function or role on Zakharian society and ecology outside the cults and social disruption they often inspire. Living idols are considered savage and unenlightened by most Zakharians. Even the kahin, who draw their power from the oldest of idol-worshipping faiths, usually consider worshipping a living idol anachronistic or outmoded. Almost all modern religions despise living idols for their mind-controlling ability, which is antithetical to most organized religions in Zakhara. Moralists and ethoist priests will seek to destroy the idols at every opportunity, though a pragmatic priest might see the benefits of the healing idols.

Although many priests like to foster the image that living idols are very rare, nomads tell a completely different story. The nomads sometimes discover them in abandoned ruins, recently uncovered by a sandstorm. Most believe many more living idols are still buried beneath the desert's shifting sands.

Lycanthrope, Werehyena

MC13

CLIMATE/TERRAIN: Tropical/Deserts and plains
FREQUENCY: Uncommon
ORGANIZATION: Pack

ACTIVITY CYCLE: Day
DIET: Scavenger
INTELLIGENCE: Very (11-12)

TREASURE: Qx10 each
ALIGNMENT: Neutral evil

NO. APPEARING: 2-12
ARMOR CLASS: 5
MOVEMENT: 12

HIT DICE: 5+1
THACO: 15
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12 or by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Iron or +1 weapon to hit, immune to enchantment/charm spells

MAGIC RESISTANCE: Nil
SIZE: M (5-6' tall)
MORALE: Average (8-10)
LEVEL/XP VALUE: 1,400



Werehyenas are humans, usually male, who can transform themselves into hyenalike forms. Their packs roam the plains and deserts of Zakhara looking for prey.

The human form tends to be tall and sinewy, with long, shaggy hair usually tied back over their neck. The long hair conceals a second mouth at the base of the head, which mimics the lip movements of the primary mouth but makes no sound. They take great pains to keep this second mouth hidden. In their human forms, werehyenas tend to be gregarious and charismatic, many possessing a loud, resounding laugh.

The canine form appears to be a large hyena, over 6' long from snout to tail, with golden fur on its back and black fur on its belly and feet. While in this form, they can *pass without trace*.

It is not uncommon for a pack of these creatures to be followed by 2-12 normal hyenas. The normal hyenas are attracted to the lycanthropes, although not under their direct control.

Combat: In its human form, a werehyena will attack with a weapon appropriate for its assumed identity. However, in this form, a werehyena's best weapon is its charming personality, which it uses to gain others' confidence. Once per round, at will, a werehyena can bring into effect a *friends* spell (assume that it has a Charisma of 14-15 before the spell is cast) as if the spell were cast by a 12th-level wizard. This spell-like ability is not memorized or learned; it comes naturally to the creature and is triggered by thought.

In its hyena form, a werehyena attacks with its vicious bite, which inflicts 2-12 points of damage. On a natural attack roll of 19 or 20, the werehyena has locked its jaws on a victim. This has two effects: first, the victim will be automatically subject to damage from a bite attack on subsequent rounds (no further attack rolls needed for the werehyena); second, the weight of the creature will slow the victim down, reducing his or her movement rate by 6 (cumulative). After it has locked its jaws on a victim, a werehyena will release its bite only after suffering more than 10 points of damage.

In either of its forms, a werehyena can only be affected by magical or iron weapons. Other types of weapons initially ap-

pear to inflict damage, but the wound closes by the end of the round. Werehyenas are immune to enchantment/charm spells.

All werehyenas have a primal fear of fire, preferring to make appearances and attacks during the day. A flaming torch is enough to keep one at bay; over six points of fire damage will send one howling off into the wilderness. If cornered by fire, however, they will fight to defend themselves.

Habitat/Society: Werehyenas travel in close-knit packs of up to a dozen creatures, most of whom are males. The pack is run by a dominant male, who makes all important decisions, reinforcing them with an occasional, savage bite. Newly infected lycanthropes are welcomed into a pack only if the newcomer agrees to accept the pack leader's orders to the death. If not, a fight for dominance usually ensues, with the victor becoming the new pack leader.

Among themselves, they can be playful and capable of lasting intimacy. They mate for life, but only with other members of the pack. From one to four cubs are born with each litter; 75% of them are male.

Werehyena packs scour the desert and plains in human form, seeking human settlements to infiltrate. A favorite ploy is for a single lycanthrope to enter a town or village and use its *friends* ability to win its way into the hearts of the people. Some are even known to shower gifts on "a long-forgotten sister" or relative. The gifts are typically small gems which it gathers for this purpose. The lycanthrope then lures the victim out of town to a trap, where the rest of the pack lies in wait.

Ecology: Werehyenas are covert hunters, preying on gullible humans whenever possible. However, like their normal cousins, they are excellent scavengers, capable of eating just about anything in order to survive. Although their numbers are great, they are too widely scattered to have any profound effect upon the ecology of Zakhara.

Lycanthrope, Werelion

MC13

CLIMATE/TERRAIN:	Subtropical/Plains, villages, jungles
FREQUENCY:	Rare
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D, U
ALIGNMENT:	Lawful evil
NO. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	15, Jp 6
HIT DICE:	6+6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Leap, rear claws (2-8 each)
SPECIAL DEFENSES:	Hit only by silver or +1 or better weapon, -2 on surprise rolls
MAGIC RESISTANCE:	Standard
SIZE:	M or L (6' long)
MORALE:	Elite (14)
LEVEL/XP VALUE:	2,000



Werelions are humans able to assume lion form. They are efficient, communal predators, dangerous not only because of their individual skill but also because of their ability to stalk their prey as a singleminded group.

In their human form, werelions tend to be thin and sinewy, with a whiplash speed and agility. Their voices are deep and melodious. Male werelions generally have long, curly yellow or golden brown hair which they tie back as ponytails or tuck under turbans, while females keep their hair cropped uncharacteristically short, even to the point of appearing almost shaven. They are always deeply tanned and muscled. In their lion forms they lose all vestiges of humanity, appearing as preternaturally large lions with unusually bright eyes and a deeper roar than most normal lions. Werelions have no half-human form.

Werelions can speak with all felines, though this does not mean that all cats are friendly toward them. They can even communicate with feline monsters. They are rarely found with real lions and prefer human company to the company of animals.

Combat: Werelions generally drive or lead their prey into ambushes, as they are masters at stealth and deception. Each pride is led by a female; prides of more than six are usually split into two hunting groups, one led by the werelions' matriarch and one by her chief consort. These two groups can communicate in wereform by their roars, though generally a two-group pride will always have one set of hunters in human form (except for nights with a full moon). All leader werelions and 1 in 10 of the members in any pride have the abilities of a 4th- to 9th-level thief or ranger in their human form (roll $d6+3$ to determine a werelions' level). Werelion mages have been reported, though they are exceedingly rare and almost never reach a position of leadership. They rarely exceed 5th level.

If werelions hit with both front claws on any attack sequence, they can rake with both their rear claws for 2-8 points each.

In their wereform, werelions can leap up to 60' from concealment when ambushing prey. This attack counts as a charge; leaping werelions gain +2 bonus to their attack roll and a +1 bonus on damage but suffer a penalty of -2 to their initiative

and -1 to their Armor Class. A leaping attack allows the werelion an automatic raking attack sequence, regardless of whether the front claws both hit.

Habitat/Society: Werelions are social lycanthropes, willing to work as a team to better their chances of catching prey and avoiding detection. A pride of werelions usually numbers from 1-6 females and 1-4 males. They generally appear as a tribe of nomadic herdsman, pilgrims, or tinkers of one stripe or another. Occasionally, they assume the role of mercenaries in their human form.

A pride of werelions is always ruled by a woman whose authority is unquestioned. The males may brag, may be lazy in combat or in the hunt, or may even insult their female companions, but they never disobey their pride's ruler.

The males are particularly protective when the female werelions have recently given birth, and a litter of 1-4 lion cubs is not uncommon. It does put the whole pride on edge, and any hint of threat is met with deadly force until the cubs are weaned. They grow very quickly and are able to assume human form within a year. They reach maturity in three years, with a size and appearance matching that of a 15-year-old human.

If werelions mate with humans, the offspring resemble humans until they reach the age of 15, at which point transformations to lion form begin.

Ecology: Werelions occasionally serve in the retinue of lion lords. They have also struck bargains with desert centaurs and cities on the edges of great plains which profit both groups. Generally they serve as caravan guards or elite military scouts in exchange for guaranteed hunting privileges in choice rangelands. Unlike the great cats, werelions can and will commonly attack humans.

Werelions are great rivals of weretigers and rarely tolerate their presence for long.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
TREASURE:	Nil
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	12, Fl 18 (B)
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Elite (13-14)
LEVEL/XP VALUE:	120

A markeen, or genie double, is a lesser form of genie exiled from the majority of their kind. Each genie double is cursed at birth to be the spitting image of a human from Zakhara. The genie double is not magically linked to or even necessarily friendly toward that person; they don't share thoughts, memories, place of birth (though they are always born at the same instant), or any other traits besides their outward appearance. The confusion that results when the genie double of an important personage finds out who it resembles can be monumental.

A genie double superficially appears to be entirely human. They are born, live, and die in the same period of time that a normal human passes through life, and their apparent age always matches that of their human double (unless the human has somehow been magically altered to appear younger or older). A genie double may outlive its human double, but may also die before its human double does; the two are not spiritually linked in any way. Not everyone has a genie double. Generally only famous, wealthy, beautiful, gifted, holy, or utterly villainous individuals have genie doubles.

It is commonly believed that genie doubles are the result of a genie rebellion which ended in the losers being forced to live forever as humans, with only tiny traces of their former power.

Combat: Once per day, a genie double may use each of the following spell-like abilities: *flame blade*, *dust devil*, *invisibility*, and *gust of wind*.

Although they rarely use the ability near humans, genie doubles also retain geniekind's ability to fly, and they will escape from awkward situations this way. At other times, they will impersonate mages so as not to arouse suspicion. In all other respects, genie doubles fight with the tactics of humans. Their preferred weapons are scimitars, spears, and crossbows.

Habitat/Society: The markeen are merchants, tinkers, sailors, and horse traders, living by their wits in small communities that are isolated socially to prevent the discovery of their identities. Despite (or because of) the knowledge that they are genies and thus superior to those around them, the markeen are affable, friendly, and perfectly willing to live among humans without a trace of outward patronizing or haughty behavior.

Genie doubles form shadow societies within the human settle-



ments of Zakhara with their own sets of beliefs, leaders, and rituals. Two of the most important rituals are "the search" and "the memory." The search is a traditional coming-of-age ritual in which each young genie double sets out on an extended quest to find his or her human counterpart. These trips last from a month to a year, but the young markeen are not really expected to find their double. The purpose of the ritual is simply to expose the adolescents to the world and broaden their horizons. Actually finding the double is seen as flouting established traditions, since decades often go by between successful searches. However, it is possible for a markeen to take the place of his or her double, once found. The only difficulty they may have is a lack of knowledge of their double's life and skills.

The ritual of memory is common among the older markeen. As genie doubles age, they tell younger markeen the stories of how they were cast out from the rest of geniekind and how they have tricked, befuddled, and swindled humans for generations. The story of exile is told, and other genies are always described in an unflattering light. The ritual of memory is always held in secrecy.

There is a subgroup of the genie doubles called the hayan, who are doubles of bards and poets. They inhabit distant lands, but if they can be found they can inspire their double to write immortal poetry.

Ecology: Markeen trade with humans constantly, though there is no knowledge of this on the part of most humans. Markeen avoid all other genies and distrust them at best.

Genie doubles will go to great lengths to silence anyone who uncovers the secret of one of their communities.

CLIMATE/TERRAIN:	Any tropical land
FREQUENCY:	Rare
ORGANIZATION:	Tribes
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average to High (8-14)
TREASURE:	P (C)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2-40
ARMOR CLASS:	5 or 0
MOVEMENT:	9 (as animal) or 0
HIT DICE:	4+1
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3 or by weapon
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Shapeshifting
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Elite (13)
LEVEL/XP VALUE:	975
Lore mistress or witch doctor:	3,000

Maskhi are humanoids capable of transforming into an animal, tree, or stone. They dwell in small, xenophobic tribes in the wilderness, far from Zakharan civilization.

In their original form, maskhi appear to be lean and wiry man-sized humanoids. Their faces have elongated features, but still appear remarkably human, many with wide, cerulean or green eyes. All have blond, sun-bleached hair, tied back in long flowing manes or braids down their backs. Their tanned skin is covered with short, light hair, lending their skin a fuzzy, peach-like appearance. Maskhi have six-fingered hands and six-toed feet, their digits ending in talon-like claws. Their agility and tough skin lend them a natural AC of 5.

Each maskhi is capable of assuming a single animal form that reflects their personality. Many choose the shape of a small mammal or bird. In this shape, their AC is still 5 and they receive the form's normal movement rate.

Their plant form is usually that of a small tropical tree (from 8-12' tall) common to the region in which a maskhi tribe dwells. A maskhi can only assume the form of one type of tree. Maskhi are AC 0 and stationary while in their arboreal form.

Finally, their stone form is roughly man-sized. Although an individual maskhi can only assume one type of rock (i.e., basalt, obsidian, quartz, marble, etc.), they can change their shape to look like a boulder, standing stone, or an outcropping of a larger rock formation, as desired. Most maskhi choose a form of stone common to the region in which they dwell. They are AC 0 and stationary in this form as well.

Maskhi communicate only in their own language, although there is a 10% chance that a member of a Maskhi tribe may know Common if they have had any interaction with the other races of Zakhara through raids or trading.

Combat: In their humanoid form, Maskhi prefer to fight with weapons, preferably the spear, short bow, and jambiya. Although some tribes may have managed to acquire steel weapons, either by trade or raiding, many (50%) use blades and arrow heads crafted out of bone, which are -1 on damage and may break (2 in 6 chance) on a natural attack roll of 1. If disarmed, they can attack with their sharp claws.

Maskhi use their shapeshifting abilities to aid them in am-



bushing, hiding, and fleeing. A common tactic is to wait at an oasis in their tree or stone forms and ambush those who arrive for a drink. They can change shape quickly, so that their opponents have a penalty of +4 on surprise.

In their tree and stone forms, they are indistinguishable in smell and texture from real trees and stones. They can fool even highly intelligent adversaries, provided the maskhi were not seen while shapeshifting into their new form. Despite their similarity to natural trees and rock formations, spells and potions that affect plants and stones (e.g., *potion of plant control*, *charm plant*, *transmute rock to mud*, *pass wall*, etc.) have no effect on a transformed maskhi.

When it is not possible to hide and transform unobserved into a tree or stone, maskhi shapeshift into their animal form, which has a greater movement rate, in order to flee.

The leadership of a maskhi tribe with more than 20 individuals is directed by a lore mistress and a witch doctor, each with 33 hit points. The lore mistress is female, with the powers of a 5th- to 8th-level kahin priest. The witch doctor, a male, has the powers of a 6th- to 9th-level sorcerer wizard. Maskhi witch doctors typically choose sand and wind as their specialization.

Habitat/Society: Maskhi are fearful of "civilized" Zakharans. They dwell in isolation in the wilderness, living in temporary shelters made from animal skins stretched over light wooden frames.

The typical tribe consists of a loose confederation of up to 40 maskhi. Males and females have equal status, although none share any lasting commitment to each other. Even when an infant is born, only a temporary family is established until the child learns to shapeshift, after which the parents go their separate ways, looking for new mates.

Ecology: All maskhi have a reverence for the land and the environment. They hunt only out of necessity, never pleasure.

Most tribes are peaceful, but if their niche is threatened or encroached upon, they will fight tenaciously to protect it.

Mason-Wasp, Giant

MC13

CLIMATE/TERRAIN:	Tropical/Plains or desert
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Incidental
ALIGNMENT:	Neutral good
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	6, Fl 21 (B)
HIT DICE:	6+1
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-16/1-4
SPECIAL ATTACKS:	Poison and fire breath
SPECIAL DEFENSES:	Immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Steady (11)
LEVEL/XP VALUE:	3,000

Giant mason wasps are enlarged versions of the normal variety, which is found throughout Zakhara. Both kinds are viewed as messengers of the gods and bringers of good fortune.

The body of a giant mason wasp is 6' long, with a 12' wingspan. Its hard exoskeleton is a lustrous, jet black, but its front mandibles and mouth glow cherry red with heat. In addition, the abdomen is tipped with a retractable stinger.

Combat: Giant mason wasps rarely attack humans or demihumans, preying mostly on the animals, reptiles, and evil monsters that roam the plains and deserts of Zakhara. If faced with a single opponent, it will swoop down and grab the victim with its legs. The wasp will then bite with its red-hot mandibles and attempt to impale the victim with its stinger.

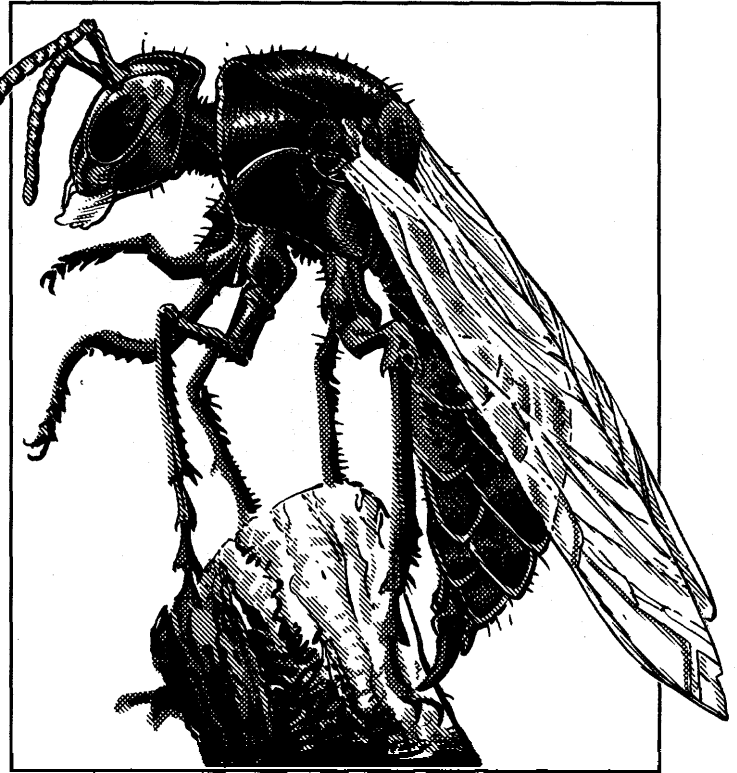
The vicious bite of a giant mason wasp inflicts 2-8 points of damage. Creatures not immune to fire take an additional 2-8 points of damage from the mandibles' searing heat.

The wasp's sting inflicts 1-4 points of damage and injects a victim with a powerful and deadly toxin. Those not successfully saving vs. poison lose consciousness in 1-4 rounds and are wracked by a burning fever. Victims must make two system shock rolls: if the first is successful, the victim awakes from the fever after 1-3 days. If the first roll is failed but the second is successful, the victim awakes from the fever after a week, but loses 1 point of constitution permanently. A victim with two failed rolls will die after a week of fever unless they receive the benefit of a *cure disease* spell in the interim; they still lose 1 point of constitution permanently.

Giant mason wasps are immune to fire and all fire-based attacks. If faced with more than one opponent, they can also breathe a cone of fire (5 feet wide at the mouth, 15 feet wide at the end, and 20 feet long) up to three times per day. The breath inflicts 6-30 points of damage (save for half damage).

Finally, it is considered very bad luck to kill a giant mason wasp. At the DM's discretion, whoever participates in their destruction must roll a saving throw or be afflicted with the *evil eye*.

Habitat/Society: In the wild, giant mason wasps are solitary creatures. Their name is derived from the female's tendency to create large above-ground structures out of a mixture of dirt



sand, and saliva called dhilva, which hardens into a rocklike substance.

Once a month, the female will seek a male and mate. The pair then hunt for a large animal or evil monster, paralyze it with their poison, and carry it back to the female's den, where the victim is immobilized with more dhilva. The female then lays 1-3 eggs on the victim and seals the entrance to the den with dhilva. Upon hatching, the larvae consume the host, dissolve the dhilva with their own saliva, and fly away to establish their own hunting grounds and dens. Although giant mason wasps do not hoard treasure, some incidental treasure might be found in a mason wasp's den.

Giant mason wasps are often friendly to humans and demihumans. They make excellent pets and guardians if a common mode of communication can be established. Priests, who can use spells to speak with animals, and rangers who have a natural affinity for animal handling, are among those most frequently encountered with a giant mason wasp as a pet or guardian. They might also be found as guardians in mosques.

Ecology: In both the wilderness and city, giant mason wasps can be found as protectors of good and the opposers of evil. Their arch-nemesis is the vishap (q.v.), who break into their dens and consume wasp eggs as a sugared delicacy.

There are many useful derivatives that can be made from a mason wasp. Since killing a giant mason wasp can bring bad luck, most people wait until one of the insects dies from natural causes before using their remains in a potion. Their fire glands can be used to make *potions of fire breath*, while their exoskeleton, if powdered, can be used to make either *potions of fire resistance* or *oil of fire elemental invulnerability*. Insinuating poison can be obtained from their poison sacks, which are located in the abdomen near the stinger. This poison (Type O) loses its potency if not used within a week; it can also be used to make powerful poison antidotes.

CLIMATE/TERRAIN:	Isolated strongholds and ruins
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (7)
TREASURE:	M (Q, D)
ALIGNMENT:	Lawful Evil
NO. APPEARING:	3-30
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	2+2
THAC0:	17(19)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type +5
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Iron or magic weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Steady (12)
LEVEL/XP VALUE:	270

Nasnas are humanoid with only half a body: one arm, one leg, half a face and half a torso. They are the creation of evil priests and wizards desiring vigilant guardians to secure their strongholds.

Nasnas look like normal human fighters, except that the right or left half of their body is missing. Their skin has a grayish tinge to it, and their single eye glints with evil insanity. They move about by hopping on their single leg. Although this may appear awkward, they can achieve a reasonable movement rate (9). They are tireless warriors, needing very little food and sleep to survive. They are loyal to the wizard or priest who created them and follow their creators to the death.

A few variants have been encountered with a small, black, bat-like wing protruding from their single shoulder. This wing merely contributes to their fearsome appearance (and perhaps their balance as well). Even with a wing, these nasnas are incapable of flight.

Although nasnas can understand Midani perfectly, they never speak themselves, since they are missing half their vocal cords. Nasnas are only capable of uttering a strange, high-pitched, hooting noise, which can be terrifying to hear. Depending on the volume and tone of the hooting, one can discern the nasnas's current emotipnal state.

Combat: Nasnas usually wear armor, which reduces their AC to 6, and rely on weapons for their attacks. Most nasnas (75%) wield scimitars, but some have been known to fight using battle axes (15%) or maces (10%) instead. All nasnas have extraordinary Strength in their single arm (18/95), giving them a bonus of +2 on their attack rolls and +5 bonus on damage.

In combat, their hoots and screams can cause a chilling fear in all opponents within a 10' radius. Those hearing a nasnas's hooting screams must save vs. spells or stand paralyzed with fear for 2-5 rounds.

Because of their supernatural origins, nasnas can only be hit with iron or magical weapons.

Habitat/Society: Nasnas are vicious guardians and are typically found in the strongholds of evil priests and wizards or near ruins.

Nasnas are the product of depraved magic. First, a special po-



tion is required, which can only be made by an evil wizard or priest of 9th level or higher. The concoction is relatively easy and cheap to make once the formula has been researched. A drop of the wizard's or priest's blood poured into the magical brew creates a magical bond between the spell-caster and the nasnas after it is born. A few shady alchemists have been known to make the potion if offered the right price (the buyer must still supply his own blood).

After the potion has been concocted, it must be injected into a succulent fruit, which is then sliced in half. If the spell-caster can somehow convince a woman to eat one of the halves (methods range from conventional trickery to magical coercion), the woman will conceive and in nine months give birth to a nasna. The mage usually arrives soon afterward to claim his creation.

One nasna can thus be created from each half of an enchanted fruit. However, a woman can only bear one nasna at a time. Evil spell-casters, intent upon creating an army of nasnas, usually have 10-100 innocent women languishing in their strongholds.

However, the depravity of creating nasnas en masse does not usually go unnoticed for long. Women talk, word gets around, people make visits to the ruling caliph, and pretty soon paladins are dispatched to put an end to this evil. As a result, nasnas are most often used as guardians in remote, isolated strongholds.

Ecology: Nasnas are sterile. They mature quickly and live a relatively short life. The twisted magic used in their creation renders them quite insane for the duration of their lives, although, in the interim, they are quite obedient servants. Most find a way to kill themselves before they reach the age of 30.

Nasnas have little or no role in the world's ecology, living only to protect and serve their creator. If their creator should ever die, they lose their reason for existence. In such a situation, over half choose suicide, throwing themselves off the nearest cliff or drowning themselves in the closest ocean. The rest wander about the wilderness, supporting themselves by hunting and scavenging for the remainder of their short, tragic lives.

CLIMATE/TERRAIN:	Tropical/Seas and oceans
FREQUENCY:	Uncommon
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very to Genius (11-18)
TREASURE:	U (Q ×10, A)
ALIGNMENT:	Chaotic good
NO. APPEARING:	2-20
ARMOR CLASS:	7
MOVEMENT:	12, Sw18 or Sw 24
HIT DICE:	3-6
THAC0:	3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type or spell
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	25%
SIZE:	M (5-6' long)
MORALE:	Average (10)
LEVEL/XP VALUE:	650 + 400 per hit die above 3.

Pahari are shapeshifting, marine nymphs that dwell in Zakhara's seas and oceans. In their natural forms, they are similar in appearance to mermaids. They are also able to assume the form of a small fish and that of a beautiful woman.

The upper body of a pahari is that of a perfectly formed woman, more beautiful than the fullest moon. The lower body of a pahari is that of a fish, its scales either blue, green, or ruby red. They prefer this form above all others, although they can assume two other shapes for an emergency or adventure.

Their piscine form resembles a colorful tropical fish, approximately 12" in length. In this form they can swim at speed 24 and easily evade large predators by hiding in the small niches and crevices of a reef or ocean floor.

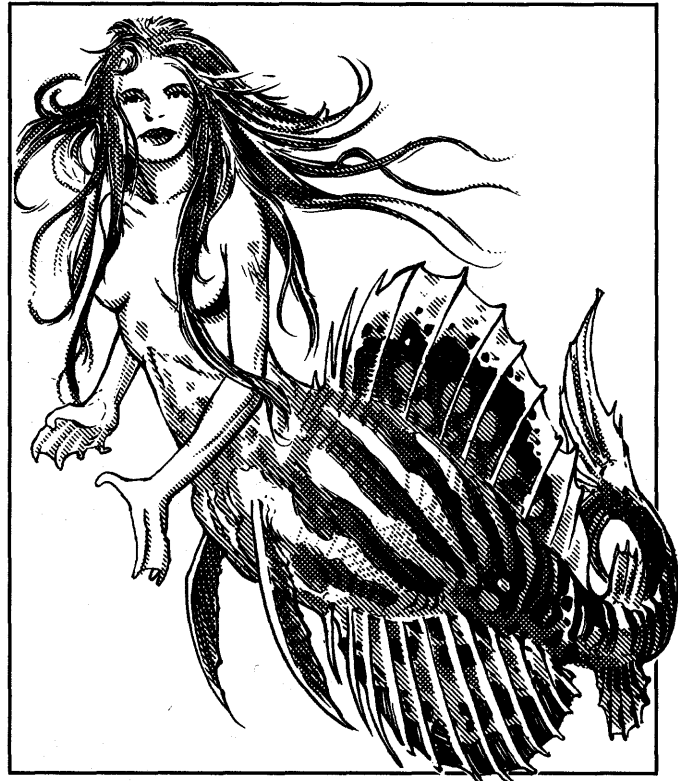
Their human form matches the upper half of their natural shape, complete with a pair of slender and willowy legs. They only assume this shape when venturing onto land or ship, since in the water their other two forms are more maneuverable.

Pahari can breathe both both water and air. They live in underwater communities, but occasionally surface to gaze in fascination at land. The bravest pahari work up the courage to sunbathe on rocks near shore or to approach ships and engage in conversation with sailors.

All pahari can speak their own language and Common. They can also communicate with all fish and nereids. The most intelligent pahari can learn up to four additional languages, choosing from among those spoken by dolphins, reef giants (q.v.), whales, and zaratani (q.v.).

Combat: Normally shy and peace-loving creatures, pahari are loathe to enter into combat. They can fight with any weapon provided, but rarely ever carry any themselves. They are fond of magical items, however, and will use them in combat if needed.

Pahari are potent spell-casters. Most are elemental wizards, casting spells at a level equal to twice their Hit Dice (i.e., a 4 HD pahari can cast spells as an 8th-level wizard). Almost all choose water as their element of specialization. Their favorite spells include *airy water*, *command water spirits*, *conjure (water) elemental*, *converse with sea creatures*, *float*, *sea sight*, *ship of fools*, *strengthen water creatures*, *waterbane*, and *water blast*.



Pahari can polymorph into another of their three forms once per round, at will.

Habitat/Society: Pahari dwell in small communities on the sea bed, often close to shore. They gather kelp and seaweed, which forms the staple part of their diet, eating small amounts of shellfish and mollusks as well. They never eat fish, considering the act akin to cannibalism.

A community of pahari consists of 2-20 individuals, evenly divided in size and Hit Dice. They make small homes out of shells and coral and tend a garden of kelp or seaweed nearby. A community of more than five pahari will have a 50% chance of being attended by 2-12 dolphins.

The pahari are adventuresome and regard surface dwellers with a fascination that borders on obsession. They will collect anything that pertains to life above the waves (especially magical items), often welcoming sailors into their communities to hear them spin tales of their homelands. With this preoccupation about life above water, it is not uncommon for a younger pahari to venture onto land in her human form, if only to spend a day shocking the villagers (who promptly find her some clothes), eating surface food, dancing, and singing long into the night before returning home. A few have been known to stay longer (although this is discouraged by the older, wiser pahari), even marrying a good-aligned surface dweller in some instances.

Like most faerie creatures, pahari have a very long life span (300-400 years). They soon outlive a human husband, afterward returning home to the sea for good. The older pahari, many who have already experienced this heartbreaking loss, do their best to console their newly-returned sister. As a general rule, the older and wiser pahari prefer short, frequent encounters with surface dwellers.

Ecology: Pahari are staunch protectors of their marine environment and oppose evil sea creatures, like sea hags, at every opportunity. A pahari's kiss can bestow water breathing on the lucky recipient for a day.

CLIMATE/TERRAIN:	Subterranean wilderness
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	R (D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-8
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	15+1
THACO:	2 (5)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 +8
SPECIAL ATTACKS:	Throwing rocks, strength drain, fear
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (17' tall)
MORALE:	Fearless (19)
LEVEL/XP VALUE:	10,000

The rom are a race of subterranean, undead giants that withdrew from the surface world in the distant past. They are sullen, malicious, and angry creatures, attacking any who disturb their final dwelling places or cairns.

Rom are all male. They have tall, muscular physiques, similar to humans in proportion, with thinning, bone-white hair, sunken, glassy eyes, long, curling fingernails, and ashen-gray skin. They stand about 17' tall, retaining the supernatural Strength they possessed in life (20). They speak with sad, resonant voices. All are talented singers, poets, and musicians.

The rom, like most living giants, carry some of their belongings in a large sack. Their more valuable treasures remain hidden safely in their cairns. A rom's sack will typically include 1-12 throwing rocks, some treasure, and 1-8 personal items (including a musical instrument of some sort, usually a flute).

Rom speak their own language and that of desert giants and juggle giants (q.v.). Most (75%) can also speak Common.

Combat: The rom are terrifying enemies. Intruding upon their cairns uninvited is a good way to earn their enmity and an early demise. A single blow from their strong arm inflicts 1d10 +8 points of damage and drains the victim of 1-4 points of Strength. When a victim's Strength drops below 0, he is slain, drained of life force by the rom's chilling touch. Lost Strength points return at a rate of 1 point per day of rest.

In addition, rom radiate an aura of *fear* in a 30-foot radius. Creatures of less than 2 Hit Dice automatically flee (no save). All others in the area of effect are entitled to a saving throw vs. spells. Those who make their saves can attack the rom without penalty; those who fail suffer a -2 penalty to their attack and damage rolls and a +2 penalty to their Armor Class.

Although rom rarely have the opportunity to throw rocks in their subterranean crypts, they have been known to hurl them at retreating intruders or while defending their lairs against an assault. They can throw rocks up to 300 yards, inflicting 2-24 points of damage with a successful hit.

Rom can only be affected by +2 or better magical weapons. Enchantment/charm and cold-based spells have no effect on them. Like all undead, they are immune to poison and paralysis. They are turned as "Special" undead.



Habitat/Society: Rom are thought to be all that remains of an ancient race of giant herdsman. They lived in the hills and on the plains where their giant cows could graze, some practicing a limited form of agriculture. They were a quiet, peace-loving people whose end came when their wives produced only male children; there were no further generations.

Shaking their fists at the sad destiny Fate had passed upon them, they built enormous stone cairns for themselves, fashioned out of monolithic granite slabs. Entire clans of rom descended into their self-made tombs, burying themselves alive. However, so great was their collective self-pity and anger at Fate, that their existence persisted beyond death.

Their granite cairns can still be found today, towering over the plains or nestled among the hills. They are shunned by all forms of animal and insect life. Nearby vegetation appears stunted and lacks its usual color. All is quiet near these tombs during the day, but at night, one can hear a loud lamentation rising from within the cold, stone cairns, a plaintive cry against Fate.

The giants are known to receive brave visitors during the night, who politely knock on the entrance to the tombs and humbly request hospitality for the evening. Those who brashly intrude on the giants during the night, or who break into a cairn during the day, will be immediately attacked by the 1-8 rom present in the tomb. They will throw any corpses outside as a warning to others against further unwarranted intrusions.

Ecology: As undead, the rom no longer play a part in the world's ecology. They remain buried in their tombs, never venturing outside except to punish uncivil intruders.

The rom are a musical and poetic race. Brave bards who have visited with them for only a short while are said to have been inspired to compose a masterful, if tragic, song or epic poem. If recited or sung at night, it will have the same effect on the audience as if the bard were playing *pipes of haunting*. The performance is so emotionally demanding on the bard that it can only be attempted once per week.

CLIMATE/TERRAIN:	Tropical/Plains and savannah
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	F
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	3 (males), 4 (females)
MOVEMENT:	12, Jp 6
HIT DICE:	8+8
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-16
SPECIAL ATTACKS:	Roar, summoning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (12-16' long)
MORALE:	Champion (16)
LEVEL/XP VALUE:	4,000

Sabu lords, or Lion Lords, are proud giant cats that live on the arid plains and savannahs of Zakhara. These intelligent lions are extremely territorial and will harass those who travel through their domains without first asking permission.

Sabu lords are larger and much stronger cats than their smaller cousins. They all have bright golden fur, while males are also distinguished by their flowing, golden-red manes. These giant predators measure 5-6' at the shoulder and have a deafening roar that can be heard for miles in all directions.

Sabu lords speak the languages of all cats as well as Midani.

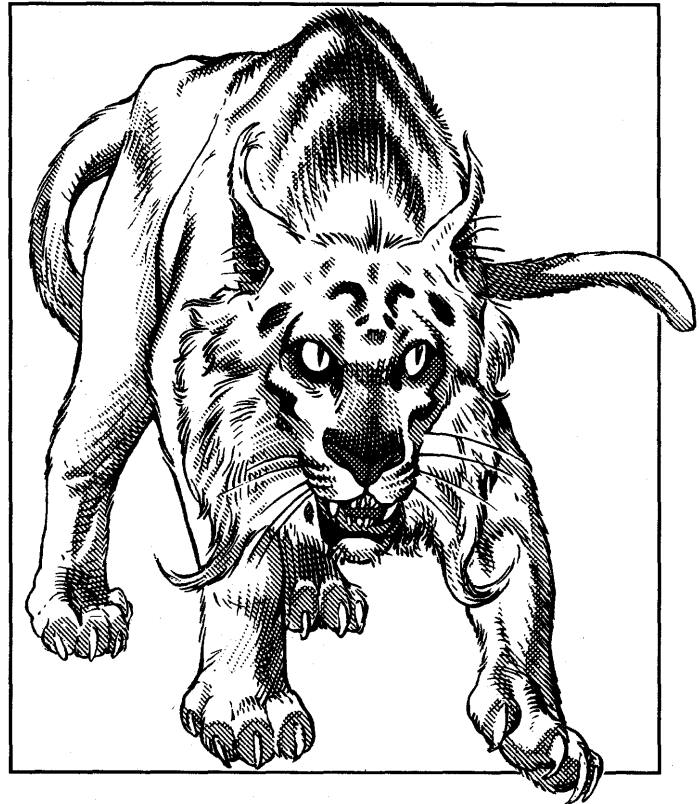
Combat: Lion lords rarely enter into combat alone. They are always attended by 2-12 common lions with maximum hit points, who will fight to the death if ordered by their sovereign.

Like their common cousins, the senses of sabu lords are incredibly keen, and they have a +2 bonus on their surprise rolls. They physically attack with their claws and bite and can leap as far as 60'.

Sabu lords can deliver a powerful roar, which has a 60' long, cone-shaped area of effect and is similar to an *enhanced shout* spell. The roar affects all creatures within its area of effect, causing 3-18 points of damage and permanent deafness. A successful save versus paralyzation reduces the damage by half and limits the deafness to a duration of 1-4 turns. Any exposed brittle or crystal substance can be shattered by the roar. (Objects in a creature's possession are entitled to a save vs. crushing blow.) Deafened creatures receive a +1 penalty to surprise and initiative rolls, while those casting spells with verbal components have a 25 % chance of miscasting them. A lion lord can only use its special roar three times a day.

In addition to the effects described above, the roar of a sabu lord will summon all great cats in a 15-mile radius. On the plains, this means 1-4 cheetahs and 2-12 common lions will respond within 1 turn, with a like number arriving 2-5 turns later. If the boundaries of a forest are nearby, the roar will also bring 1-2 jaguars, 1-2 leopards, and 1-4 wild tigers in 2-5 turns. This small army of great cats will follow the commands of the summoning sabu lord to the death.

Habitat/Society: Sabu lords are haughty and vain creatures. The common lions in a lord's continual attendance provide for



his or her sustenance, although they may all hunt together occasionally for entertainment. Sabu lords typically claim all lands within a 15-mile radius of their lair as their domain. All cats dwelling therein are considered to be loyal subjects, while other beings (sentient or not) are considered to be either guests or potential meals.

The arrogance of a sabu lord is such that any adult will never be found in another lord's territory. Mating takes place rather briefly at the boundary between two domains. The product of such a union is usually a single cub, which is fostered at the mother's "court" until it reaches adulthood, after which it must leave and establish its own domain. If an encounter with two sabu lords is called for, one will be a female and the other a cub (with 1-7 hit dice).

Anyone traveling through a sabu lord's domain is viewed as a trespasser unless he pays homage to the feline sovereign and begs for permission to pass through the cat's lands. It is not uncommon for merchants to leave gifts of gold, gems, and food for the sabu lord as tribute, although a poor traveler with a flattering tongue may just as easily gain safe passage. Even a large, well-armed caravan is not immune to the wrath of an unappeased sabu lord. A small army of great cats will be sent to stalk and terrify the trespassers. At night, the cats' roars will foster sleeplessness, and lightning-swift raids will deprive even the most vigilant of parties of a few mounts. Voyagers traveling in small numbers can expect even more harassment. Poorly-armed or solitary travelers will be repeatedly attacked by the great cats.

Ecology: Superstitious people consider the sabu lord to be a summoner of evil spirits. Anyone spending a night with a dozen lions, cheetahs, tigers, and jaguars roaring just beyond the light of their campfire would be hard pressed to deny such a rumor. The pelt of a sabu lord is rumored to avert evil spirits and curses, in particular the evil eye. In fact, if the hair from a sabu lord's mane is woven into a braid, it will protect the owner with the effects of a continual *avert evil eye* spell for 60 days.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic good
NO. APPEARING:	1
ARMOR CLASS:	0, -4 when invisible
MOVEMENT:	Fl 48 (A)
HIT DICE:	7+7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Invisibility, +1 or better weapons to hit.
MAGIC RESISTANCE:	50%
SIZE:	M (5-6' tall)
MORALE:	Champion (16)
LEVEL/XP VALUE:	5,000

Sakina are friendly air sprites, faerie creatures native to Zakhara. They roam the skies looking for interesting scents and amusing adventures. They have no ties to the Elemental Plane of Air and are not considered elementals.

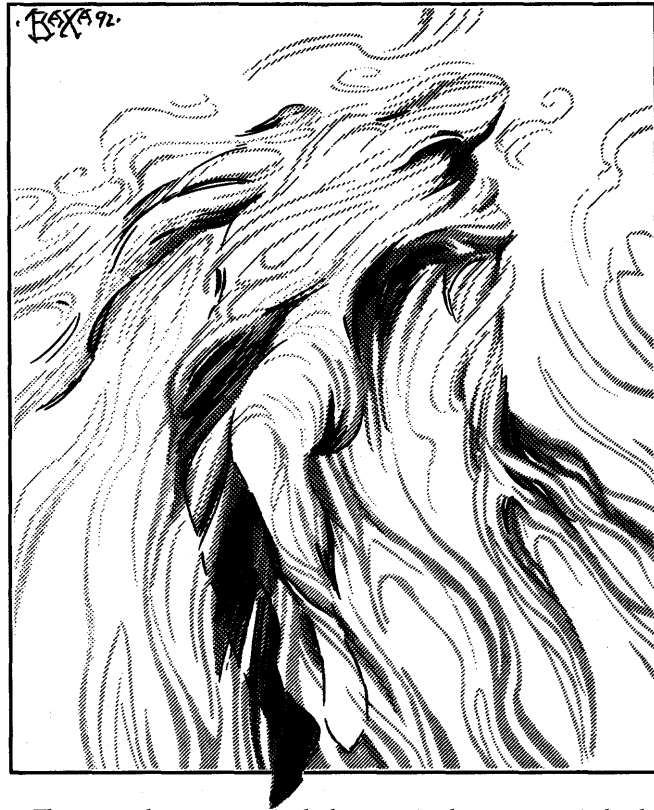
Sakina are creatures of the wind and normally invisible; they receive all bonuses attributed to invisible creatures, including a -4 bonus to AC. By controlling the humidity of their bodies and drawing in moisture from the surrounding air, they can become partially visible, appearing like a man-shaped patch of cloud or mist. Because of their incredible speed in the air, they have a natural AC of 0 (-4 when invisible).

They communicate with other sakina using their own language. Many (60%) also know Midani.

Combat: Sakina are dangerous opponents. Their normal attack is a compressed wave of air that buffets the target for 3-18 points of damage. The victim of an attack must make a Dexterity check or be blown backward automatically losing initiative in the following round.

More often, however, a sakina attacks using magic. They can make up to 7 creatures, each weighing no more than 700 lbs., as light as the air for up to 7 turns (unless the victims save vs. magic); this is similar in effect to a *ride the wind* spell. Affected creatures will rise into the air and be blown away in the direction and speed of the prevailing winds. They can prevent movement only by grasping onto something stationary (a tree branch or cliff face, for instance). The sakina can control the victims' altitude at will (but not speed and direction, which depends on the wind conditions), raising or lowering their victims at a movement rate of up to 120' per round. Victims drop to the ground after 7 turns (1d6 points of damage per 10' fallen). Sakina can invoke this power three times a day. They often bestow this on befriended or endangered land-dwellers, or they use the spell offensively to blow away their enemies. Sakina have been known to cast this spell on other creatures simply for the sake of amusement.

Sakina can also control winds (as per the 5th-level clerical spell), casting the spell three times a day at the 14th level of experience. This power is often used in conjunction with their ability to make others ride the wind.



They can also carry a single human-sized passenger tirelessly at full movement rate, covering up to 300 miles in a single day.

All sakina possess 50% magic resistance and can only be harmed by magical weapons.

Habitat/Society: The sky is home to all sakina. They are solitary wanderers who claim no lair and hoard no treasure.

Sakina sustain themselves by ingesting particulate nourishment in the form of smells. While a human might eat a roast pheasant, sakina can feed solely on its aroma. They can just as easily dine on the aroma of perfume and scented oils, such as the bouquet of a rose.

A ritual is known among wind elemental mages for summoning a sakina. It is not a *summoning* spell per se, but rather the burning of expensive incense, spices, and fragrances that the air sprites consider especially delectable (including cinnamon, cloves, rose oil, myrrh, and saffron). Once the components have been assembled and ignited in a brazier, sooner or later (usually within 2-5 days) a sakina will arrive to feast on the bouquet of aromas. The DM should assume that a day's worth of components costs 100-400 gp.

If approached respectfully just before he has finished dining on the smells, a sakina will usually agree to help the "summoner" by providing aerial transportation to a distant location (no more than a few days' travel). The sakina will almost never accompany a wizard or other recent friend on any prolonged journey. These chaotic creatures rarely stay attached to any plan or acquaintance for very long.

Ecology: The sakina are widely known for their helpful, if mercurial, demeanor. They are friendly to all nonevil aerial creatures, especially simurghs (q.v.) and djinn. They are the staunch allies of the buraq (q.v.) and are known to answer their summons and requests for assistance immediately.

A few magical items related to flight can be enchanted using a sakina's whisper as a prime component. In addition, their essence can be used to concoct a *potion of flying*.

CLIMATE/TERRAIN:	Tropical/Hills and ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	A, S, T
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	- 2
MOVEMENT:	6
HIT DICE:	16
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-24
SPECIAL ATTACKS:	Constriction, spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	70%
SIZE:	G (50' long)
MORALE:	Champion (16)
LEVEL/XP VALUE:	15,000

Serpent lords, who resemble giant white cobras with human faces, are renowned healers and sages. They have a kind and compassionate nature.

The body of a serpent lord resembles that of a snow-white, hooded cobra, up to 50 feet in length. They have a human face and a warm, friendly smile.

They can communicate in their own language and that shared by all serpents. They can also speak Midani.

Combat: Serpent lords regard themselves as healers and scholars, not fighters. They are always protected by at least four giant constrictor snakes with maximum hit points. It is not uncommon for a serpent lord to be attended by an additional 2-12 giant poisonous snakes and 2-8 spitting snakes (cobras). These guardians will fight to the death in order to protect their king or queen.

The serpent lord is endowed with strong magical powers. Each has the abilities of a 16th-level cleric with an 18 Wisdom, able to turn undead, and memorize the following number of spells: nine 1st level, nine 2nd level, eight 3rd level, seven 4th level, four 5th level, three 6th level, and one 7th level. They typically choose spells from the healing, necromantic, divination, protection, and charm spheres, but have been known to memorize combat spells as well. Their strong magical resistance protects them from the effects of most spells used against them.

Should their spells and guardians fail them, serpent lords can attack by coiling their serpentine body around an opponent and constricting for 4-24 points of damage. They can entangle up to eight man-sized opponents in their steel-like coils. Once a constriction attack has been successful, the victim takes damage automatically on subsequent rounds until freed. It requires a combined total of 70 Strength points to extricate a man-sized victim from a serpent lord's crushing embrace.

Habitat/Society: Serpent lords live in large, secluded caves in the wilderness, far from civilized lands. Their caves are typically found in barren, stony hills favored by snakes or in long-abandoned ruins.

Serpent lords are powerful monarchs. As king or queen of the snakes in a 20-mile radius of their lair, they can summon 10-20 normal and giant constrictors, 10-60 normal and giant poisonous snakes, and 10-40 spitting snakes to their defense if given



enough time (1-4 days). The reptiles normally found in the serpent lord's company are regarded as his friends and family as well as his guardians. They will not be sacrificed in combat foolishly or haphazardly. The serpent lord will personally protect his lesser cousins against powerful adversaries and predators.

Perhaps the biggest concern for the serpent lord and his protecting snakes is the acquisition of food. They are primarily carnivores, preferring lamb or beef; chickens and other birds will suffice, but fish is definitely out of the question. Serpent lords prefer their meat cooked whenever possible. Anyone bringing meat to a serpent lord will earn a -4 bonus on the reaction roll; anyone offering roasted or cooked meat to a serpent lord will earn a -10 on the reaction roll.

Serpent lords are widely sought after for their healing powers. Over the years, they tend to accumulate a considerable hoard, consisting mainly of gifts left behind in gratitude by cured patients. Serpent lords are not greedy or avaricious creatures, however, and will often bestow a precious jewel or jar of gold to a needy supplicant or a favored guest. Of those unable to afford luxuriant gifts in exchange for healing, a serpent lord might require that they start a fire, catch a wild pig or herd animal, and cook it for the serpent lord's dinner.

Serpent lords are sages as well as powerful healers. They are specialized in the the lore of herbalism, magical potions, and clerical magic in general. They are sometimes the guardians of a powerful clerical or religious magical item (like a *Book of Exalted Deeds* or a *Sword + 5, Holy Avenger*), yielding it up to whoever can perform a preordained quest.

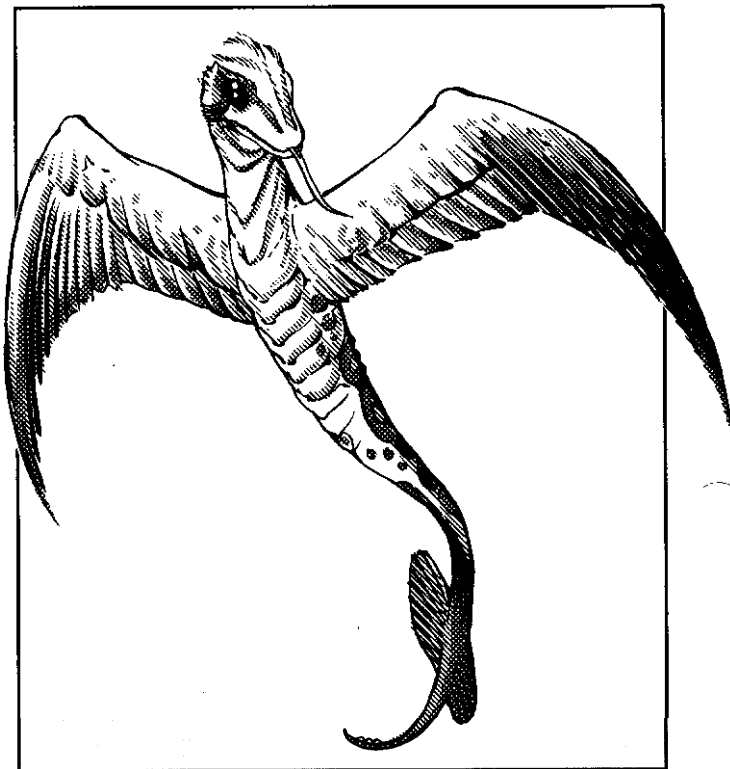
Ecology: Serpent lords are the champions and protectors of snakes in the wild. They devote almost all of their attention to the practice of healing.

A wide variety of powerful potions can be made from the brain of a serpent lord. The right half of the brain is extremely toxic and can be used to make poisons. The left half of the brain is nourishing and life-giving. It is a prime ingredient in *elixirs of life* and *potions of longevity*.

Serpent, Winged

MC13

CLIMATE/TERRAIN:	Tropical/Forests
FREQUENCY:	Rare
ORGANIZATION:	Flocks
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	12, Fl 18 (B)
HIT DICE:	4 + 4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Poison, spark shower
SPECIAL DEFENSES:	Immune to electricity
MAGIC RESISTANCE:	Nil
SIZE:	L (8-10' long)
MORALE:	Average (9)
LEVEL/XP VALUE:	1,400



Winged serpents, sometimes called spark snakes, are colorful reptiles that dwell in Zakhara's forests and jungles. Winged serpents come in many colors, ranging from sky blue and emerald green to raspberry red. They are supported by invisibly swift, gossamer wings, making them resemble reptilian hummingbirds. When their delicate wings are folded back, winged serpents can *spider climb* at will.

Combat: Winged serpents move with liquid grace and devastating speed. They always receive a -3 bonus to initiative.

The bite of a winged serpent inflicts 1d4 points of damage and injects the victim with a corrosive, acidic fluid. This poison has an onset time of 1 round and inflicts an additional 2d8 points of damage for the following 2 rounds (half damage if a save vs. poison is made).

By far the most dangerous attack of these reptiles is their sparklike breath weapon. Their wings beat so quickly that they build up a static charge from the ambient air (especially in the humid forest). A winged serpent can discharge this static electricity from its mouth in a spark shower, a cloud of dancing sparks and electrical energy 10 feet in diameter. Those caught in the area of effect take 2d8 (2-16) points of damage (half if a save vs. breath weapon is made). The spark shower will also ignite any exposed flammable objects, like clothes, hair, dry wood, or lamp oil. Once it has been discharged, it takes one turn for a winged serpent to build its static charge back up. All winged serpents are immune to electricity.

Winged serpents are vulnerable to fire-based attacks (especially their delicate wings), against which they save at penalty of -2. If a winged serpent fails its saving throw against a fire attack, assume that its wings are incinerated. Although this won't affect its ability to bite a victim, the serpent cannot use its breath weapon until the wings grow back.

Habitat/Society: Winged serpents must eat constantly in order to survive. They flit about the jungle in small flocks, searching for tropical fruits, from which they draw their nourishment. A winged serpent will fly up to one and inject it with corrosive venom. The venom breaks down the fruit into a soft, juicy mixture, partially digesting the fruit while it still remains in its skin. The serpent will then suck out the fruity pulp through the inci-

sions made by its fangs. A typical winged serpent will eat roughly ten times its weight in fruit each day, just to stay alive.

Winged serpents mate as often as they eat (i.e., incessantly), although they do not care for their young, which are born live and wingless. They are born with their spider climbing ability, which helps them climb fruit trees and search for food. The young are dark green in color to help them blend in better with the foliage, gaining their chromatic hues only after their wings mature. During the first few months of life, winged serpents are extremely vulnerable to an entire host of predators that roam the jungle heights (including mundane snakes, monkeys, and giant insects). Vestigial wings appear after a month of life, and become fully functional after three months.

Winged serpents have no permanent lair and hoard no treasure.

Ecology: Winged serpents play an important role in the jungle ecology. Like giant bees, they transport pollen from fruit tree to fruit tree and help with the distribution of seeds throughout the jungle. As adults, they have no natural enemies.

If captured during their first month of life before their wings have matured, they make excellent (if expensive) pets. They must consume a great quantity of fruit to survive, eating on average 100 gp worth of fruit each month (this cost might be reduced if a large orchard is available). A skilled animal trainer can teach a winged serpent up to three tasks or tricks per point of intelligence, which the creature will gladly perform (provided a supply of fresh fruit is constantly at hand). They can even be trained as guardians, although rogues have quickly discovered that unless they are extremely well-trained, they can be easily distracted by a decoy of aromatic, fresh fruit.

Few useful by-products can be obtained from a winged serpent. Their poison decomposes almost immediately after exposure to air, and their hide is too thin and fragile to serve as good leather. Their wings, however, if powdered and mixed with ink, can be used to inscribe a *protection from lightning* scroll.

	Young	Adult
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Uncommon	Rare to very rare
ORGANIZATION:	Solitary	Solitary or family
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High to Exceptional (13-16)
TREASURE:	R	W (D)
ALIGNMENT:	Any chaotic	Any chaotic
NO. APPEARING:	1	1 or 3-9
ARMOR CLASS:	3	0 or -3, Matriarch
MOVEMENT:	15	15
HIT DICE:	7	9 or 12, Matriarch
THACO:	10 (13)	8 (11) or 6 (9), Matriarch
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	8-11/8-11/9-15	8-11/8-11/9-15
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	30%	55%
SIZE:	L (10' tall)	L-G (12-15' tall)
MORALE:	Elite (14)	Elite (14)
LEVEL/XP VALUE:	5,000	10,000 Matriarch: 17,000



Silats are a race of female, shapeshifting hags that roam both the wilderness and cities of Zakhara in magical disguise, searching for food.

In their true form, a silat appears to be a giant female humanoid with pale green or blue skin and curved ram's horns curling from each side of her head. The size of the horns depends on the silat's age, growing a complete spiral every century or so. The hair is usually the same color as the skin, but of a darker hue. Their teeth and nails look like yellowed ivory, but are harder and sharper than obsidian.

In both their polymorphed and their natural shape, silats wear rags that barely cover their bent and wrinkled forms.

Combat: Although the shapeshifting abilities of silats vary with age, all possess strong magic resistance and superhuman Strength (19). They attack physically with their daggerlike claws and a vicious bite. Silats can only be affected by magical or iron weapons and regenerate at a rate of 1 hp/round. They are unaffected by poison or mind-influencing spells (illusions, charms, ESP, and the like).

Younger silats (up to a century old) can polymorph all but one part of their form (usually the feet) three times/day. They will always take great pains to hide these appendages by covering them with rags. Once silats reach adulthood (one to five centuries old), they can fully *polymorph self* at will. In addition, adult silats can cast *polymorph other* three times/day. The most ancient of silats (over five centuries old) are revered as matriarchs. They can *polymorph self* and *polymorph other* (-4 on opponent's save) at will and can *polymorph any object* three times/day.

Neutral and good silats use their polymorphing abilities to move unnoticed and unbothered through human and demihuman society, where they are most commonly (and unknowingly) encountered. Evil silats use their powers to attract victims, frequently posing as helpless old women in need (or flirtatious maidens) in order to lure unsuspecting youths to a

deserted location.

Habitat/Society: Silats are typically solitary creatures. They can be found just about anywhere in Zakharan society. While hunting for food, silats will pose as hideously ugly human females to discourage encounters.

In the wilderness, adult silats may be encountered alone, or with their family. Silats propagate their species by mating with ogre magi. Male offspring of such a union are ogre magi, while the female offspring are silats. Should a family be encountered, it will consist of an adult or matriarch silat with 1-4 sons (ogre magi) and 1-4 daughters (young silats).

Common to all silats is a desire to be left alone, and failing that, to be treated with respect. Every village or town has a story of a braggart who insulted a decrepit crone one day and was found sporting a donkey's tail the next. Even an evil silat will not attack one who bows respectfully and hails her politely with a friendly greeting. Those displaying refined manners and proper etiquette are rarely eaten and more often are helped on a quest or journey.

Ecology: Much of a silat's nocturnal activity cycle is spent in search of food. Neutral and good silats dine only on animal meat, while evil silats prefer human or demihuman flesh.

In spite of their parasitic or predatory relationship with human society, many humans and demihumans regard them with ambivalence, partly out of fear, but mostly because they are known to be extremely helpful to those approaching them in the proper manner.

Unfortunately, the "proper manner" of greeting a silat varies from individual to individual. With some, a polite salutation, such as "Peace upon you and your family!" may suffice. For others, a visitor might be required to perform a few minor chores, like tidying the silat's lair or combing her tangled hair. A few eccentric silats are known to only help visitors who perform the exact opposite of what was requested, polymorphing others into an embarrassing or ugly shape.

CLIMATE/TERRAIN:	Warm hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	(A)
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	3, Fl 48 (A)
HIT DICE:	10+10
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16/2-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (20' wingspan)
MORALE:	Elite (14)
LEVEL/XP VALUE:	10,000

The simurgh, sometimes called the king of the birds, is known to aid and protect other lawful good beings. It is a peace-loving and friendly creature, helpful and kind to all good creatures.

In its natural form, the simurgh has a male or female human face and the body of an enormous eagle with orange metallic feathers. Two pairs of golden wings sprout from its back, and its long tail feathers can spread into a magnificent fan that would make even a peacock jealous. On the ground or while perching, a simurgh uses its talons for support.

Simurghs speak the languages of all birds and creatures of the air (including air elementals and sakina). They can also speak Midani.

Combat: Although keenly interested in helping other good creatures, simurghs are pacifistic and will rarely enter into physical combat, even to save another being's life.

A simurgh can employ the following spell-like abilities at 10th level of ability (available once per round) at will: *detect invisibility*, *know alignment*, *infravision*, *shape change* (into the form of any small bird or human only), and *speak with animals/monsters* (birds and avian creatures only).

When the need arises, a simurgh will unfold its beautiful golden tail, which will begin to glow with all the colors of the rainbow, dazzling everyone nearby (friend and foe alike). The tail feathers shift in hue, constantly changing their fascinating, intricate patterns. Everyone within a 50-foot radius must save vs. spells or stand transfixed (hypnotized by the scintillating color) until 1d4 +1 rounds after the simurgh folds up its tail. Creatures must save each round they spend in the area of effect. Although it takes one round for a simurgh to unfold its tail and start the colors in motion, the dazzling display can be maintained indefinitely with little or no concentration. The unfolding of a simurgh's tail is usually the prelude to its hasty retreat.

If cornered with no avenue for escape, a simurgh can physically attack twice in a round with a powerful wing buffet (one from each set of wings). The wing feathers are not only metallic, but have razor-sharp edges, inflicting 2d8 points of damage. Their strong claws are not used in combat except when rescuing or transporting other good-aligned beings.



Habitat/Society: Simurghs are solitary creatures, about 65% of which are female. Although treated with respect and generally obeyed by most avian beings, simurghs are usually (about 70% of the time) found with a flock of admirers. This "court" of birds might include any of the normal birds (for instance, nightingales, sparrows, and swallows), small predators (hawks, eagles, or vultures), and giant-sized eagles, condors, or perhaps even a roc. These wandering "courts" of birds are only encountered far away from human habitation.

Simurghs keep no lair, except when mating, which occurs about once every six years. A mating pair prefers a mountain cavern, deep in the wilderness, in which to rear their young. Such a lair will include two adults and 1-3 helpless young. (Treat these young as having half the hit dice of their parents; they have no attacks except their shimmering tail. Allow a +3 bonus on saves against the hypnotizing effect of the tail.) The simurghs will be guarded by 3-12 giant eagles and 1-2 rocs. The mated pair separates after the young are old enough to care for themselves (about 2-3 years old).

Simurghs have no interest in collecting or keeping material wealth or treasure.

Ecology: Because of the astonishing beauty of their tails, simurghs are frequently hunted, especially by humans who dwell in the mountainous regions of Zakhara.

The golden tail feather of a simurgh, if freely given, is strongly magical. Described by some as "a piece of the sun," it radiates *continual light* and will hypnotize any and all creatures within a 50' radius (including the owner, if he is not careful; all creatures viewing the feather get a +3 bonus on their saving throws vs. spell). A simurgh's tail feather is needed to concoct a *potion of rainbow hues* and to enchant a *robe of scintillating colors*. It can also be used to inscribe *color spray*, *hypnotic pattern*, *rainbow pattern*, *prismatic spray*, *prismatic wall*, and *prismatic sphere* scrolls.

CLIMATE/TERRAIN:	Any stone (near desert)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	D
ALIGNMENT:	Neutral good
NO. APPEARING:	1 or 1-4
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type or spell
SPECIAL ATTACKS:	Suggestion
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M(5'tall)
MORALE:	Steady (12)
LEVEL/XP VALUE:	5,000

Stone maidens are exquisitely beautiful damsels that dwell in rock formations, standing stones, and the walls of secluded caverns and caves.

A stone maiden is said to have a face like the moon, eyes like a gazelle, and lips like rose petals. She looks like a beautiful human or elven female, wearing simple, loose fitting robes and veils. She favors garments that reflect the kind of stone she inhabits. A stone maiden dwelling in a sandstone might wear dusty red, while one living in a basalt cave would favor black.

Combat: Like a gazelle, stone maidens are shy, peaceful, and quick to flee. If angered or provoked, however, they become dangerous opponents. They can fight with any weapon provided, but almost always prefer to use magic. Stone maidens can cast the following spells at 14th level of ability, once per round, three times/day: *animate rock*, *meld into stone*, *spike stones*, *stone shape*, *stone tell*, and *suggestion*.

If confronted with hostile adversaries, a stone maiden's first action will be to use her powerful *suggestion* (-3 on saves) and attempt to convince the adversaries to leave. Failing that, she will escape by casting an improved version of *meld into stone*, which allows her to step into any rock formation and remain there indefinitely. Using this improved version of the spell, she can use her other magical abilities as desired while safely enclosed in the protective rock.

A stone maiden's most powerful attack is her ability to *animate rock*, which causes a man-sized stone to move at up to 60 feet per round and attack her adversaries (AC 1, HD 11, hp 28-84 (28d3), THACO 15, Dmg 14-28 (14d2)). If a man-sized stone is not available for animating, she can create one using *stone shape*. She will only use this attack if seriously threatened (by a group with mining tools, for instance).

Finally, a stone maiden will use her *stone tell* ability to gather information about potential visitors to her lair, casting *spike stones* to hinder their approach should they be manifestly evil creatures.

Because of their powerful bond with the Elemental Plane of Earth, stone maidens are not harmed by earth-affecting magic.

Habitat/Society: Stone maidens have a mystic bond with the particular rock formation or standing stone of which they are



(literally) a part. They will never stray more than a quarter mile from this stone; if forcibly removed they lose 1 hit point per turn until they perish.

Over the years, stone maidens may acquire treasure, either as booty from evil creatures driven from the proximity of their lairs or as suggested gifts from rude or pushy desert nomads, some of whom consider it a great accomplishment to have a former stone maiden to add to their collection of wives.

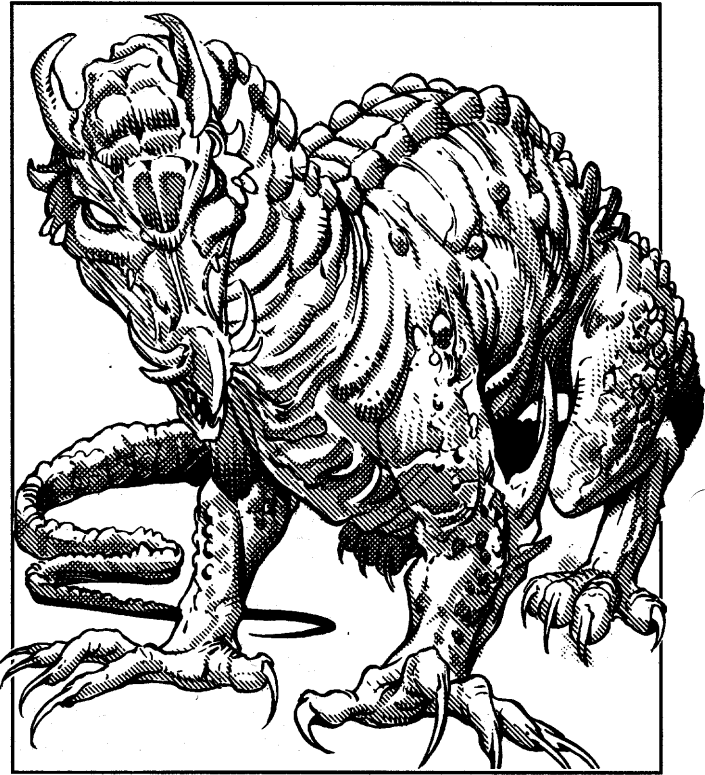
Many stone maidens have lairs near gold or gem deposits and use their magical talents to gather and shape treasure into pleasing shapes and sizes. They will keep their cache hidden inside a stone near their lair, enclosing the treasure in solid rock using their stone-shaping ability.

According to some legends, stone maidens are the ancestors of a desert priestess who was stolen from her tribe and imprisoned in stone by an evil dao. The stone maidens are thus thought to be searching for a way to remove their curse and return to their former nomadic existence. But, while some stone maidens appear melancholy (supporting the desert nomads' legends), there are just as many who are content, assertive, and self-reliant, manifesting no apparent need to be "rescued" from any curse.

The task of freeing a stone maiden is described in legends as a monumental undertaking, usually involving the recovery of one of the maiden's personal possessions (a veil, for instance) from a powerful dao or genie. Should the token be returned, the stone maiden's link with the Elemental Plane of Earth would be broken, and she would lose all spell-like abilities forever, becoming a normal woman.

Ecology: Stone maidens sometimes act as protectors for the lands and desert in a quarter-mile radius of their lair. More often than not, however, these withdrawn creatures play little or no part in Zakhara's ecology.

CLIMATE/TERRAIN:	Tropical/Hills or desert
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 (2-9)
ARMOR CLASS:	3 (base)
MOVEMENT:	18 Jp 6
HIT DICE:	8 (base)
THAC0:	13
NO. OF ATTACKS:	3 and 1
DAMAGE/ATTACK:	1-4/1-4/2-12 and 2-8 (+combat modifier)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	Huge (25' base)
MORALE:	Elite (14)
LEVEL/XP VALUE:	Variable



Age	Body Lgth.(')	Tail Lgth.(')	AC	HD	MR	Treasure	XP Value
1	1-4	1-5	7	2	Nil	Nil	420
2	4-12	5-10	6	4	Nil	Nil	975
3	12-20	10-18	5	6	Nil	Nil	3,000
4	20-28	18-26	4	8	Nil	Nil	5,000
5	28-35	26-32	3	9	5%	D	8,000
6	35-42	32-40	2	10	10%	D,Y,U	11,000
7	42-50	40-48	1	11	15%	D,Y,U	12,000
8	50-58	48-56	0	12	20%	D,Y,U	14,000
9	58-66	56-64	- 1	13	25%	D,Y,Ux2	15,000
10	66-72	64-70	- 2	14	30%	D,Y,Ux2	16,000
11	72-80	70-78	- 3	15	35%	D,Y,Ux2	17,000
12	80-88	78-86	- 4	16	40%	D,Y,Ux3	18,000

A vishap is a flightless Zakharian dragon, a crafty and cowardly creature that preys on the weak and flees the strong. They are sly, cunning predators that fight through stealth and deceit. Like all dragons, vishaps are exceedingly vain and greedy.

Despite its great size, a vishap can run, climb, and jump with surprising agility, although it likes to foster a sedentary image in order to catch its opponents off-guard. The scales of a vishap can blend in perfectly with its surroundings (lending it a +4 bonus in surprise situations).

Like other dragons, the vishap has excellent sight, smell, and hearing. Its senses allow it to detect invisible creatures or objects in a 10' radius per age category. Vishaps are adept linguists; they can fluently speak Midani of Zakhara, and up to five additional languages.

Unlike their western cousins, vishaps have no clairaudience ability with respect to their lairs; they have no breath weapon nor can they cast spells. They exude no dragon fear. A vishap must survive by its wits alone. Given their penchant for destruction, however, most lead short, violent lives.

Combat: Using their camouflage ability, vishaps will watch a potential target for days, learning its strengths and weaknesses before attacking. After a vishap has surveyed its target, it will usually approach to speak with its target. Weak, fearful victims are immediately attacked. Weak victims that flatter the vishap

might be spared if they swear to yield all treasure or serve the vishap as slaves. Victims who display a willingness for combat will be left alone after the interview and attacked at a later date when they can be caught by surprise.

A vishap can physically attack one creature with its teeth and claws; it can also lash its tail at up to four man-sized creatures, doing 2d4 points (base damage) to each victim. Victims must make a Dexterity check or lose their footing and be unable to attack during the subsequent round.

Vishaps are immune to all enchantment/charm spells from birth. As they age, they gain the following additional powers: *Young:* sleep 2/day; *Juvenile:* invisibility 1/day; *Adult:* suggestion 1/day; *Very old:* charm monster 1/day; *Venerable:* undetectable lie 1/day.

Habitat/Society: These dragons lair in shallow, open caverns where they have a commanding view of the approach and entry. Vishaps will always have at least one secret plan of escape should they be cornered in their lair.

Ecology: Vishaps are carnivores, although they may stoop to eating carrion or plants in order to survive. They greatly relish human and demihuman flesh. Vishaps have been known to work together and enslave entire villages, thriving on the villagers' fear-induced worship.

CLIMATE/TERRAIN:	Tropical/Fresh and salt water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-6/0
MOVEMENT:	1, Sw 2
HIT DICE:	51-70
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	10-100
SPECIAL ATTACKS:	Swallow
SPECIAL DEFENSES:	Immune to poison, magic weapon needed to pierce shell
MAGIC RESISTANCE:	Nil
SIZE:	G (200-350' diameter)
MORALE:	Fearless (19)
LEVEL/XP VALUE:	46,000 + 1,000 per HD over 51

The zaratan is an enormous, passive turtle found in the warm currents of Zakhara's seas. Thankfully, the zaratan spends most of its existence in a profoundly deep slumber.

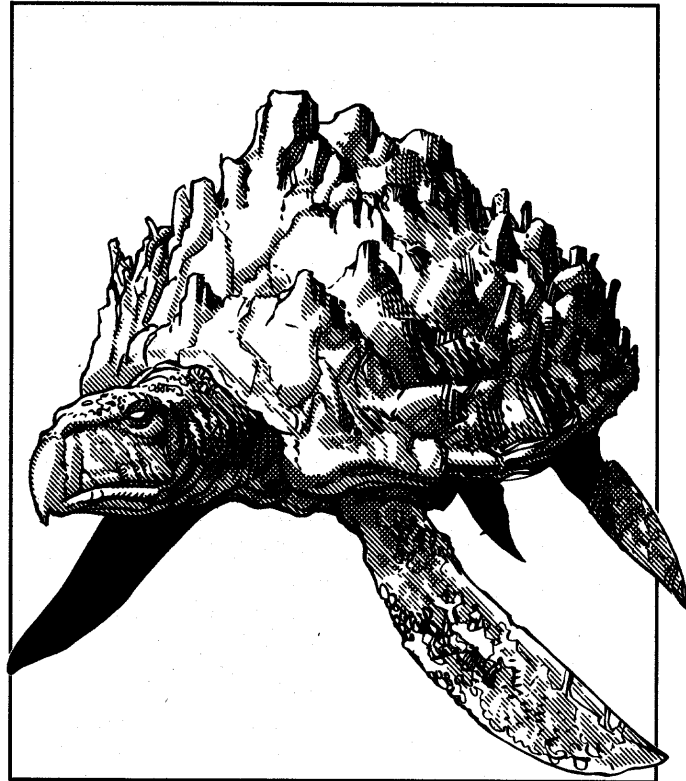
The shell of a zaratan (plural, zaratani) looks like a sloped, rocky mound several hundred feet in diameter. The zaratan's head, over 50 feet across, is often mistaken for a partially-submerged, barnacle-encrusted boulder. The zaratan usually keeps its eyes shut, covered with stony lids that blend with the rest of its head in texture and color. The zaratan's four flippers, each over a hundred feet long, appear to be small reefs, supporting a variety of corals, barnacles, and small fish. The zaratan's rocky shell is considered AC -6, while its head and flippers are only AC 0. In its dormant state, a zaratan appears to be a small, floating island.

Combat: More often than not, once wakened from its slumber, a zaratan will react to an enemy by withdrawing into its rocklike shell, against which nonmagical weapons have absolutely no effect. In addition, no known poison will affect a zaratan with its incredibly slow metabolism. A zaratan will remain in its shell for 1-10 years (if not further provoked) before re-emerging.

However, if pestered and wounded for more than 5% of its total hit points, a zaratan becomes a terrible opponent. Although it attacks last in every round, a single bite from its 40' maw delivers 10-100 points of damage and will swallow any beings within a 10' radius of its target (no save), should its attack roll succeed by 4 more than needed.

The stomach of a zaratan is a tough, tube-shaped cave. Usually there is enough stale, trapped air for a creature to survive indefinitely (if they survived the bite attack), but creatures trapped within also suffer 2 points of damage per day unless they can figure out a way to protect themselves from the stomach's corrosive digestive juices. The stomach lining is AC 5. Damage equal to 5% of the zaratan's total hit points (a case of painful indigestion) will result in the victims' regurgitation. A zaratan's stomach might contain just about anything, depending upon the whim of the DM, from pieces of driftwood and chunks of ships, to weapons, armor, and even a small amount of treasure (suggested type Z).

After a battle, a zaratan will immediately fall into a deep slumber, which typically lasts 1-100 years.



Habitat/Society: The slow metabolism of the zaratani assure them incredibly long (if uneventful) lives, measured in millennia. The zaratani are said to have been floating in the sea long before the genies first visited the Land of Fate.

At any given time, a zaratan is 99% likely to be sleeping. As it slumbers, it keeps its mouth wide open. Any small to man-sized creatures stupid enough to swim inside (large fish mostly) are reflexively swallowed. The zaratan spends the rest of its time either mating or conversing with others of its own kind.

Every few centuries, by sheer coincidence, a pair of zaratani will drift into each other. Should they awake (and be of the opposite sex), they will mate. The courtship ritual may take decades, and the mating itself lasts as long as a year.

The zaratani communicate with one another in a language similar to that of the whales. Conversations between the zaratani often last decades. On rare occasions, they have been known to communicate with other beings via telepathy.

Ecology: The older a zaratan gets, the longer it sleeps. As a result, many actually become indistinguishable from a floating island or reef, supporting their own mini-ecosystems on their broad, rocky carapaces and underbellies. Many sport stunted palm trees and vegetation on their shells.

The older and wiser zaratani are perfectly content to be attended by lesser symbiotic beings, provided the symbiotes are not too bothersome and don't interfere with a zaratan's sleep. A few are known to support small, uncivilized villages, while others have even been used as a mobile base for pirates and corsairs!

Visitors will find most inhabitants of a zaratan highly superstitious. Many revere their island home as a god. They believe (rightly) that were their deity to awaken due to hunger, their island might sink beneath the sea, destroying their village. As a result, these villagers strive at every opportunity to keep the zaratan well-fed and content, sacrificing large quantities of caught fish and even visitors to placate their floating deity.

CLIMATE/TERRAIN: Freshwater rivers and lakes
FREQUENCY: Very rare
ORGANIZATION: Bands

ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: High to Genius (13-18)

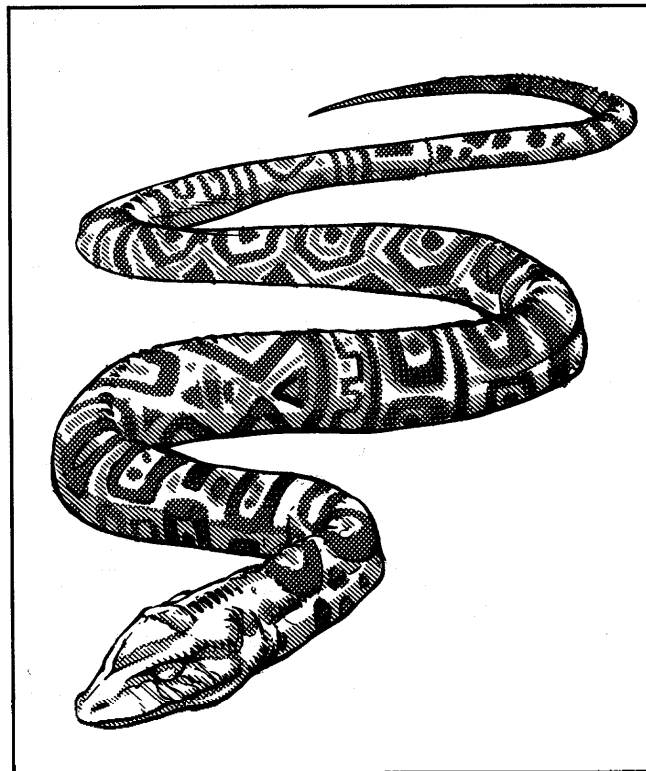
TREASURE: W
ALIGNMENT: Chaotic neutral

NO. APPEARING: 1-6
ARMOR CLASS: 5
MOVEMENT: 12, Sw 12

HIT DICE: 5 + 1
THAC0: 15
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 30%
SIZE: M (6-12' long)
MORALE: Average (10)
LEVEL/XP VALUE: 2,000



The zin are spirit snakes that dwell at the bottom of rivers and lakes. They are shapeshifting, bardic pranksters, delighting in spreading merriment, song, and mischief among the surface dwellers that travel near or across their domains.

In their true form, zin look like pale blue or green snakes. Along their backs, the scales depict a mottled blue and green mosaic pattern, unique to each individual zin. Their coloration makes them difficult to spot while swimming, but they can easily be spotted while resting on a river or lake bed.

Combat: Zin all have 60' infravision. They can polymorph into human or demihuman form at will and are most often encountered in this form. The zin each possess the talents and spell abilities of a 5th-level bard, with either the sa'luk, rawun, or barber kits. They can learn four wizard spells (three 1st-level and one 2nd-level), typically choosing from the enchantment/charm and illusion schools (*ventriloquism* and *Tasha's uncontrollable hideous laughter* are long-standing zin favorites). Zin equip themselves with the accoutrement typical of a traveling bard. They delight in using magical items.

Although each individual zin possesses a bardic voice, when they play and sing together as a band, their music takes on a supernatural quality that it did not possess before. In order for this eldritch music to be effective, the zin must be within 10 feet of one another. Spells "cast" by a band are extremely difficult to resist (-1 on saves per zin present) and depend upon the number of zin in the band (per the following table).

Duo: *hold person* or *suggestion*
Trio: *charm monster* or *emotion*
Quartet: *Leomund's lamentable belaborment* or *chaos mass suggestion* or *charm plants*
Quintet: *charm plants*
Sextet: *demand* or *Otto's irresistible dance*

The spell "repertoire" is cumulative (i.e., a quartet knows the spells of a trio and duo). A zin band can collectively cast any spell from their repertoire, once per round, at a level equal to three times the number of zin present.

In their natural form, zin can physically attack with their bite. The victim suffers 1-6 points of damage and must save vs. poison or fall into a catatonic slumber for 24 hours. Upon awakening, the unfortunate will most likely find himself completely

naked and probably (if the zin have a malicious streak) dangerously close to the lair of an unpleasant monster.

Habitat/Society: Bands of zin dwell together in air-filled caverns at the bottom of rivers and lakes. They are carnivores, subsisting mainly on a diet of fish.

When bored, a group of zin will approach a camp of travelers passing nearby and ask for protection for the night. During their visit, the zin will stretch the limits of the PCs' hospitality with bawdy jokes and a few pranks. If the hosts retain their composure, the zin will perform a small concert in their honor, casting all of the spells in their repertoire to achieve the most humorous and entertaining results (from the point of view of the zin, that is).

Should the hosts adhere to the code of hospitality, they will have at last earned the respect of the zin, who will lavish on them a concert of merriment, song, and mirth lasting the remainder of the evening. In the morning, the zin will wish their hosts luck and long life and trouble them no further.

If the hosts are offended by the zin's antics and betray the sacred trust of hospitality (by attacking one of the zin), the band will attempt to flee into the darkness and plague the party for the remainder of their journey with a nightly concert. At the DM's discretion, on their final nightly visit, the zin will curse their poor hosts with the *evil eye* (no saving throw).

Ecology: Zin only care about music, dancing, and having a good time (frequently at the expense of others). They have little concern for the world around them or its ecology, although they will quickly take offense at anything defiling the body of water in which they live.

The hide of a zin is highly prized by all rogues. Zin-hide sandals will increase a rogue's chances of climbing walls and moving silently by 10%. Of course, openly wearing such sandals will earn a rogue the immediate enmity of most zin encountered thereafter (-10 on reaction rolls), who might decide they want a pair of sandals made from the rogue's skin.

TABLE 1: APPROPRIATE MONSTERS LIST

MC13

This section lists monsters from the previous volumes of the *Monstrous Compendium* that are appropriate for the AL-QADIM™ campaign. “Name” refers to the creature in question, “Section” refers to the entry in which the creature is found, and “Comp.” refers to the volume of the *Compendium* in which the entry is found (“MC1” and “MC2” refer to Parts 1 & 2 of the *Compendium*; “FR1” refers to the first FORGOTTEN REALMS® appendix (MC3); “FR2” refers to the second FORGOTTEN REALMS appendix (MC11); “DL” refers to the DRAGONLANCE® Appendix; “GH” refers to the GREYHAWK® appendix; “OP” refers to the Outer Planes appendix; and “Psi” refers to the *Complete Psionics Handbook*).

Section	Name(s)	Comp.	Section	Name(s)	Comp.
Anenome, giant		DL	Lamia		MC2
Animal, Herd	Camel, Cattle, Antelope, Sheep	MC1	Lammasu	Lesser, greater	MC2
Ant	Giant	MC2	Lich		MC1
Ant Lion, Giant		MC2	Lizard	Fire, giant, minotaur	MC1
Ape, Carnivorous		MC2	Manticore		MC1
Baboon	Wild	MC2	Mummy		MC1
Baku		Psi	Naga	Guardian, spirit, water	MC2
Bat	Common, Giant	MC1	Nereid		MC2
Bear	Black	MC1	Night hag		OP
Beetle	Fire	MC2	Nightmare		OP
Boar	Wild	MC1	Nymph		MC1
Bonesnapper		GH	Octopus		MC2
Bunyip		FR1	Ogre	Ogre, ogre mage	MC1
Cats, Great	Cheetah, Jaguar, Leopard, Lion, Tiger	MC1	Owl	Common, giant, talking	MC1
Centipede	Giant, Huge, Megalo-	MC1	Plant, carnivorous	Cactus, vampire	GH
Chimera		MC1	Rakshasa	Rakshasa, greater rakshasa	MC1
Cockatrice		MC1	Rat	Common, giant	MC1
Crocodile	Crocodile, giant crocodile	MC2	Ray	Manta, pungi, sting	MC1
Crustacean, Giant	Giant crab, giant crayfish	MC2	Rhaumbusun		FR1
Dogs	Wild, blink, death	MC1	Roc		MC2
Dolphin		MC2	Sandling		MC2
Dragonne		MC2	Scorpion	Large, huge, giant	MC1
Eagle	Wild, giant	MC2	Sea Lion		MC2
Eel	All types	MC2	Shadow		MC1
Elemental	Air, earth, fire, water	MC1	Shark	Common	MC2
Elephant	African	MC1	Shedu	Lesser, greater	Psi
Ettin		MC2	Skeleton	Skeleton, monster	MC1
Genie	Jann, marid, djinn, dao, efreet	MC1	Snake	All types	MC1
Ghost		MC1	Spectre		MC1
Ghoul	Ghoul, lacedon, ghastr	MC1	Sphinx	Androsphinx, criosphinx, gynosphinx, hieracosphinx	MC2
Giant-kin	Cyclops	MC2	Spider	All types	MC1
Hag	Annis, green, sea	MC2	Squid, Giant		MC2
Harpy		MC1	Tempest		FR2
Hatori		DL	Thylacine		FR1
Hawk	Large, small (falcon), blood hawk	MC2	Turtle	Sea, giant and snapping, giant	GH
Haunt		MC2	Tyrg		GH
Hornet	Hornet, Wasp	MC1	Vampire		MC1
Horse	Light, pony, wild, riding, mule	MC1	Vulture	All types	FR1
Hyena	Hyena	MC1	Water weird		MC2
Jackal		MC1	Whale	Common, killer	MC1
			Wolf	Common, dire	MC1
			Zombie	Common	MC1

ENCOUNTER TABLES

LAND-BASED ENCOUNTERS

Deep Desert

2	Djinn or efreeti
3	Dao or jann
4	Hyena or ghost-mount
5	Scorpion, large or huge
6	Vulture, normal or centaur, desert
7	Bandit or dog, wild
8	Debbi or wolf
9	Horse or camel, desert
10	Lion, or camel, dromedary
11	Nomad or pilgrim
12	Herd animal or jackal
13	Mason wasp, giant or Maskhi
14	Ogre or hatori
15	Snake, giant poisonous or vishap
16	Silat, young or great ghul
17	Snake, constrictor or poison
18	Ogre, giant or giant, desert
19	DM's Special
20	DM's Special

Desert Border

2	Camel, dromedary or desert
3	Ghost-mount or hatori
4	Mason wasp, giant or harpy
5	Merchant caravan or great ghul
6	Nomads or centaur, desert
7	Spider, huge or large
8	Horse or herd animal
9	Lion or debbi
10	Merchant caravan
11	Jackal or vulture, normal
12	Patrol or fire beetle
13	Ogre or heway
14	Pilgrim or owl
15	Bandit or wolf
16	NPC party or silat, young
17	Lycanthrope, werehyena
18	Vishap or harpy
19	DM's Special
20	DM's Special

Plain or Scrub

2	Boar, wild or tiger
3	Dog, wild or debbi
4	Elephant, African or ghost-mount
5	Genie, tasked, herdsman or harpy
6	Hyena or lycanthrope, were-lion
7	Bandit, nomad, or pilgrim
8	Scorpion or bat, large or huge
9	Spider, huge or large
10	Vulture, normal or horse
11	Herd animal or baboon
12	Snake, constrictor or poison
13	Lion or centaur, desert
14	Lycanthrope, werehyena or ogre
15	Mason wasp, giant or jackal
16	Ghoul or maskhi
17	Snake, giant poisonous
18	Silat, young or ant-lion, giant
19	DM's Special
20	DM's Special

Rough or Hill

2	Ammut or copper automaton
3	Herd animal or dwarf, hill
4	Vishap or harpy
5	Ogre or mule
6	Spider, large or huge
7	Vulture, normal
8	Debbi or owl
9	Bandit or fire beetle
10	Tiger or dog, wild
11	Lion or wolf
12	Nomad or bat, common
13	Scorpion, large or wasp, giant
14	Silat, young or ant-lion, giant
15	Snake, constrictor or poison
16	Baboon or elephant, African
17	Boar, warthog or wild
18	Genie, tasked winemaker
19	DM's Special
20	DM's Special

Mountain

2	Dwarf, mountain
3	Genie, dao
4	Ogre or harpy
5	Spider, large or huge
6	Vulture, normal or great ghul
7	Bandit or pilgrim
8	Cockatrice or bat, common
9	Debbi or fire beetle
10	Scorpion, huge or large
11	Ghoul or wolf
12	Herd animal or dog, wild
13	Lion or tiger
14	Manticore or falcon, small
15	Silat, young or ant-lion, giant
16	Snake, constrictor or poison
17	Snake, giant poisonous
18	Yak men
19	DM's Special
20	DM's Special

Forest

2	Boar, warthog or wild
3	Elf or lycanthrope, were-lion
4	Dog, wild or wolf
5	Elephant, African or ashira
6	Ogre or elephant bird
7	Hornet, giant
8	Debbi or horse
9	Jaguar or owl
10	Giant, jungle or fire beetle
11	Lion or tiger
12	Baboon or leopard
13	Pilgrim or bat, common
14	Scorpion, large or huge
15	Silat, young or ape, carnivorous
16	Snake, constrictor or poison
17	Snake, giant constrictor or poison
18	Spider, giant or huge
19	DM's Special
20	DM's Special

Inhabited or Patrolled Areas

2	Wilderness Table
3	Lycanthrope, were-hyena
4	Lycanthrope, were-lion
5	NPC party
6	Pilgrim or traveler
7	Freeman or peasant
8	Freeman or peasant
9	Patrol or fire beetle
10	Silat, young
11	Nomad or raider
12	Merchant
13	Merchant
14	Bandit or wolf
15	Herd animal
16	Boar, wild
17	Ogre
18	Genie, tasked, winemaker or artist
19	DM's Special
20	DM's Special

Aerial Encounters

2	Sakina
3	Simurgh
4	Dragonne
5	Chimera
6	Wasp or Hornet, giant
7	Mason wasp, giant or harpy
8	Serpent, winged or roc
9	Genie (djinn or efreet)
10	Elephant birds or vulture, normal
11	Ogre mage or maskhi
12	Common bird or owl
13	Eagle or falcon
14	Lammasu or shedu
15	Roc, great
16	Common bird or bat
17	Buraq or hama
18	Roc, two-headed
19	DM's Special
20	DM's Special

NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise, the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted (See "NPC parties" in MC2).

AL-QADIM™ Terrain Guide

Plain: meadow, savanna.

Scrub: brush, bush, thickets.

Forest: groves, jungles, woods.

Rough: badlands.

Hills: bluffs, ridges.

Mountains: high peaks.

Desert: barrens, flat, waste, dunes.

Fresh water: lake, pond, pool, river.

Salt water: lake, ocean, sea.

ENCOUNTER TABLES

DM Special Table

A special encounter can also be a natural hazard (either a gale at sea, or a sandstorm on the desert) or an encounter with a known NPC.

01-02	Ammut
03-04	Asuras
05-06	Baku
07	Black cloud of vengeance
08-09	Buraq
10-12	Camel of the pearl
13	Copper Automaton
14-16	Genie, dao
17-19	Genie, djinn
20-22	Genie, efreet
23-25	Genie, marid
26	Genie, noble dao
27	Genie, noble djinn
28	Genie, noble efreet
29	Genie, noble marid
30-31	Genie, tasked, architect/builder
32-33	Genie, tasked, artist
34-35	Genie, tasked, guardian
36	Genie, tasked, slayer
37	Genie, tasked, warmonger
38-39	Genie, tasked, winemaker
40-42	Ghul, great
43	Ghost
44	Ghoul
45	Ghast
46	Ghost-mount
47	Hag, annis
48	Hag, green
49	Hama
50-52	Lammasu (10% greater)
53	Lich
54-55	Sabu lord
56-57	Living idol
58-59	Markeen
60	Mummy
61	Naga, guardian
62	Naga, spirit
63	Night hag
64	Nightmare
65	Nymph
66-67	Ogre mage
68-69	Rakshasa
70-71	Rom
72-73	Sakina
74	Serpent lord
75-77	Serpent, winged
78-80	Shedu (10% greater)
81-84	Silat, adult (10% matriarch)
85-87	Simurgh
88	Spectre
89-90	Sphinx, andro-
91	Sphinx, crio-
92	Sphinx, gyno-
93	Sphinx, hieraco-
94-95	Stone maiden
96	Tempest
97	Vampire
98-00	Vishap

AQUATIC ENCOUNTERS

Salt Water Surface

2	Shark, giant
3	Depths encounter
4	Ghost ship
5	Pahari
6	Giant, reef or island
7	Dolphin or whale
8	Seaweed or strangleweed
9	Shark or barracuda
10	Fisherman
11	Merchant
12	Pirates, small boats
13	Warship
14	Pirates, large ship
15	Turtle, giant sea
16	Hazard (navigational)
17	Crocodile, giant
18	Aerial encounter
19	DM's Special
20	DM's Special

Salt Water Depths

2	Shark, giant
3	Squid, giant
4	Shark
5	Nereid
6	Sea hag
7	Giant, reef
8	Lacedon
9	Ray, manta
10	Fish school
11	Fish school
12	Hippocampus
13	Octopus, giant
14	Anenome, giant sea
15	Snake, sea
16	Pahari
17	Barracuda
18	Giant, reef
19	DM's Special
20	DM's Special

Fresh Water Surface

2	Depths encounter
3	Aerial encounter
4	Snake, giant constrictor
5	Crocodile, giant
6	Naga, wahren
7	Hazard (navigational)
8	Pirate, small boats
9	Fisherman
10	Merchant
11	Crocodile, normal
12	Seaweed
13	Bunyip
14	Water weird
15	Turtle, giant snapping
16	Spider, giant water
17	Hippopotamus
18	Crocodile, giant
19	DM's Special
20	DM's Special

Fresh Water Depths

2	Snake, giant constrictor
3	Sea weed or strangleweed
4	Crocodile, giant
5	Crab or crayfish, giant
6	Fish school
7	Fish school
8	Turtle, giant snapping
9	Eel, giant
10	Bunyip
11	Heway
12	Lacedon
13	Naga, water
14	Genie, marid
15	Nereid
16	Zin
17	Sea hag
18	Water weird
19	DM's Special
20	DM's Special

Aerial Land, or Depths Encounters: Roll on the appropriate table. If the encounter is not suitable, then none occurs.

Surface encounters: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

Fish School: This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack, unless commanded by magical means. If panicked, they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1-2 to 1-8, depending on size).

Ghost Ship: This is a lost ship, manned by undead. Although it can be seen at any time, it will usually attack only at night, when its masters are at full power. Roll percentile dice once for the crew and once for their leaders. Crew: 01-40 = 10-40 skeletons; 41-80 = 10-40 zombies; 81-00 = 10-30 lacedons. Leaders: 01-30 = 1-3 spectres; 31-60 = 1-2 ghosts; 61-90 = 1-2 vampires; 91-00 = 1 lich.

Hazard (navigational): This can ground or damage a vessel that does not have a pilot familiar with the waters. Such hazards such as sandbars and submerged logs often change position. They can be circumvented by rolling a successful navigation proficiency check.

Pirates, small ships: This encounter involves 1-6 small vessels, ranging in size from small launches and outrigger canoes to barijans. The ships are crammed with a total of 20-120 seafaring thieves and fighters of 1st-3rd levels, led by four 4th level mates, a 6th level lieutenant, and an 8th level captain (10% chance for a 6th-9th level wizard). Common pirates wear leather armor; leaders wear chain mail. All are armed with knives and swords; 25% also carry bows, 50% spears, and 25% pole arms.

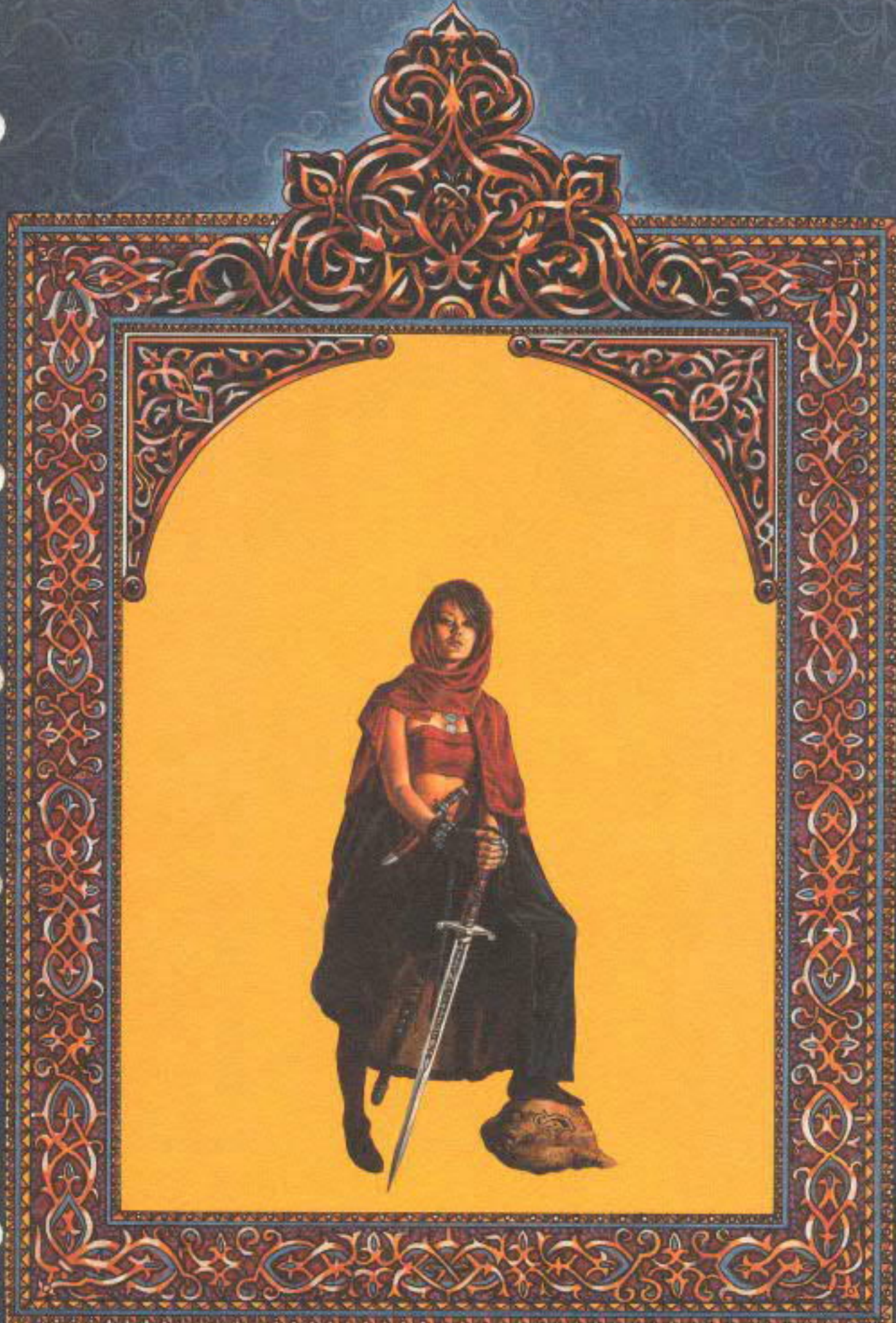
Pirates, large ship: This encounter involves either a drommond (40%), great galley (40%), or galleon (20%). The ship is crammed with 100-300 seafaring thieves and fighters of 1st-4th levels, led by four 5th level mates, a 7th level lieutenant, and a 10th level captain. There is a 40% chance for a 7th-10th level wizard and/or priest (check for each). Common pirates wear studded leather armor; leaders wear chain mail and shield. All are armed with knives and swords; 50% also carry bows, 25% spears, and 25% pole arms. The ship is further armed with 0-3 ballistas and catapults.

Seaweed: This includes both floating masses of weed and beds at the bottom. The former slow ships by 50%. The latter are 30-300' high and reduce vision to 10 feet. Both provide 40% chance for another encounter if entered.

COMPILED STATISTICS TABLE

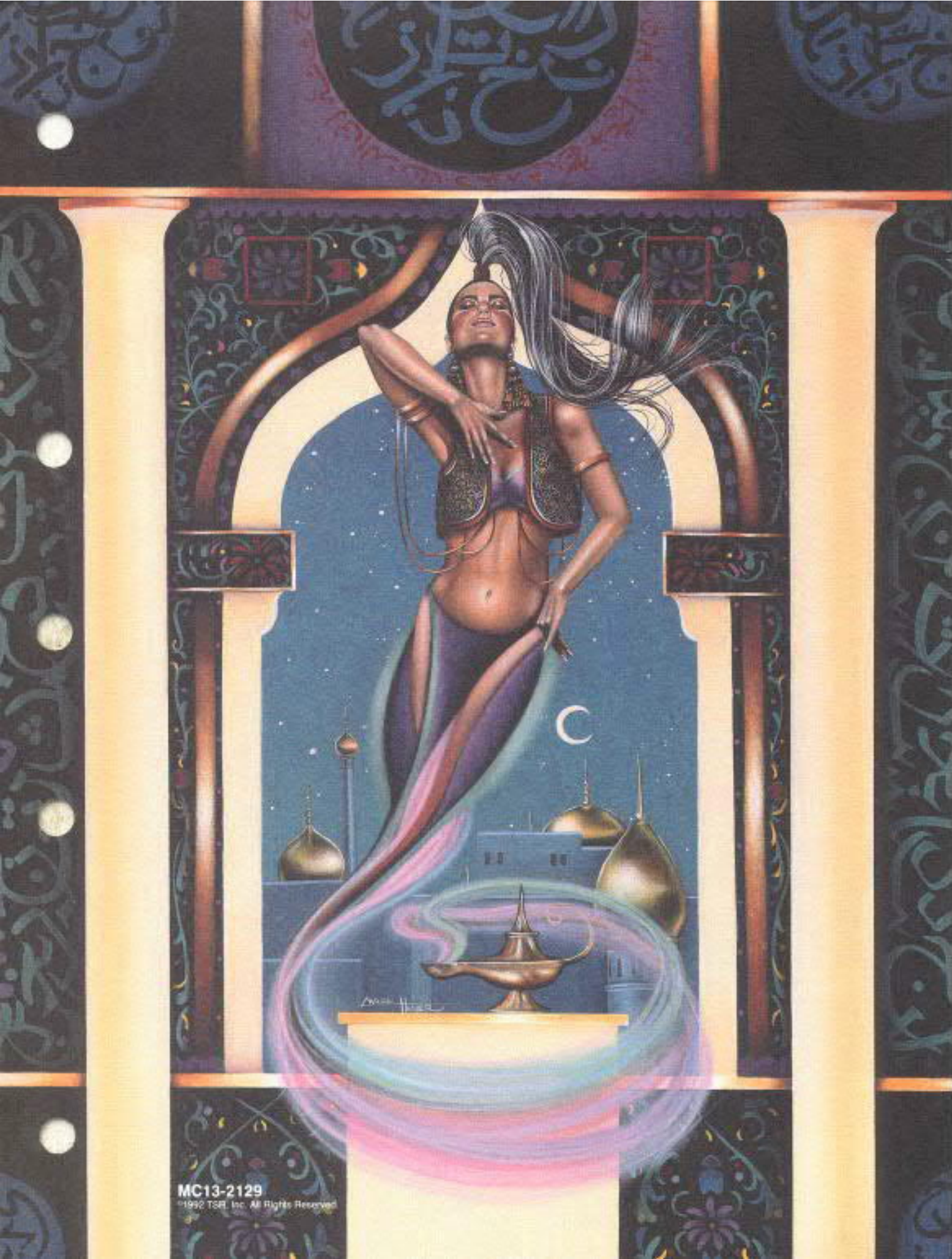
MC13

Name	#AP	AC	MV	HD	THACO	#AT	DMG	SA	SD	AL
Ammut	1-12	3	9,Sw12, Br3	6	15	1 or 2	2-16 or 1-8/1-8	Yes	No	NE
Ashira	2-12	7	12	3	17	2	1-6/1-6	Yes	Yes	CG
Asuras	1(2-200)	-2	12, Fl 33 (A)	8	13	3	1-10/1-10/1-8	Yes	Yes	CG
Black Cloud of Vengeance	1	-3	Fl 24 (E)	15-20	Varies	2	Varies	Yes	Yes	CE or N
Buraq	1-4	4	27, Fl 27 (C)	5	15	3	1-6/1-6/2-12	Yes	Yes	NG
Camel of the Pearl	1(2-12)	6	24	5	15	2	1-8/2-12	Yes	Yes	LG
Copper Automaton	1 or 3-18	3	9	6	15	2	2-12/2-12	Yes	Yes	N
Centaur, Desert	1-8 or 4-32	6	21	3	17	3	1-4/1-4 and weapon	Yes	No	NG or CG
Debbi	1-8	7	15, Cl 6	1+1	19	1	1-4	Yes	No	NE
Desert Camel (camel)	1-12	7	21	3	16	1	1-4	Yes	No	Nil
Dragon, Zakharan (vishap)	1(2-9)	3 (base)	18, Jp 6	8 (base)	Varies	3and1	1-4/1-4/2-12 and 2-8 (base)	Yes	Yes	NE
Elephant Bird	10-100	5	Fl 18(C)	3+3	17	1 or 3	1-10 or 1-4/1-4/1-6	Yes	No	N
Gen	1	5	9, Fl 12 (B), Sw 12	Varies	Varies	1	1-6 or 2-12	Yes	Yes	Varies
Genie, Noble Djinn	1	1	12, Fl 36 (A)	10+3	9	1	3-24	Y	Y	CG
Genie, Noble Efreeti	1	-1	12, Fl 30 (B)	13	7	1	4-32	Y	Y	LE
Genie, Noble Dao	1	0	12, Fl 21 (B), Br 9	12+3	7	2	4-24/4-24	Y	Y	NE
Genie, Noble Marid	1	-2	12, Fl 21 (B), Sw 30	16	5	2	8-32/8-32	Y	Y	Any C
Genie, Tasked, Architect	1	4	15	9	11	1	4-24	Y	Y	N
Genie, Tasked, Artist	1	5	9	7	13	1	1-6	Y	N	CN
Genie, Tasked, Guardian	1	-4	15	14	7	4	1-10 (x4) or by wpn +8 (x4)	Y	Y	Any L
Genie, Tasked, Herdsman	1-100	6	21	3	17	1 or 2	by wpn	Y	Y	N
Genie, Tasked, Slayer	1	-2	24, Fl 30 (B)	12	9	2 or 3	2-16/2-16 or by wpn + 9 (x3)	Y	Y	NE
Genie, Tasked, Warmonger	1	4	12	7	13	1	1-10 or by wpn +4	Y	Y	LE
Genie, Tasked, Winemaker	1	8	12	2	19	1	1-6 or by wpn	Y	Y	N(G)
Ghost Mount	1	5	30	3	17	3	1-8/1-8/1-6	Y	Y	NE
Ghul, Great	1-3	0	18 (Br 3 or Cl 12)	4	15	3	1-6/1-6/2-12	Y	Y	NE
Giant, Desert	2-20	1	15	13+2-4	7	1	1-10 or 2-12 + 7	Y	Y	N
Giant, Jungle	1 or 1-6	3	15, Cl 6	11+6	9	1 or 2	2-16 + 9 or 2-12 + 9/2-12 + 9	Y	Y	N
Giant, Reef	1 or 1-4	0 or -4	15, Sw 12	18+1-6	5	1	1-10 or by wpn + 10	Y	Y	N
Hama	1	2 (7)	1, Fl 30	1	20	2	1-3/1-3	Y	Y	Any
Heway	1-2	7	12, Sw 6	1+3	19	1	1-3	Y	Y	CE
King of Birds (simurgh)	1	1	3, Fl 48 (A)	10+10	11	2	2-16/2-16	Yes	Yes	LG
Living Idols	1	4	6, 3, or nil	8-18	3	1	4-32	Yes	Yes	Any N
Lycanthrope, were-hyena	2-12	5	12	5+1	15	1	2-12 or by weapon	Yes	Yes	NE
Lycanthrope, were-lion	2-8	7	15, Jp 3	6+6	15	3	1-6/1-6/2-12	Yes	Yes	LE
Markeen	1	7	12, Fl 18 (B)	2	19	1	1-6 or by wpn	Y	N	ANY
Maskhi	2-40	6 or 0	9, as animal, or 0	4+1	17	2	1-3/1-3 or by weapon	Yes	Yes	CN
Mason-Wasp, giant	1-2	2	6, Fl 21 (B)	6+1	15	2	4-16/ 1-4	Yes	Yes	NG
Mountain camel (camel)	1-12	7	21	3	16	1	1-4	Yes	No	Nil
Nasnas	3-30	6	9	2+2	17	1	by weapon +5	Yes	Yes	LE
Pahari	2-20	7	12, Sw 18 or Sw 24	3-6	Varies	1	by weapon or spell	Yes	Yes	CG
Racing camel (camel)	1-12	7	24	2+2	16	1	1-4	Yes	No	Nil
Rom	1-8	1	12	15+1	2	1	1-10 + 8	Yes	Yes	LE
Sabu Lord	1-2	3/4	12, Jp 6	8+8	13	3	1-6/1-6/2-16	Yes	Yes	N
Sakina	1	-4/0	Fl 48 (A)	7+7	13	1	3-18	Yes	Yes	CG
Serpent Lord	1	-2	6	16	5	1	4-16	Yes	Yes	LG
Serpent, Winged	2-8	5	12, Fl 18(B)	4+4	17	1	1-4	Yes	Yes	N
Silat, young	1	3	15	7	10	3	8-11/8-11/9-15	Yes	Yes	Any C
Silat, adult	1 or 3-9	0 or -3	15	9 or 12	8 or 6	3	8-11/8-11/9-15	Yes	Yes	Any C
Stone Maiden	1 or 1-4	8	12	5	15	1	by weapon or spell	Yes	Yes	NG
War camel (camel)	1-12	7	21	3+3	16	2	1-6/1-6	Yes	No	Nil
Zaratan	1	-6/0	1, Sw 2	51-70	5	1	10-100	Yes	Yes	N
Zin	1-6	5	12, Sw 12	5+1	15	1	1-6	Yes	Yes	CN



MC13-2129

©1992 TSR, Inc. All Rights Reserved.



MC13-2129

©1992 TSR, Inc. All Rights Reserved



MC13-2129

©1992 TSR, Inc. All Rights Reserved.

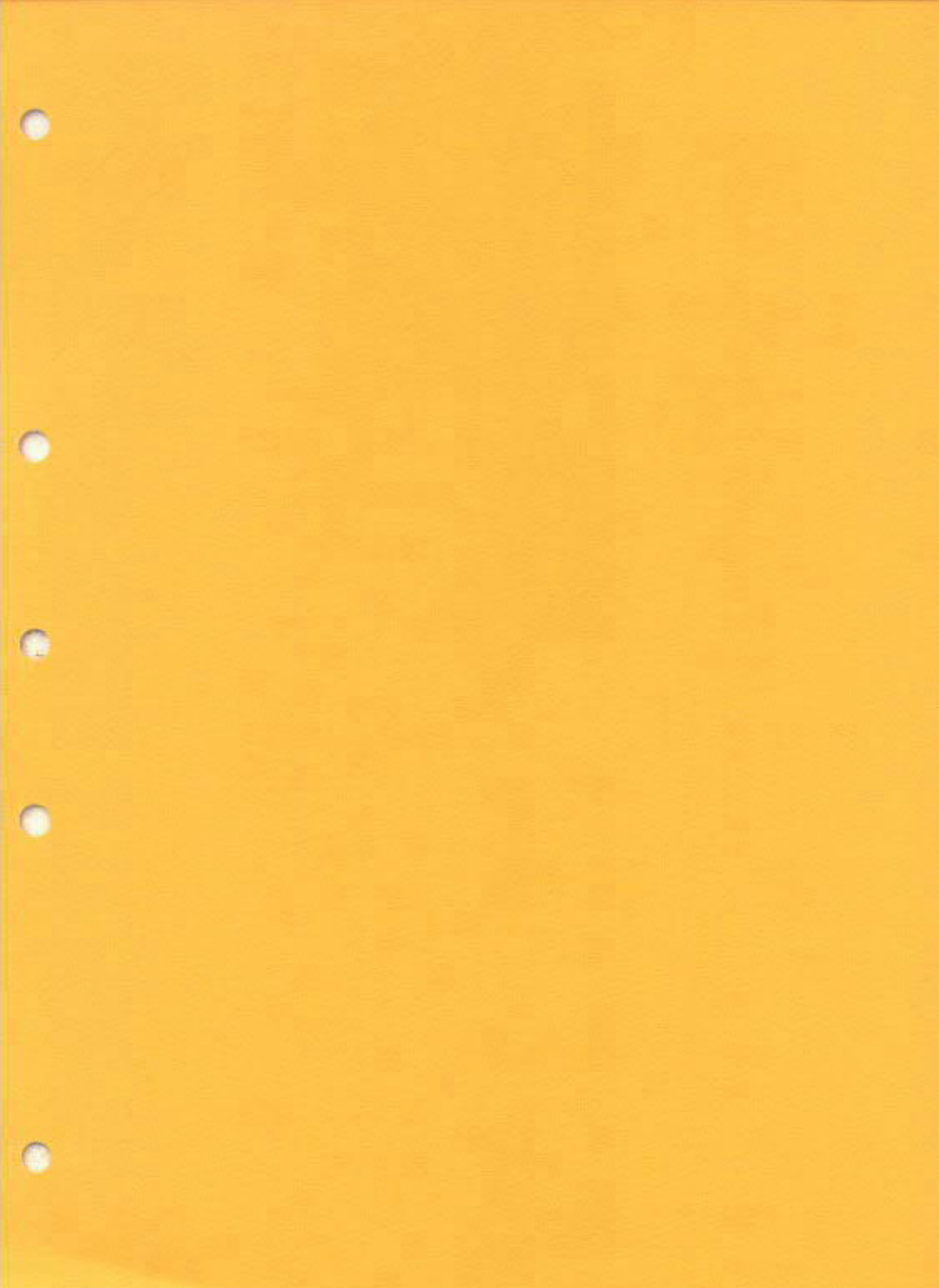


MC13-2129

©1992 TSR, Inc. All Rights Reserved.







Advanced Dungeons & Dragons[®] 2nd Edition

Monstrous Compendium



Glittering treasures lie undisturbed in darkened caves. Angry genies seethe in magically-sealed bottles. Gigantic birds of prey roost atop unscalable mountain peaks. Sea serpents twist and slither beneath blue waves. Alongside a world of stunning beauty and idyllic leisure exists a harsh realm of legendary beasts and monsters.

The AL-QADIM™ appendix for your Monstrous Compendium contains 64 pages of monsters drawn from the fables of the Middle East. The creatures in this appendix are perfect for an AL-QADIM campaign, or for spicing up any AD&D® game desert setting.

TSR, Inc.
POB 756
Lake Geneva
WI 53147 U.S.A.



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc.
AL-QADIM and the TSR logo are trademarks owned by TSR, Inc.
©1992 TSR, Inc. All rights reserved. Printed in the U.S.A.

\$10.95 U.S.
\$13.50 CAN
£6.99 U.K.

