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Al-Qadim™

A Dozen and One Adventures

CAMPAIGN

by
Steven Kurtz



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Advanced Dungeons & Dragons[®]
2nd Edition

Al-Qadim[™]
A Dozen and One Adventures
CAMPAIGN

Muluk,
City of Kings



A Dozen and One Adventures

Adventure Book

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Adventure 1

Flick of The Tail

“A fish in the pot is worth two in the sea.”

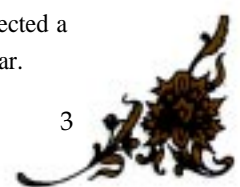
Old fisherman’s proverb.

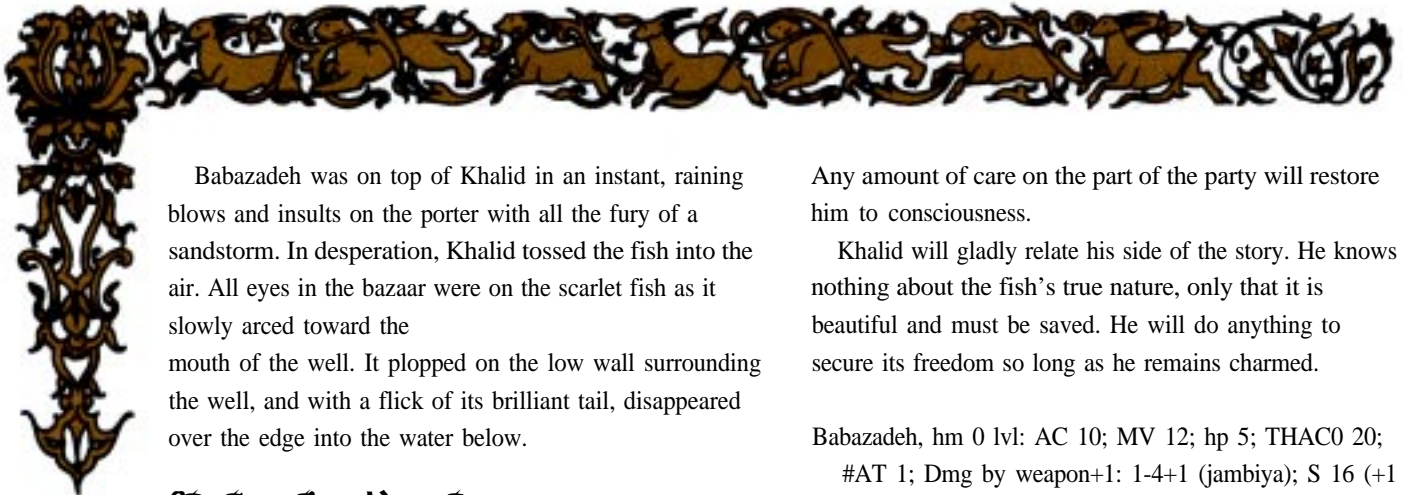
Babazadeh has never been a lucky fisherman. Today, when he cast his net along the coastline west of Muluk, his efforts yielded nothing except some bloated coconut husks and a rusted anchor. Babazadeh threw his net into the sea one last time and called upon Fate for better luck. When the time came for him to draw in the net, he discovered he had caught a magnificent fish, covered in ruby scales that flashed like fire in the afternoon sun.

Babazadeh was disentangling the brilliantly-colored fish from his nets when it squirmed in his hands and begged him for its release. At first Babazadeh was astonished and apologized to the fish, but he soon regained his senses and explained that selling it in the bazaar would bring enough money to feed his family for a year. The fish promised great wealth in exchange for its freedom, but the fisherman ignored its desperate pleas. Sealing it in a pot, the fisherman carried his valuable catch back to the city.

When he reached the grand bazaar, other stall keepers were amazed to see him carrying such a heavy pot and asked to see what it contained. Having heard these same merchants mock and ridicule him countless times in the past, the fisherman proudly uncovered the jar. Immediately, the ruby-scaled fish stuck out its head and regarded its audience with a calm stare. Among the merchants and stall tenders watching the fish was a young porter named Khalid. When the eyes of the fish and the kind-hearted porter met, Khalid knew that he must act at once to save the beautiful creature from a dinner plate. Without further thought, he snatched the fish and ran.

At first, Babazadeh and the rest of the merchants were too astonished to do anything but stare in wonder at the audacious theft of the porter. While the other stall tenders laughed at the fisherman’s most recent turn of ill fortune, Babazadeh set off in pursuit of Khalid. The chase did not last long, since had Fate directed a large mule train to cut off the young porter’s escape near a well in the bazaar.





Babazadeh was on top of Khalid in an instant, raining blows and insults on the porter with all the fury of a sandstorm. In desperation, Khalid tossed the fish into the air. All eyes in the bazaar were on the scarlet fish as it slowly arced toward the mouth of the well. It plopped on the low wall surrounding the well, and with a flick of its brilliant tail, disappeared over the edge into the water below.

Starting The Adventure

“Flick of the Tail” is designed for a party of beginning level characters (1st-2nd level each) and starts in the grand bazaar (Area 2) of Muluk, depicted on the colored Mapsheet. The adventure can begin whenever the party wanders into the bazaar and notices a large crowd assembled near one of the many wells. The throng is assembled around the fight between Babazadeh and Khalid. The characters see Khalid toss the fish into the well, after which Babazadeh pounds Khalid and swears even more furiously. At last, with the young porter a bruised heap on the ground, Babazadeh turns his eyes skyward and calls upon Fate for a second time, praying to Kor and the Loregiver to be delivered from this devastating ill-fortune.

The fisherman begins pleading with the crowd, asking for help to retrieve his lost fish at the bottom of the well. Seeing that the excitement has ended, the audience throws a few disparaging remarks at the unlucky fisherman and disperses, leaving the miserable Babazadeh standing beside the well with the bloodied porter and the PCs.

The fisherman wants nothing more than to recover his catch; he eagerly explains how valuable his talking fish would be if sold in the bazaar, and promises the party half of his profit if they can retrieve it from the bottom of the well. Although he admits that the fish might not be what it seems, what matters to him is earning enough money to feed his family. If he can earn that money by selling a sorcerous “genie fish” (as he calls it), then so be it.

The young porter, charmed by the fish into aiding her escape, was knocked senseless by Babazadeh’s beating.

Any amount of care on the part of the party will restore him to consciousness.

Khalid will gladly relate his side of the story. He knows nothing about the fish’s true nature, only that it is beautiful and must be saved. He will do anything to secure its freedom so long as he remains charmed.

Babazadeh, hm 0 lvl: AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg by weapon+1: 1-4+1 (jambiya); S 16 (+1 dmg); AL N.

Khalid, a charmed hm 0 lvl: AC 9 (Dex bonus); MV 12; hp 0 (3); THAC0 20; #AT 1; Dmg by weapon: 1-3 (knife); S 15; D 15; AL NG.

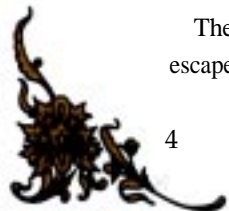
The Fish’s Secret

The scarlet creature that Babazadeh caught was not a fish at all, but a young pahari named Salana, who is described in detail on a separate NPC sheet. Until she reaches maturity, Salana is dependent on the sea for survival and loses 1 hp for each hour she is separated from her watery home (this damage can be magically healed, using spells like cure light wounds). She can only change her form while in sea water. The DM should keep close track of time during this adventure; the party has at most nine hours to locate Salana and return her to the sea before she dies.

Down The Well

Unbeknownst to either the fisherman or the porter, the well connects to a nearby bath house via an underground conduit. The bath now stands abandoned on a side street near the bazaar, its reputation ruined by the nocturnal visitations of the silat Kadiga who has claimed the site as her lair. Kadiga has a profound hatred of the bath house’s owner, the merchant Yodfah, but the reason for that hatred is left up to the DM to develop.

The DM is free to locate the bath house anywhere he desires in Muluk. The numbered encounters for the site start below; the corresponding maps appear on Card 1.





1. Well. The 6-foot-diameter well is circled by a low stone wall. Water can be drawn up in a bucket using a line hitched to a donkey. Over 50 feet deep, the well is filled to a depth of 20 feet with cool, fresh water. There is no sign of the fish or any treasure, but there is a small, brick-lined tunnel. The conduit is 2 feet by 3 feet, and filled with 9 inches of water. Characters will have to slough through on their hands and knees.

2. Cistern. The narrow tunnel from the well leads into the top of a cistern, filled with 9 feet of water. There are no ledges or protrusions so characters will have to tread water to stay afloat. Two underwater tunnels, each 3 feet in diameter, exit the cistern, heading north and east; faint light can be seen filtering through the eastern tunnel.

3. Cool Pool. After 30 feet, the eastern tunnel opens into a shallow bathing pool, lined with glazed green tiles. The heavy iron grating that used to cover the mouth of the tunnel lies on the bottom of the pool, twisted into a pile of scrap.

4. Cool Room. When the public bath was still functional, this room served as a cool-down chamber where visitors would relax after bathing. Now, the room is a shambles. Most of the colored tiles covering the walls have been ripped off and scattered across the floor, along with animal fur, feathers, and bird dung. In the western wall, the former entrance to the room, leading to the rest of the bath-house, has been walled over with bricks.

A nest of giant centipedes rests underneath an overturned marble bench along the northern wall. If the broken tiles on the floor near the bench (or the bench itself) are disturbed, the centipedes attack.

The centipedes have no treasure, but markings on the wall above the overturned bench bear the following message: "The evil eye is upon you! Respect your Elders!" The writing, gouged deeply into the cement, is spelled backward.

A narrow window pierces the eastern wall 11 feet above the floor, providing an easy exit to a small, deserted

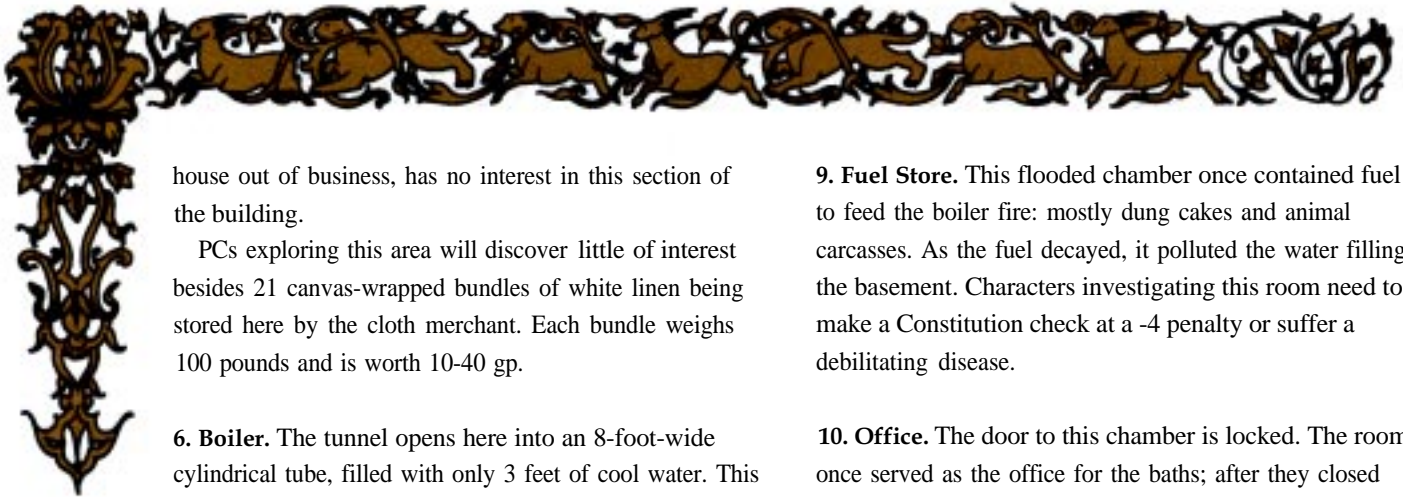
alley adjacent to the bazaar. The scratched wall beneath it provides a +15% bonus on a rogue's climb walls ability. Kadiga, the silat in area 15, now uses this window as her main exit during her infrequent forays to obtain food.

Centipedes (12): Int non-; AL N; AC 9; MV 15; hp 2 each; THAC0 20; #AT 1; Dmg Nil; SA Poison (save at +4 or fall paralyzed for 2-12 hours, onset time 2-8 rounds); SZ S (1'); ML 5-7; XP 35.

5. Warehouse. This section of the public baths has been converted to a warehouse by its owner, a rich merchant named Yodfah. Yodfah currently rents the warehouse to a cloth merchant, who uses the space to store white linen. Because this section of the building has been walled off from the vandalized and flooded sections, it is unlikely that the PCs will explore here during the adventure.

The only entrance to this area is the locked front door, which opens into a busy street. All windows have been bricked shut. Kadiga, content with running the bath





house out of business, has no interest in this section of the building.

PCs exploring this area will discover little of interest besides 21 canvas-wrapped bundles of white linen being stored here by the cloth merchant. Each bundle weighs 100 pounds and is worth 10-40 gp.

6. Boiler. The tunnel opens here into an 8-foot-wide cylindrical tube, filled with only 3 feet of cool water. This is actually a large copper boiler, fed by the cistern and used to heat water for the bath's warm pool, area 12. One of Kadiga's first acts of vandalism was to punch a wide hole through the boiler, flooding the basement of the bath house. PCs can see through the 1 foot by 3 foot hole in the side of the boiler into area 7.

7. Boiler Room. Slaves once stoked the fires here that warmed water for the hot pool and provided heating for the sweat chambers. Now, the domed chamber is flooded with 5 feet of dark, foul-smelling water. Those swimming in the brackish liquid must make a Constitution check or suffer the effects of a debilitating disease (see p. 209 of the *PHB*).

The tops of two arches, leading to areas 11 and 9, can be seen through the hole in the boiler in area 6.

8. Hypocaust. This area can only be reached by diving through the filthy water under the boiler. When the baths were functioning, hot air from the fire under the boiler would circulate in this 3-foot-high, cramped space underneath the sweat rooms (areas 13-15). Now, this area serves as the lair for a trio of poisonous snakes, who will attack any PCs crawling around their home. Note that because of the confined space, PCs will only be able to use short or thrusting weapons to fight the snakes.

Snakes, poisonous (3): Int Animal; AL N; AC 6; MV 15; HD 2+1; hp 7, 9, 11; THAC0 19; #AT 1; Dmg 1; SA Poison (save at +1 or take 2-8 points of damage at a rate of one point per round, onset time 2-12 rounds); SZ S (5 feet long); ML 8; XP 175.

9. Fuel Store. This flooded chamber once contained fuel to feed the boiler fire: mostly dung cakes and animal carcasses. As the fuel decayed, it polluted the water filling the basement. Characters investigating this room need to make a Constitution check at a -4 penalty or suffer a debilitating disease.

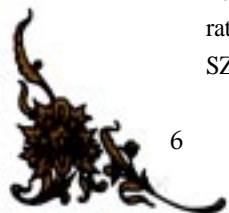
10. Office. The door to this chamber is locked. The room once served as the office for the baths; after they closed down, most of the valuable items were removed, but some remain. A search of the room will reveal a document cabinet, 10 sealed clay pots, a brass lamp, and a small lap desk.

The cabinet is half-filled with about three dozen ledgers which contain information about the daily maintenance of the business. Behind the ledgers, in the back of the cabinet, is a small, forgotten purse containing 25 gp. The ledgers themselves are worthless. The clay pots each contain four pints of rose- and clove-scented oil, used in the baths. Each pot is worth 10-40 gp and weighs 12 pounds. The lamp is unremarkable (5 gp), but the lap desk is intricately carved out of mahogany, with a hinged lid and a hollowed space for pen and parchment. The storage compartment is currently empty. The lap desk is worth 75 gp and weighs 10 pounds.

11. Sealed Exit. This door is locked and nailed shut from the outside, requiring a successful bend bars roll to budge. PCs listening at the door will hear the loud sounds of the busy street and bazaar outside, and those using this exit (except at night) are certain to draw attention to themselves.

12. Hot Pool. After 10 feet, the narrow tunnel from the boiler opens into a pool lined with ceramic, heat-retaining tiles, arranged in hexagonal patterns. The pool is otherwise similar to area 3.

13. Hot Bath. Three tiers of benches climb the walls of this short chamber, covered with thick dust. The walls, floor, and ceiling are covered with ceramic tiles that give





the chamber a dark, heavy feeling. The air is stale and smells faintly of decay.

PCs will notice that the tiles near the pool are already wet and a moist trail can be clearly seen leading back and forth from the room's only exit. If the PCs listen, they can hear a faint, absent-minded humming or crooning coming from area 15.

14. Bones. Three tiers of benches rise along the walls covered with mounds and heaps of white bones. Although the overall effect is quite ghastly, a close inspection of the bones reveals that none are human, belonging to small animals instead: dogs, cats, rodents, even a young mule. The western arched exit has been walled shut. The humming mentioned in area 13 comes from the southern exit.

15. Elder. In the center of this chamber, kneeling on a hole-ridden carpet, sits a withered old woman rocking slightly from side to side, all the while humming to herself unintelligibly. Three tiers of benches rise up around her, covered with strange objects. On the lowest bench sits a ceramic bowl. The ruby-scaled fish lies in the bowl, its mouth and gills gaping in labored breathing.

The old woman is Kadiga, a polymorphed adult silat, who has claimed this part of the bath house as her lair. When Salana swam into the pool in area 12, Kadiga noticed her immediately and snatched her out of the water at once. At the moment, Kadiga isn't sure whether she wants to save the fish for her collection of treasures or eat her.

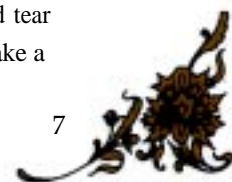
Kadiga appears to be an eccentric old woman, contentedly humming unintelligible phrases to herself. Before the running the adventure, prepare a few stock phrases (such as SHIF YM, TFIG, YTTERP SHIF, etc.) for the silat and practice saying them backward to clue the PCs in to the fact that she only understands backward speech. She tries her best to communicate (speaking backward, of course) with PCs who try talking to her in any normal language, but she appears annoyed if any PCs start playing with her treasures.



Spread out on the three tiers of benches, Kadiga keeps an assortment of items gleaned from the streets of the city: two ceramic bowls (1 sp); a dirty porcelain tea pot (25 gp); a purse containing 27 sp, 13 gp, and 1 pp; a vial of perfume (10 gp); some tattered garments (1 sp); a wooden bucket (4 sp); a silver spoon (1 gp); a camel brush (1 sp); a jambiya (4 gp); a gold ring (100 gp, actually a +1 ring of protection); a dented metal mirror (7 gp); a silver earring (50 gp); a worn-out broom (10 cp); a gem-studded anklet with a broken clasp (250 gp); a small crystal prism (25 gp); and an elephant goad (2 gp).

Of course, Kadiga's latest treasure is Salana, still in the form of a ruby-scaled fish. Salana's current hp total will depend on how many hours it took the party to reach here. She should have enough strength to explain to the party that she must be returned to the sea or she will perish.

Attacking Kadiga is paramount to suicide, for in all likelihood the silat will assume her normal form and tear the party to pieces. Instead, the party will have to take a





more diplomatic role, trying to convince the silat to surrender her fish. The key to communicating with Kadiga is realizing that she speaks and understands only words spoken backward. Until then, she jabbars insistently in backward speech to the party unless they do something rude, like trying to steal one of her treasures. She will fix the offending PC with a withering glare and unless apologies are forth-coming, the silat will attempt to polymorph the PC into a fish.

Kadiga is not evil and has no intentions of harming the party. She will let the party have the fish, but will demand at least two services in return. These are left to the amusement of the DM, but they should be small and fairly trivial. For instance, Kadiga might ask a PC to use her broom to sweep her lair (PEEWS!), use the camel brush to comb her hair (RAIH YM SHURB), etc. In short, the PCs should perform at least two humbling, menial tasks for the silat's amusement.

In addition, the silat might be willing to bequeath some of her treasure to the party if they entertain her well (DM's discretion). The DM should feel free to distribute some of the silat's treasure to reward good role-playing on the part of the PCs.

Kadiga, a polymorphed adult silat: Int High (14); AL CN; AC 0; MV 15; HD 9; hp 48; THAC0 8; #AT 3; Dmg 8-11/8-11/9-15; SA polymorph other, 3/day; SD magical or iron weapons to hit, regenerate 1 hp/round, immune to poison, illusions, and charm-related spells, polymorph self at will; MR 55%; SZ M (L, 12' tall); ML 15; XP 10,000. See the AL-QADIM™ Appendix to the Monstrous Compendium for more details.

Concluding The Adventure

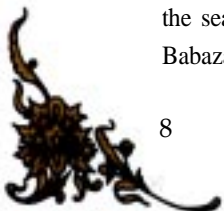
Once they have released Salana from Kadiga, the PCs will have to decide how to get out of the complex. The window in area 4 will provide the most clandestine exit; using either the well (area 1) or the doors (area 11) will alert Babazadeh to the party's success. Getting Salana to the sea should not prove too much of a problem (once Babazadeh has been dealt with). Either the city docks or

any of the beaches just outside the city walls should be fine.

As soon as Salana is immersed in the sea, she assumes her mermaid form to thank the party for saving her. In gratitude, she dives to a nearby oyster bed and returns with a kelp-wrapped bundle containing dozens of the mussels. After shucking the oysters, the PCs will discover a total of 11 pearls (1 worth 500 gp, 2 worth 100 gp, 8 worth 50 gp). Before leaving, she names a place familiar to the PCs where they can come and look for her, should they need her help in the future. If one of the party members was polymorphed into a fish by Kadiga, she consults with her relatives (who arrive shortly to welcome her back) to polymorph the PC back to his original form (the party should receive no pearls in this case unless they were especially valiant while saving Salana). It is suggested that the DM give the party a 3,200 XP story award for successfully completing the adventure.

This adventure introduces some colorful NPCs to the party. If the PCs learn how to communicate with Kadiga, she can provide a wealth of information about the city, which she has thoroughly explored while polymorphed. As for Salana, she will show up again to introduce the PCs to "Zarastro's Three Daughters." Khalid, once his charm wears off, might be persuaded to join the party as a henchman fighter (1st level). Babazadeh, regardless of the adventure's outcome, will feel cheated and will bemoan his miserable Fate at the hands of the PCs to any in the bazaar who will listen. Although not a powerful enemy, the tragi-comic fisherman should provide the PCs with a persistent antagonist until he is appeased with at least a few pieces of gold.

Though not encountered during this adventure, the owner of the abandoned bath house—Yodfah—will develop into one of the party's arch enemies, especially if the party participates in the next adventure.





Adventure 2

Nine Flawed Sapphires

Six months ago, a naive traveling merchant from Qudra purchased nine sapphires from Yodfah, a well-known and powerful merchant of Muluk. Thinking that the stones would make a beautiful gift for his favorite wife, the noble had them worked into a necklace after he returned home and presented the jewelry to his wife.

Now she was a wise woman, and while she was greatly flattered by her husband's present, she perceived that the sapphires were all flawed, fit for little better than gravel on the bottom of her husband's carp pool. Rather than reveal this and let her loving husband think that she did not appreciate his gift, she made up her mind to be avenged secretly on the gem merchant who had taken advantage of both her and her husband. To accomplish this, she sent her most trusted and cunning maid servant, Ayyam, to spy on Yodfah and gather enough information to bring about the dishonest merchant's ruin.

Three months ago, Ayyam infiltrated Yodfah's household as a waiting woman in the merchant's harem. From Yodfah's loose-lipped wives, Ayyam learned that the merchant is involved in running a secret business and clandestinely hiding his earnings from the Caliph's tax collectors. Ayyam knew that if she could obtain these records and show them to the tax collectors, the merchant would be heavily fined and thrown into prison. Ayyam's patience was recently rewarded when she tricked one of the merchant's foolish wives into revealing the protected location of his hidden records. All she needs now is a group of skilled and discreet individuals to retrieve the records for her.

Starting The Adventure

"Nine Flawed Sapphires" is designed for a party of low-level characters (2nd-4th level). The adventure starts anywhere in Muluk, but takes place in Sakina Falls Canyon, mapped on Card 1. Through her local contacts in Muluk, Ayyam locates the PCs and tries to arrange a meeting in a small, private garden nearby.





Ayyam wears an unadorned plum linen chador and has veiled, dark eyes. She is a shrewd judge of personality and only hires the PCs if she feels they are trustworthy. She will not disclose her identity until after the mission is completed.

If the party decides to meet Ayyam in the garden, she ushers them into a secluded corner and asks them to retrieve a large, brass-bound ledger, located behind Sakina Falls outside the city. Though the ledger is not magical, she stresses it contains information vital to the her employer.

Should the party accept, Ayyam offers a reward of 1,200 gp; if the PCs haggle or appear reluctant, she is willing to raise the fee to 1,500. She gives the PCs 600 gp in advance so they can properly equip themselves. She requests that the party bring the book back to the garden at midnight in seven days to collect the rest of the reward.

Ayyam (hFP/hk/3): AC 9 (Dex bonus); MV 12; hp 12; THAC0 20; #AT; Dmg by weapon: jambiya (1-4); I 16; W 17; D 15; CH 14; AL NG; Spells: cure light wounds, command (x2), sanctuary; enthrall, hold person, know alignment.

Sakina Falls

Refer to the front of Card 1 to aid in describing the party's short journey to Sakina Falls Canyon. Their destination lies one day's ride from Muluk, not far beyond the last indigo plantation along the Zalim River. The region is regularly patrolled by Muluk's powerful army, so random encounters for the short trip should not be necessary. Once the characters arrive at Sakina Falls Canyon, show them the bottom half of Card 2.

Sakina Falls pours 200 feet down into a tall canyon, flanked by thick vegetation. A thin trail, wide enough for mules or ponies (but not horses), winds up the side of the gorge and right into the torrential waterfall. The trail does not emerge on the other side of the falls. Any character foolish enough to follow the trail into the falls gets swept off the ledge (no save) and dashed on the rocks

below for 10d6 damage.

This effective ward was devised years ago by Zarastro, a powerful water mage who once lived here. Having risen in power, the wizard recently decided he needed a larger, more impressive palace and moved to a secluded island off the coast of Muluk. Rather than simply abandoning his former home, Zarastro secretly solicited several merchants in the city, to see if any of them might be interested in purchasing the secluded residence. Yodfah offered the highest price, so Zarastro sold it to him. Yodfah and Zarastro will not be encountered during this adventure.

The secret command to opening the lair's watery entrance is: "SAKINA, DRAW ASIDE!" If these words are uttered on the trail within 30 feet of the falls, the entire waterfall shifts to the left, revealing a passage leading into the stone behind it. Speaking the command a second time moves the waterfall back to its original position.

Yodfah's Retainers

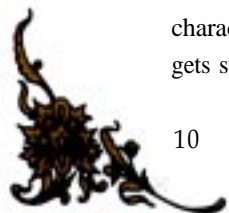
There are 26 of Yodfah's retainers inside the underground complex, making drugged, contraband wine which they smuggle inside the city and sell to rich patrons willing to overlook the Laws of the Loregiver, which forbid alcohol, consumption.

Most of Yodfah's retainers are 0-level men-at-arms, needed more for the wine-making process than any kind of security. While loyal to Yodfah, they are easily cowed if captured and might be intimidated into revealing the waterfall's secret command.

Each wears grape-stained dishdashahs over leather armor and carries 2-12 sp.

The retainers are commanded by one of Yodfah's lesser lieutenants, a dwarven sa'luk named Mustanir, who wears a purple fez, leather armor, and purple silk pantaloons. The dwarf wears a gold earring (50 gp) in one ear and carries a purse containing 29 gp.

The dwarf is fanatically loyal to Yodfah and has sworn to deliver a small mule train laden with drugged wine to the merchant's distribution contact within the next three





days or die in the attempt. No physical abuse or threats (short of magical coercion like *charm person*) will make him reveal the secret waterfall entrance.

Yodfah's newest retainer is Hanzala, an ambitious half-elven elemental mage from the Brotherhood of True Flame. Because much of the wine is to be put to use in some of the Brotherhood's plots, they have sent Hanzala as an overseer.

Like most mages in the Brotherhood, Hanzala wears a pure white dolman and a bright red keffiyeh, held in place by a similarly colored agal. Over the dolman, Hanzala wears a *sash of heat endurance* (see the "New Magical Items" chapter in the campaign guide). In the pockets of her dolman, she carries 12 gp, a pearl (100 gp), a glass prism (25 gp), a brass key (to area 8 in the complex), and a vial of perfume (5 gp).

Hanzala's magical sash, combined with her natural resistance as an elemental mage, give her a +4 bonus on saves against fire-related attacks. Like all wizards in the Brotherhood, fire spells cast by her inflict +1 pt/die of damage, while fire spells cast on her inflict -2 pts/die of damage.

Should it appear as though Yodfah's forces are about to be overcome, Hanzala will attempt to immobilize the party with *web* so she can escape and warn Yodfah. Should this happen, Hanzala returns to the lair two days later with whatever reinforcements the DM deems appropriate.

Retainer (24), hmF/a/1: AC 8 (leather); MV 12; hp 1-10 each; THAC0 20; #AT 1; Dmg by weapon: scimitar (d8); AL LE; XP 35.

Mustanir (dmT/sl/5): AC 6 (leather); MV 12; hp 25; THAC0 17; #AT 1; Dmg by weapon+ 1: scimitar (d8+1); SA 3xdmg bkstab; PP 50%, OL 57%, RT 55% MS 40%, HS 31%, HN 20%, CW 80%, RL 20%; S 17; D 16; C 15; AL LE; XP 975.

Hanzala, (hefW/fm/4): AC 10; MV 12; hp 14; THAC0 20; #AT 1; Dmg by weapon: staff (d6); I 16; C 15; AL NE; XP 975; Spells: burning hands, flame truth, shield; flaming sphere, web.

Getting In

Unless the players can think of a crafty way to bypass the waterfall, the best plan is simply to wait for someone to enter or leave the complex. Two days after the party arrives, Mustanir and a dozen retainers exit the lair along with a train of six mules. The mules each carry two large urns filled with 10 gallons of wine, subtly poisoned with yimna (see Chapter 4 in the campaign guide).

By ambushing, capturing, or simply intimidating Mustanir and his men, the PCs can learn the command for moving the waterfall. Should the dwarf be taken prisoner, he will first offer to ransom himself, then try to trick the party into sampling his drugged wine, and if all else fails hurl threats and curses at his captors. If the party decides not to ambush Mustanir's mule train, it returns three days later, laden with supplies.

Behind Sakina Falls

The following descriptions assume that Mustanir and his dozen retainers are absent, leaving Hanzala and another dozen remaining in the complex. If the PCs enter while the dwarf and his men are present, put six retainers in area 3 and the rest with Mustanir in area 5.

A map of the Sakina Falls complex appears on Card 3. Unless stated otherwise, all areas in the complex are illuminated by *continual light*.

1. Entry. The 10-foot-wide passage from behind the falls soon opens up into a 20-foot-wide hall. Delicate columns reach up to support a vaulted ceiling covered with cobalt blue tiles, arranged in intricate patterns to depict crashing waves. In the center of the hall, three small fountains gurgle happily.

Two retainers stand on guard here, but security is so lax that they are currently playing a game of dice and suffer a -2 penalty on their surprise rolls.

2. Storage. This unadorned room houses the mules used to transport the wine. There are six stalls, plenty of hay, and tack and harness along the north wall. If Mustanir





and his men are present in the complex, there will be six mules here also.

3. Winery. The hall is luxuriantly decorated with elaborate mosaics of abstract patterns covering the walls and floor. The columns, made of white alabaster, rise to support the vaulted ceiling. Incongruous with this elegant setting, three 10-foot-tall mounds of ripe grapes are piled near the southern exits. PCs entering by the southern doors can easily hide behind the grapes and safely observe the wine-making taking place in the rest of the hall.

Over 50 large urns are stacked along the western wall. Two wooden vats, over 10 feet in diameter, occupy the northern part of the hall. They are filled with grapes in the process of being stomped by four retainers. These retainers suffer a -2 penalty on their surprise rolls, although if attacked they are certain to shout and alert Hanzala in area 4 and their compatriots in area 5, who will all arrive during the next round.

After the grapes have been thoroughly pulverized by

stomping, the juice is drained into the ceramic urns stacked against the western wall. Hanzala then adds yeast with her special drug and seals the urn. The filled urns are locked in area 8 to ferment undisturbed.

4. Hanzala's Quarters. The entrance to this chamber is *wizard locked* at 4th level. Unless drawn into combat in area 3, Hanzala will be here, studying her spellbook, which contains the spells she has memorized plus *read magic*, *identify*, *affect normal fires*, *knock*, and *wizard lock*. The walls of the room are unadorned stone, but Hanzala has brought along two tapestries (150 gp each) and a small, beautifully woven rug (400 gp) to make the place more hospitable. Beneath the rug is a paper packet containing 25 doses of yellow powder. The powder is actually a poison called yimna, detailed in Chapter 4 of the campaign guide.

5. Rogue's Quarters. This hall is decorated like area 1 and is used as the living quarters for male retainers in the





complex. A total of 25 sleeping pallets cover the floor near the walls. Unless drawn into combat in area 3, six retainers will be encountered here, either sleeping or amusing themselves with games of dice or cards.

6. Hall. This hall is decorated like area 3, but contains only piles of provisions and household items. There is little to interest the PCs here.

7. Prison. This unadorned chamber is *wizard locked* by Hanzala and contains a single prisoner, suspended upside down from the ceiling by a rope.

Rashad is self-righteous, proud, and not terribly bright, which explains his recent capture. Hanzala has been torturing him for amusement with *burning hands*, but after the novelty wears off, Rashad's prospects look dim. If rescued, he will swear allegiance to the party and serve them as a dutiful servant for a full year to repay his debt of honor. Rashad's background and history are left to the DM to develop.

Rashad (hm/Pal/dr/2): AC 6; MV 12; hp 5 (16); THAC0 19; #AT 1; Dmg by weapon+1; SA as paladin; S 16; D 18; CH 17; AL LG.

8. Vault. The door to this chamber is locked (Hanzala has the key). The unadorned room contains eight 10-gallon urns (filled with fermenting drugged wine) and two massive chests.

These chests are locked and trapped. The first chest has a poison needle trap (Type B: 20 points of damage (1-3 if save), lost at a rate of 1 pt/round, onset time 2-12 rounds); the second chest has a scything blade that springs out of the lid causing 3-12 points of damage unless disarmed. Both chests weigh over 250 pounds; the first contains 2,735 sp and the second 3,287 cp.

The chests are, of course, red herrings. What the party is really after lies underneath a loose flooring stone which is underneath the first chest. In the small, recessed space under the stone, the PCs discover the object of their mission: a large, brass-hinged book and a small teak coffer

(100gp) that Yodfah kept here for safety. The coffer holds potions of *fire resistance*, *extra-healing*, *invisibility*, and *speed*.

Concluding The Adventure

On their ride back to the city, the PCs are sure to be curious about the contents of the brass-bound ledger, It contains a detailed account of Yodfah's 11 businesses. Yodfah is involved in selling gems (for which he is best known, his primary business), pack animals, and cloth; he owns eight private baths and three secret wineries (like Sakina Falls) catering to the pampered elite of Muluk.

Although his gem, animal, and cloth businesses are completely legal, his distribution of wine and other alcoholic beverages within city limits is not. Not only is alcohol forbidden by the Laws of the Loregiver, but the fact that the wine is sold secretly and the proceeds hidden from the Caliph's tax collectors makes it a double crime.

Once the PCs return the book to Ayyam, she fills the PCs in on all the information presented in the introduction and pays them the balance of their reward. The identity of Ayyam's mistress in Huzuz is left for the DM to develop, if desired.

Soon after Ayyam delivers the incriminating ledger to the chief tax collector, informants reach Yodfah to warn him of Ayyam's betrayal and the Caliph's imminent retribution. The merchant-rogue manages to escape the city before his property is confiscated and he is thrown into prison. Before departing, however, Yodfah makes sure Ayyam is brutally murdered (the DM can continue this plot in the next adventure, "Invitation to a Funeral").

As for the Sakina Falls residence, its ownership reverts to the Caliph, who puts it up for sale at public auction. The mosque of Jisan snaps up the property, outbidding all competitors, and within days a party of priests is dispatched to convert the complex into to a religious shrine serving their goddess.



Adventure 3

Invitation To a Funeral



The dishonest merchant-rogue Yodfah is not used to being thwarted, and when he learns of the traitorous spying of a servant, Ayyam, in his household, he has her murdered. Like many murderers, he is faced with the task of making his victim's body disappear, and for this task he has cultivated a gruesome relationship with a small group of ghouls at a nearby cemetery. The ghouls are happy to oblige Yodfah, but over the years have insisted on larger and larger sacrifices in order to guarantee their loyalty and service.

At first, Yodfah would order two slaves to carry the body into the crypt where the ghouls lay in wait, sealing the live victims within as payment for the monsters' services. Soon the ghouls were demanding four, then half a dozen, sacrifices. Before long Yodfah realized that it would be much less expensive to hire impoverished laborers and beggars than it would be to waste valuable slaves on the ghouls.

Today Muli, one of Yodfah's lieutenants, is in charge of organizing the funeral for Ayyam. Recognizing the PCs as itinerant travelers, he realizes that they are prime candidates for assisting with the murder victim's funeral service.

Starting The Adventure

"Invitation to a Funeral" is designed for a party of low-level characters (3rd-4th levels). The adventure starts anywhere in Muluk but moves to Areas 23 and 24 of the city.

Muli is an accomplished con man, an expert in his role as a grieving relative of the deceased. He tearfully approaches the PCs, bemoaning the terrible fate of his dear, departed sister, his last remaining relative. Having imbibed a *philter of glibness*, his act is utterly convincing.

Muli is attired appropriately for a brother in mourning: his fez and clothing are all dark, somber purple. In the folds of his pantaloons he keeps a *philter of glibness* (in addition to the one imbibed before the start of the adventure), a potion of invisibility (to help escape sticky situations), and a purse containing 12 gp. Around his neck, Muli wears a gold necklace with a small sapphire charm worth 500 gp.



The sa'luk sadly explains that his entire family is deceased, so there is no one left to attend his sister's funeral except himself and whomever he can hire. He implores the party to come along, assist with the funeral service, and sing songs for the dead to help his sister's soul find her way into the afterlife. He apologizes that he cannot pay much, but he hopes the party will perform this charitable act for a small pouch containing 25 sp.

If the PCs took part in Yodfah's ruination in *Nine Flawed Sapphires*, this adventure becomes an embodiment of Yodfah's revenge, as the merchant will have learned of the PCs involvement in the plot to ruin him by hiring an unscrupulous priest to talk with Ayyam's spirit. Instead of trying to approach the party as hired help, the "grieving brother" tries to make this funeral as personal as possible. If the DM has done his job of role-playing Ayyam well in the previous adventure, the news of her death should come as a sudden shock. Muli will mention that his sister always spoke of the PCs warmly and that she would have been honored to have them attend her funeral.

In any case, just before the funeral procession leaves for the cemetery, the rogue whispers conspiratorially that he thinks his sister was murdered. He thinks he can prove it, but he says he needs the party's help as soon as his sister has been properly buried. This last morsel should make Muli's role seem even more believable and disarm the PCs for the rude surprise awaiting them.

Muli (hmT/sl/6): AC 2 (bracers of defense AC5 + Dex bonus); MV 12; hp 22; THAC0 18; #AT 1; Dmg by weapon: scimitar (d8+1) or jambiya (d4); SA 3xdmg bkstab; PP 65%, OL 57%, RT 45%, MS 70%, HS 46%, HN 20%, CW 95%, RL 30%; I 15, D 16, CH 17; AL NE; XP 975.

The Procession

The DM should do everything to convince the PCs of the funeral's authenticity. When the party arrives at the appointed hour to escort the procession to the funeral, they immediately notice Ayyam's body wrapped in a

white linen shroud. Her hair has been perfumed and her body anointed with scented oils and frankincense to offset the faint odor of decay that has already started its inexorable process.

The funeral procession is made up of 12 people (including the PCs but not Muli). The balance of the procession consists of four litter bearers and the rest veiled women, all 0-level humans hired by Muli to carry Ayyam's body and sing funeral chants.

As the procession slowly winds its way through the city streets, everyone trills their tongues in high-pitched kreening, except Muli, who weeps uncontrollably and curses Fate for taking his beloved sister away from him. The procession leaves the city through the Gate of Eagles and walks to Muluk's oldest cemetery on the Mount of Forgiveness.

Funeral Procession (hm 0 lvl): AC 10; MV 12; hp 4 each; THAC0 20; #AT 1; Dmg by weapon: 'knife (1-3); AL N.

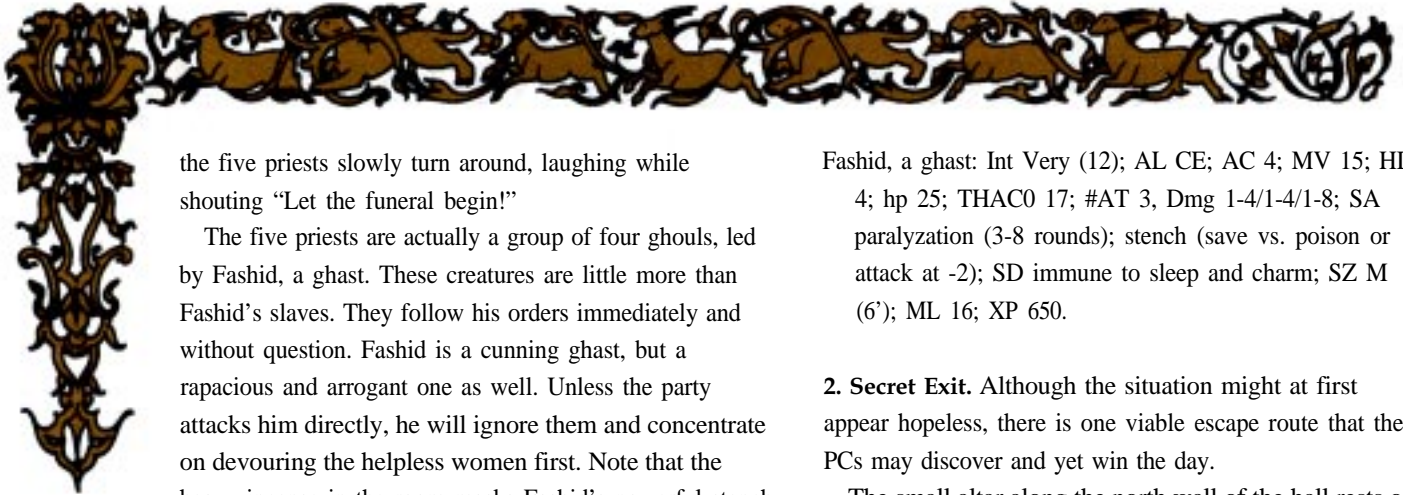
Mount of Forgiveness

The DM should refer to the back of Card 2 for the layout the small meeting hall where the "funeral" is to be located. The funeral hall is a single story, octagonal structure built at the summit of the cemetery. Flanked by monumental tombs, the domed hall is entered from a wide portico through a single entrance. The hall's heavy iron portal has been swung open to admit the procession.

1. Mourning Hall. The air inside is heavy with bitter incense, myrrh, and smoke from the hundreds of candles lit around the periphery of the hall. There is a small altar at one end of the hall, where five turbaned priests kneel solemnly in prayer. A low stone table sits in the center of the room, where the procession rests the litter bearing Ayyam and stops.

While the party is taking in the somber surroundings, Muli slips quietly outside, shutting the iron portals behind him and locking them. Taking this as their cue,





the five priests slowly turn around, laughing while shouting "Let the funeral begin!"

The five priests are actually a group of four ghouls, led by Fashid, a ghost. These creatures are little more than Fashid's slaves. They follow his orders immediately and without question. Fashid is a cunning ghost, but a rapacious and arrogant one as well. Unless the party attacks him directly, he will ignore them and concentrate on devouring the helpless women first. Note that the heavy incense in the room masks Fashid's powerful stench unless the PCs approach within 5 feet.

Unless the party has been skeptical thus far, have them roll surprise with a -2 penalty when the ghouls tear off their clothes and attack. During the first round of attacks, Fashid and the ghouls spring on top of five NPC members of the procession and tear them to pieces, devouring them on the spot. It should take one or two rounds for the ghouls to accomplish this grisly task, which should buy the PCs at least a little time to survey their situation (if the DM has access to the RAVENLOFT® rules for fear and horror, this would be an appropriate time for a horror check).

There are three exits from the hall, only two of them readily apparent. The most obvious exit (i.e. the exit all NPCs try to use) is the door by which the procession entered. Locked from the outside by Muli, it can only be budged by a successful bend bars/lift gates roll or picked by a rogue (and this takes 1-10 rounds). Even if the PCs escape this way, it only postpones the inevitable because Fashid can outrun the PCs.

About 20 feet above the floor, at the base of the domed roof, five windows pierce the ceiling. The windows can only be reached by climbing up the pillars in the center of the hall.

Finally, there is the secret door (area 2) which the undead used to gain admittance to the hall.

Ghouls (4): Int Low (6); AL CE; AC 6; MV 9; HD 2; hp 8, 10, 11, 14; THAC0 19; #AT 3, Dmg 1-3/1-3/1-6; SA paralyzation (3-8 rounds); SD immune to sleep and charm; SZ M; ML 12; XP 175.

Fashid, a ghost: Int Very (12); AL CE; AC 4; MV 15; HD 4; hp 25; THAC0 17; #AT 3, Dmg 1-4/1-4/1-8; SA paralyzation (3-8 rounds); stench (save vs. poison or attack at -2); SD immune to sleep and charm; SZ M (6'); ML 16; XP 650.

2. Secret Exit. Although the situation might at first appear hopeless, there is one viable escape route that the PCs may discover and yet win the day.

The small altar along the north wall of the hall rests on a moveable dais that the ghouls, in their arrogance, have left slightly ajar. A 3rd level hakima or any PC with the Awareness proficiency will spot immediately (no check); other PCs will discover it only after a full round of frantic searching.

Should the party discover and use this secret exit, Fashid orders his ghouls to pursue, preferring to finish the morsel he is working on before following himself on the heels of his undead slaves two rounds later.

3. Earthen Tunnel. The dais slides easily into the room to reveal a 5-foot-diameter earthen tunnel, scraped from the earth by the undeads' powerful claws. The tunnel is pitch dark, and the air inside smells putrid and rank. It leads down at a sharp angle toward the northwest.

4. Lair. Fashid and his slaves are but a few of the undead which have quite a comfortable existence living inside the Mount of Forgiveness. From the surface the tombs all appear undisturbed, but in reality most have been plundered long ago by hungry undead. The ghouls burrow up underneath the graves from their underground lairs to rob the tombs of their dead and valuables. Although most bodies are quickly devoured, treasure is collected and deposited in their lairs.

This dark cavern smells like a charnel house. The carrion stench is so foul that any character entering the room must make a saving throw vs. poison or retch uncontrollably, losing 2-5 points of Strength and Constitution until removed to fresh air for one full turn.





A large hoard sits in the middle of the cavern, intermingled with a vast pile of bones that seems to cover the earth-packed floor like a grisly carpet. Scattered about are 5,278 cp, 2,314 sp, 898 gp, five gems, three cut amethysts (100 gp each), an aquamarine (500 gp), and a sapphire (1,000 gp), a gold necklace (225 gp) a pair of opal earrings (500 gp), a suit of ceremonial lamellar armor (250 gp), a gold-hilted scimitar (50 gp), a *jambiya* +1 with a gleaming blade made from Qudran steel, and a small buckler painted with crescent moons and edged in gold (actually +1 *shield*).

The weaponry and armor should come in handy, in case the party came to the funeral unarmed.

5. Tunnels. These 5-foot-diameter passages radiate outward from Fashid's central lair, dividing into a network of countless tunnels and catacombs that riddle the Mount of Forgiveness like a disease. Many of the tunnels lead into empty, elaborate tombs at the surface of the cemetery.

Concluding The Adventure

Exploring the warrens under the Mount of Forgiveness should be discouraged for now with increasingly nasty encounters with ghouls and ghosts. When the PCs are more powerful, the party will have the opportunity to return and investigate the cause of this undead infestation during the adventure "Dead Bearing Witness."

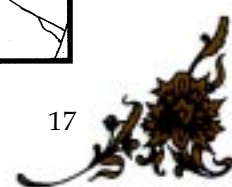
Unless the party defeats the undead, they will be devoured along with Ayyam's corpse and the rest of the funeral procession. After the party escapes, they should have little trouble finding Muli in the bazaar. Not expecting the party to still be alive, he suffers a -2 penalty to his surprise. At the DM's discretion, he might even be trailed back to his home, where he and any NPCs who survived "Nine Flawed Sapphires" are currently living. Whether this home also serves as a secret base for another power group in Muluk is left up to the DM (see the last section in Chapter 1 of the campaign guide).

As soon as Muli sees that the PCs survived, he tries to escape as quickly as possible. The characters can either

take justice into their own hands or turn the scoundrel over to the Sultan's guards, in which case he is tried and summarily executed a week later.

An interrogation (either by the authorities or the PCs) discloses the fact that Yodfah—a merchant-rogue recently exiled from Muluk—is responsible for both Ayyam's murder and the plot to kill the PCs. Yodfah seems to have disappeared from the city without a trace, but he will turn up to plague the characters in "Salt Bond."

Finally, the PCs are faced with the task of doing something with Ayyam's remains. Since she has no relatives in Muluk, the party is faced with either arranging a proper burial or taking her to one of the mosques in town to be raised. The priests of Zann are more than happy to raise Ayyam from the dead, but have a quest they would like the party to perform in return, as described in the next adventure.



Adventure 4

Eleven Baneful Gates



In the distant past, when Fate passed her knowledge to the Loregiver, Al-Anwahr was a rich and proud city ruled by King Azaltin, an intelligent man well versed in poetry, astrology, and the ways of magic. As the Loregiver wandered Zakhara, teaching the laws of the divine to man and genie alike, she is said to have stopped in Al-Anwahr and been a guest of Azaltin for 11 days. Azaltin honored his guest daily with lavish celebrations and exquisite gifts of silks, gold, and perfumes. After each night of entertainment, the king would ask his guest the same question: “How can a man live forever?”

The Loregiver warned Azaltin about the danger of such knowledge, but in the end could hardly insult her gracious host by refusing to answer. Each night she told the king about the obstacles that prevent man from achieving immortality. Azaltin’s scribes labored furiously to capture the Loregiver’s parables and cryptic riddles, which were set down in a legendary scroll titled *The Eleven Baneful Gates*. According to legend, the Loregiver departed Al-Anwahr, leaving the equivocal scroll in Azaltin’s care. Azaltin pondered the scroll for a decade, ignoring his people while trying to unravel its secret.

After months of fasting and meditation, he abandoned the kingdom to his brother Amakim and left to ponder the scroll in the solitude of the wilderness.

Ancient legends say he returned a dozen years later, an undead creature of hideous appearance, to reclaim his kingdom. Before long, Amakim led a revolt to topple his monstrous brother. Some members of court remained loyal to their undead king, however, and a bloody battle ensued throughout the city. Ultimately, Amakim’s forces triumphed, but when they reached the king’s palace, they found that Azaltin had vanished. Amakim and his forces departed Al-Anwahr and eventually founded the city of In’aash. Centuries past, the city was renamed Muluk, while Al-Anwahr and Azaltin passed into folklore.



Starting The Adventure

“Eleven Baneful Gates” is designed for a party of mid-level characters (5th-7th level). The adventure starts in Muluk, but takes place in the ruins of Al-Anwahr, which can be located in the Haunted Lands on the front of card 3.

Recently, a clay tablet bearing the seal of Al-Anwahr was uncovered by nomads and sold for a princely sum in Muluk. The tablet’s owner, a priest named Haroushin, sent a large expedition to excavate the site and search for *The Eleven Baneful Gates*. No news was heard from them for months, and soon divinations revealed that they were all slain at the ruins. Through his divinatory magic and astronomical calculations, Haroushin determined that the PCs are currently the group most likely to succeed in discovering the fate of the sacred scroll.

Haroushin is discussed in detail on his NPC sheet. As a priest of Zann, Haroushin is devoted to the acquisition of knowledge and directs historical research in his mosque’s libraries. Haroushin sends an acolyte to invite the PCs to his office in the library, where he asks them to hunt for *The Eleven Baneful Gates* in the ruins of Al-Anwahr.

Haroushin offers the PCs 2,000 gp to accept his quest, from which they can equip themselves and keep the balance as profit. If the party pushes for more, he reluctantly adds up to 1,000 gp more and up to four *potions of healing* as well. Should the party bring *The Eleven Baneful Gates* back to Muluk, the priest promises a reward of 10,000 gp plus a bonus for any other writings discovered.

Some of the clues in this adventure are written in Chun, an ancient language used in Muluk’s former capitol. It will be extremely useful if at least one member of the party is proficient in that ancient language or has magical items or spells which allow its comprehension. Otherwise, Haroushin should provide the party with a Chun dictionary to help decipher any writings they may discover on the expedition.

The Immortal King

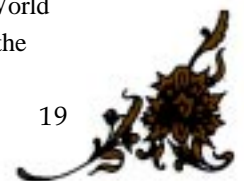
The immortal king Azaltin now waits in the ruins of his former city, hoping that the truth about its history will at last be rediscovered. The DM is referred to Azaltin’s description for more details.

After years of wandering Zakhara and hearing his name vilified, Azaltin has finally decided that the world deserves to know the truth about him and Al-Anwahr’s past, not what was invented by his long-dead brother. Contrary to popular legend, the rebellion against Azaltin was orchestrated not by Amakim, who was a weak-willed man, but by the court’s treacherous arch-vizier, Zeenab, who coveted *The Eleven Baneful Gates* for himself. Azaltin was faithfully recording the history of Al-Anwahr when the rebellion, led by Amakim under the direction of Zeenab, captured the royal palace. Before leaving his city, Azaltin hid his histories within the palace, cloaked by magical wardings which prevented their detection by Zeenab. The vizier, thinking that *The Eleven Baneful Gates* was still hidden within the palace, buried the structure out of spite, so no one else could ever learn the secret of immortality.

At first, Azaltin thought it would be an easy matter for his histories to be rediscovered without his direct intervention. He arranged for desert riders to discover some clay tablets describing the location of the ruins, but was horrified to witness the destruction of Haroushin’s first expedition by the deadly traps placed within the palace by Zeenab. Azaltin now realizes that he will have to take a more direct role in the rediscovery of his own writings.

Getting To Al-Anwahr

The wilderness separating Muluk and the ruins of Al-Anwahr is depicted on Cards 1 and 3. The journey involves crossing the Furrowed Mountains and traveling for weeks through the Haunted Lands. If this is the party’s first expedition outside city walls, the DM should take time to role-play the joys of travel in the Burning World on camel-back. The DM should read Chapter 2 in the





campaign guide for details about the wilderness, its inhabitants, and some interesting minor encounters. The campaign guide contains random encounter tables which the DM might also find useful.

Talv

Soon after leaving Muluk, the party arrives in Talv, nestled at the base of the Furrowed Mountains. The DM is encouraged to run “The Hermit’s Riddle” during the party’s short stay. The hermit Mahara, introduced in that adventure, can provide a handy resource and guide for the party during their trip.

Furrowed Mountains

The northern half of the Furrowed Mountains near Muluk are overrun with unenlightened hill tribes, as mentioned in the campaign guide. The PCs should run into at least one small group of the savages. Use the table on p. 103 of the *DMG* to determine the tribesmen’s reaction to the party. If the savages are hostile and the party seems too powerful for a direct attack, they might try a night raid to steal camels and supplies. The tribesmen have no treasure except their mounts and water.

Hill tribesmen (5-20) hm/F/dr/1: AC 7 (leather & shield); MV 24 (mounted) or 12; hp 1-10 each; THAC0 20; #AT 1, Dmg by weapon; AL N; XP 35 each; riding horse, short bow, jambiya, and scimitar.

The Haunted Lands

The DM should see the campaign guide for descriptions of the major features of the Haunted Lands, to add flavor and make the PCs’ journey to Al-Anwahr memorable. Try to cultivate a mood of stark beauty and barren isolation in descriptions of the dazzlingly bright salt flats, red rock canyons, natural rock arches, sun-baked plateaus, and tall granite spires that make up the varied topography of the Haunted Lands. The adventures “Sibling Rivalry,” “The Djinni’s Lover,” “A Boasting Contest,” and “Salt Bond” are ideal for this portion of the journey.

Al-Anwahr

After weeks of traveling through the harsh wilderness, the party spots the crumbling walls of Al-Anwahr, rising from the sun-baked ground near the Great Anvil. Though most of the ancient city lies in neglected ruins, the ancient citadel has been rebuilt into a permanent encampment for a large tribe of jann, who are at best cautious and more likely hostile toward any new visitors.

Welcome of The Jann

Before the party can even approach within bow shot of the ruins, the PCs will have to negotiate with the jann and justify their presence in janni territory. One of the jann will approach the party to parley, while four others fly invisibly nearby, with bows ready should any PCs attempt foul play.

If one of the party members happens to be a sha’ir of 5th or greater level, gaining admittance to the ruins should not pose much of a problem. The sha’ir and companions will be taken to the janni citadel (area A) and toasted as guests.

Otherwise, the party will have to the hard task of convincing five suspicious jann to allow them into the ruins. Once the jann have determined that the PCs pose no threat, they lead them to their camp for an interview with their sheik, Sheyisha.

Encounter Key To The Ruins

The structures of this once-proud city have been slowly eroded by time into a sprawling collage of broken stone buildings, hardly recognizable for their earlier purpose. Only a few water sources are available in the ruins, and those are jealously guarded by predators nearby. In short, the ruins are a dangerous, creepy place. The most visible of Al-Anwahr’s current inhabitants are the jann, but countless other monsters live within crumbling buildings, preying on anything that wanders nearby.

The descriptions for Al-Anwahr’s major features correspond to the lettered locations on card 4, which the players can see to help them visualize the ruins.





Appropriate Monsters for Al-Anwahr

ant, giant	manticore
beetle, fire	mason wasp, giant
centipedes (any type)	naga, guardian
chimera	scorpion (any type)
cockatrice	serpent lord
genie (any type)	silat, matriarch
harpy	sphinx (any type)
lamia	spider (any type)
lizard (any type)	undead (any type)

A. Janni Camp.

A small tribe of 27 jann dwell in Al-Anwahr, lead by the female sheik Sheyisha and her husband, Abdalla. Five jann are always flying invisibly near the ruins, scouting for danger. The jann are on a constant state of alert; any signs of aggression on the part of the PCs is sure to bring swift retribution from the entire tribe.

The jann have managed to rebuild most of Al-Anwahr's citadel, since it has the most commanding view of the ruins and the best water supply. From the outside, the stronghold shows signs of decay and disrepair, but that is only to discourage unwarranted attention. The walls and towers of the stronghold are sturdy, and enclose a beautiful garden overgrown with date and olive trees. The interior spaces are simply decorated, with colorful carpets and tapestries hung over white stucco walls.

As soon as they arrive, the PCs are invited to the great hall for an audience with the sheik. If one of the PCs is a sha'ir of 5th level or higher in good standing with the jann, the party will be immediately welcomed and invited to stay in the castle for three days, during which time the characters are free to explore the city as they wish. If the sha'ir makes his or her call jann ability check, Sheyisha is impressed enough with the wizard to appoint Abdalla as the sha'ir's protector for the day (this check needs to be made each day to earn the sheik's permission). Abdalla is happy to lend a helping hand, but is not a servant and should be treated with as much respect as other PCs.

If there is no sha'ir in the party, then the PCs will have

to be diplomatic with Sheyisha, showering her with praise and (better still) presents. Once satisfied, she welcomes them as guests for three days, after which time she expects their speedy departure.

Sheyisha is a tall, heavily-muscled janni, standing well over 6 feet tall. She has sky blue eyes, braided dark hair, and a stern, angular face. The sheik wears an embroidered purple aba over her lamellar armor, and is never without her gold-hilted desert blade.

Sheyisha can tell the party much about the layout of the ruined city and the fate of Haroushin's first expedition. She met the first expedition several months ago. They set up camp in the ruined mosque (area B2) along the grand boulevard (area B) and near the buried palace (area D). Soon after they started excavating the palace, they discovered an ancient statue. Almost overnight, the camp was rife with bloodshed and slaughter. The survivors soon moved inside the palace, to pay homage and sacrifice themselves, one by one, to the dark stone idol they had uncovered.

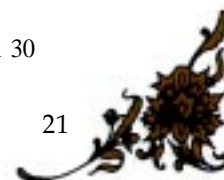
Finally, Sheyisha tells the party about a strange hermit named Nerim, who has lived in the ruins since the jann arrived a century ago. The DM should play up the mystery of the hermit as much as possible. The sheik can direct the characters to area C if they wish an audience with Nerim.

All jann can enlarge or reduce 2/day, become invisible 3/day, and become ethereal for an hour 1/day, at 12th level of ability. They can create food and water at 7th level of ability. All wear lamellar armor, wielding great scimitars and composite longbows.

Sheyisha, a janni sheik: Int Genius; AL NG; AC 2; MV 12, Fl 30 (A); HD 8+Con Bonus; hp 60; THAC0 8; #AT 1, Dmg by weapon+7; MR 20%; SZ M; ML 15; S 19; C 16; XP 6,000; desert blade.

Abdalla, a janni champion: Int Very (12); AL NG; AC 2; MV 12, Fl 30 (A); HD 6+2+Con Bonus; hp 45; THAC0 13; #AT 1, Dmg by weapon type+5; MR 20%; SZ M; ML 15; S 18/96; C 17; XP 4,000.

Jann (25): Int Very (12); AL NG; AC 2; MV 12, Fl 30





(A); HD 6+2; hp 26-35 each; THAC0 13; #AT 1, Dmg by weapon type+Str bonus; MR 20%; SZ M; ML 15; S 18/1-100; XP 3,000.

B. Grand Boulevard.

A wide boulevard runs the length of the city, flanked by crumbled buildings and countless broken pillars that reach upward into a pitiless sky. The paving stones are uneven with age, and separated by tufts of sun-withered grass.

1. Statue. The boulevard starts near the base of what must have once been an immense statue. Now only the feet and pedestal of the statue remain, an ironic testament to the passage of time. A large inscription has been carved into its base, written in Chun: "I AM AZALTIN! SEE MY WORKS, O MIGHTY, AND DESPAIR!"

2. Mosque. In the middle of the boulevard, at the center of the city, stands the remains of a huge, once-proud mosque. With most of its domed ceiling collapsed after centuries of neglect, only a quarter of the structure is still standing and served as a camp for Haroushin's first expedition during the excavation of the buried palace. Although all of the livestock has been claimed by the jann, PCs searching the area can still find useful tools, like rope, spades, winches, pulleys, and iron spikes neatly stacked where the first expedition left them.

C. Nerim's Home.

The strange hermit known to the jann as Nerim is actually Azaltin. After the destruction of his city, the immortal king wandered the Burning World, but eventually ended up in the place that pains him the most. He now feels a duty for his kingdom that he never felt while alive.

As an archmage, Azaltin could easily wander into his palace, disarming the traps and guardians placed by his treacherous vizier centuries ago. However, Azaltin wants the secrets of his lost kingdom to be rediscovered by the current generation of Zakharans. The lessons of the past are difficult ones, he feels, and can only be appreciated if

they are learned through self-sacrifice and hardship. That is not to say that he is unwilling to help the PCs discover the truth about the past in their own way; he is merely unwilling to hand them the past on a silver platter.

If the PCs, intrigued by Sheyisha's description of the hermit, seek him out for more advice about the palace, Azaltin allows himself to be found in the abandoned ruins of a warehouse (his usual meeting place for the sheik), or in any other location of the ruins that the DM considers appropriate. During the encounter, Azaltin remains in a shadowy corner, wrapped in a black aba, and speaks in a barely-audible whisper. The DM can either read or paraphrase the following information:

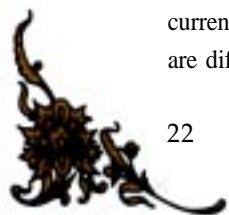
"May the Loregiver smile on your path, all the days of your life! I welcome you to my home and wish every strength for the tests that await you. Eleven obstacles stand between you and the truth. Truth is not obvious, but can be found in the simplicity of a man's love for his wife."

Azaltin then teleports away, leaving behind an ivory scroll case; a stout, ebony baton carved with lions and fitted with a smooth steel head; and a hollow, brass tube, perforated by two small holes at one end. The first item contains a scroll of protection from possession, the second is a *rod of smiting* (50 chg.), and the last is a *chime of opening* (20 chg.). See Chapter 5 in the campaign guide for a description of the rod's added power against living idols and copper automatons in the Land of Fate.

If the PCs are disrespectful or attack Azaltin, he teleports away without offering them either advice or useful magical items.

D. Azaltin's Palace.

The layout for this huge structure appears on the back of Card 6. Most of the rooms in the palace are simply offices, private quarters, or storerooms, whose furniture and contents were ransacked centuries ago when Amakim captured the palace in his revolt against Azaltin. Although most of the rooms are empty, a kind DM might





place a minor treasure here and there to reward exploring PCs, an ancient skeleton wearing magical armor, perhaps, or a long-forgotten potion in a corner of a private study. The DM should invent some dungeon dressings and minor encounters for these unmarked chambers.

There are no light sources in the palace unless stated otherwise. The air inside is foul and rank with decay. Unless the PCs open the doors and wait 2-24 hours for fresh air to circulate throughout the complex, explorers will have to save vs. poison each turn or contract a fatal disease (as described on pp. 209-210 of the *PHB*).

The encounters below represent precautions put in place by Azaltin's vizier Zeenab, to seal *The Eleven Baneful Gates* within the palace. Zeenab departed Al-Anwahr centuries ago, but his legacy of magical traps lives on.

1. Death's Gate. Only the front of the structure has been excavated by the previous expedition, exposing a pair of massive, bronze portals 20 feet high, flanked on each side by a tall shedu, carved in bas-relief on the stone. Although the doors are unlocked, they require a successful open doors check to budge.

Inside, the PCs find a large, vaulted foyer, its walls and floors smeared with dried blood and piled high with the rotting bodies of Haroushin's first expedition. At the center of the grisly scene stands a 12-foot-high black granite statue of a great ghul, poised as if to spring at the entrance. Two rubies (worth 1,000 gp each) glint malevolently in its eye sockets.

The living idol is a relic of a forgotten age before the Enlightenment and stands in the arch leading to the rest of the palace. Those touching or touched by the idol must save vs. spells at -4 or be charmed into worshipping the evil statue. Charmed PCs will try to convince others to touch the statue, bodily forcing them if necessary; once the whole party is charmed, the statue will demand that one person should be sacrificed to it per week until no one is left. The idol attacks only to defend itself (initiative penalty of +5 for its size).





Living Idol, death: Int Semi (3); AL NE; AC 4; MV 3; HD 16; hp 83; THAC0 5; #AT 1, Dmg 4-32; SA charm by touch (save at -4); SD +3 or better weapon to hit; immune to most spells; SZ L (12' tall); ML 20; XP 16,000 (see the AQ Appendix of the MC for more information on living idols).

More than 50 corpses of men from the first expedition are piled grotesquely against the walls of the room. Unless the PCs make provisions for their burial, they will be haunted each night by their restless spirits.

A search of the bodies is a disgusting task, since the bodies have been decomposing in the desert heat for months. For each body searched, a PC must save vs. poison or contract a debilitating disease (as described on pp. 209-210 of the *PHB*). There is a 50% chance of locating a purse containing 2-12 gp. Furthermore, for each body searched, there is a 1 in 10 chance of finding one of the five valuable items carried by the expedition: a scroll of *protection against dao*; a traveling spellbook (containing a total of 14 1st through 4th level wizard spells of sand and wind, as selected by the DM), a scroll containing six priest spells: *cure serious wounds* (x4) and *neutralize poison* (x2); three labeled vials containing *potions of extra-healing*, *gaseous form*, and *climbing*, respectively.

2. Gate of Lions. Beyond the outer gallery (a), its walls carved with impressive reliefs depicting the lush, tropical jungles of a once verdant kingdom, the PCs find a pair of locked, bronze portals flanked by bas reliefs of shedu. Beyond lies a waiting room (b), where visitors would rest on stone benches along the walls and admire the bas-relief sculptures of lions adorning the walls.

After capturing the palace, Zeenab animated the king's slain honor guard. The undead wait in the former guard room (c), rigidly at attention in their faded golden uniforms. They attack any intruders tampering with the second pair of locked, bronze portals in area (b). Although Zeenab considered these skeletons to be under his control, they still remember loyalty to their true king. The entire guard will salute and obey

whoever bears Azaltin's lion-carved *rod of smiting* (from area C).

Lion Guard, improved skeletons (20): Int Low (5); AL N; AC 4; MV 6; HD 3; hp 15 each; THAC0 17; #AT 1, Dmg by weapon type; SD immune to charm-related spells; immune to cold; edged weapons inflict half damage; SZ M; ML 20; XP 175 each; bronze plate mail; spear and chops.

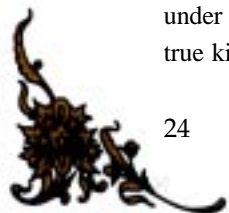
3. Gate of Forgetfulness. The gallery (a) is strewn with skeletons and the plastered walls are marred with ancient, dried blood. An enchanted rose garden (b) occupies the center of the gallery, illuminated by continual light. In the center, an ornate fountain (c) splashes contentedly.

A rawun or PC with Herbalism nonweapon proficiency can identify the plants as legendary roses of forgetfulness with a successful ability check. The DM should consult Chapter 5 in the campaign guide for a description of the magical effect of these flowers.

The fountain at the center of the garden is adorned with small, leering centaurs and contains cool, clean water. Those drinking from its waters must save vs. spell or fall into a deep, comatose slumber lasting 1-10 days. The pool's enchantment (cast at 16th level) can only be broken by a successful dispel magic spell.

4. Gate of Piety. During the battle for the palace, most of the defenders, along with Azaltin's chief priest, were driven into the mosque and brutally slain. Most of the skeletons are scattered randomly around the house of prayer, but the skeleton of the high priest lies in a corner, cut down from behind while he prayed. A small sealed jar, containing three applications of oil of great devotion, is still clutched in his bony hands. The skeleton will only release his grip to another priest, before crumbling into dust with an audible sigh.

5. Vanity's Gate. The walls of this chamber are covered with 12 tall mirrors, ornately framed with gold. Those gazing at their reflection must save vs. spells or stand transfixed by their own beauty until they are either





forcibly removed from the hall or they die of starvation. Vain PCs save at a -4 penalty against the mirrors' enchantment.

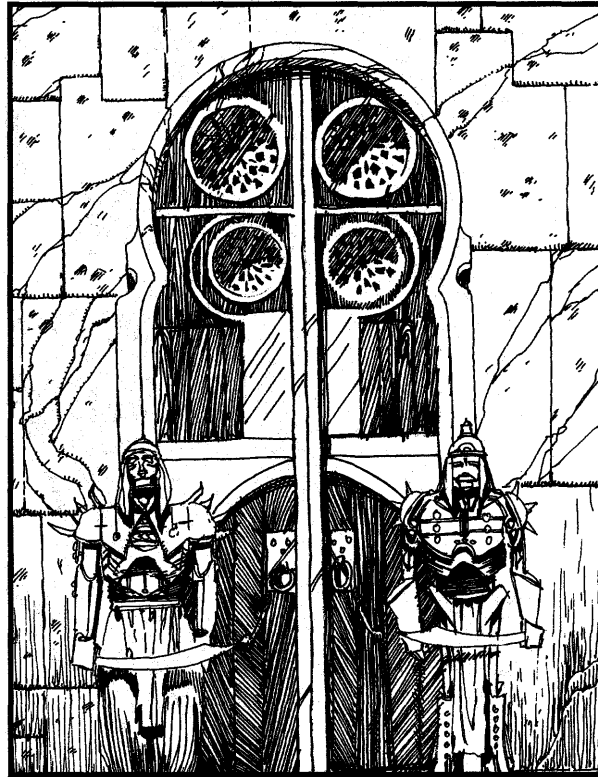
6. Gate of Gluttony. Inside this long hall, a marvelous feast has been spread out upon a huge 10 feet by 60 feet carpet. The DM should play up the succulence of the food, the aroma of the wine, and try to entice the PCs to sit down and try some. The food and wine is all poisoned (save vs. poison at -4 or die in 1-4 turns) and has been magically preserved for centuries. If eaten, disturbed, or destroyed, it is not replenished.

Although the food is tainted, the long, beautiful carpet and silver serving pieces are not. The carpet has been maintained in excellent shape over the centuries by minor preservative magics placed on it by Zeenab. When rolled up, it weighs 100 lbs and is worth 5,000 gp for its superb artistry and ancient origin if transported back to Muluk (its value is halved in any other city, where its historical significance is not appreciated). The poisoned food is served on 20 silver platters, worth 100 gp each.

7. Gate of Violence. The bronze portals in these rooms are locked and flanked by a pair of blue-green statues with roughly-molded features and hands open at the sides. These are actually tarnished copper automatons, built by Zeenab to guard the inner court of the palace. They will ignore any PCs with empty hands, attacking weapon-wielding PCs until destroyed.

Copper Automatons (2): Int Low; AL N; AC 3; MV 9; HD 6; hp 30 each; THAC0 15; #AT 2, Dmg 2-12/2-12; SA heated fists; SD standard golem spell immunities; SZ M; ML 20; XP 650 each.

8. Gate of Avarice. This long, dark hall appears to be piled high with every rogue's wildest dream: piles and piles of gold reaching from floor to ceiling. Whoever touches a single "gold" piece needs to save vs. poison or die in 1-4 rounds. This is a curse not an actual poison, however, so gauntlets or gloves are no help, though *slow poison* and *neutralize poison* spells are effective in combating the curse's effect. The 200,000+ coins in the



room are little more than copper pieces with an illusion and a powerful curse placed on them. Any attempt to remove the curse will dispel the illusion as well.

9. Gate of Knowledge. The walls of this vast, vaulted hall are covered with mostly-empty book shelves and scroll-racks, plundered long ago by Zeenab of all useful texts when he captured the palace. Although many of the remaining tomes have immense archeological value (tax and property records of ancient Al-Anwahr, mostly) only a single scroll radiates magic. Whoever reads a single word from this cursed scroll (even its title) will slowly turn to stone unless a save vs. magic is made, starting with the hands holding the parchment.

10. Gate of Profane Love. The harem doors are sealed by an invisible and ancient symbol (cast at 16th level), long-forgotten by modern wizards. When the portals to the harem are unlocked, the symbol flashes, summoning a tanar'ri from the outer planes. Depending on the prevalent gender of the PCs, either a succubus or an incubus is called to mislead the party from their quest.



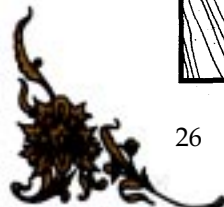


(The following description assumes that the party is mostly male.)

Netari, a succubus: Int Exceptional (15); AL CE; AC 0; MV 12, Fl 18 (C); HD 6; hp 30; THAC0 15; #AT 2, Dmg 1-3/1-3; SA energy drain by kiss; SD take half damage from cold, magical fire, gas; immune to electricity, normal fire, or poison; +2 or better weapon to hit; MR 30%; SZ M; ML 13; XP 2,900. Can cast the following spells, 1/round, at will: *darkness 15' radius, infravision, teleport without error, become ethereal, charm person, clairaudience, ESP, plane shift, shape change* (to humanoid form only), *suggestion*. Netari's charm and suggestion work only on men.

If the DM role-plays this correctly, the players are in store for an encounter of subtle deception and seduction. When the PCs enter the harem, they find the polymorphed Netari sleeping in one of the rooms. She wakes and smiles sweetly, thanking them for releasing her from an evil wizard's spell. Having been briefed on her task centuries ago by Zeenab, she poses as one of Azaltin's wives and attempts to lead the party into all of the traps set by the wizard, explaining that the only way to find *The Eleven Baneful Gates* is by triggering them all. Of course, once the female party members have been decimated by the traps, she can start charming the male PCs. She will try to engage them in amorous activities so she can drain them of life energy and return to the Abyss with as many souls as possible.

Seeing through Netari's ploy should not prove too difficult, provided the PCs are somewhat cautious. A hakima offering her food can quickly observe that Netari is not the helpless queen she claims to be, as will even elementary divination spells. Should her fiendish nature be discovered, she uses suggestions to turn her male attackers against female PCs, who are immune to her enchantments. Finally, if defeated, she reveals her true form, hissing a menacing warning (the DM should have fun here) at the PCs before returning to her home plane.





11. Gate of Sacred Love. The now-empty upper suites of the harem tower belonged to Azaltin's great love and confidant, Kalastira. On the walls of one room, a small study where the royal couple worked on letters and books together, the PCs see an ancient adage, repeated in gold letters on the walls around the perimeter of the room in the ancient language of Chun: "There is no love more sacred than that shared between a husband and wife."

Because of cloaking enchantments, the secret door in the northern wall is only apparent to characters of good alignment. Behind it rests a vault, impervious to divination spells, containing a perfectly preserved book, a scroll, a *scimitar of dancing* named Zephyr of the Winter Moon, a *short bow* +3, a suit of *bronze plate mail* +2, a golden *scarab of deception* (14 chg.), a *tome of clear thought*, and a pair of purple, silk *slippers of soft movement*.

Though anonymous, both the book and scroll are penned by the same hand in Chun. The book, entitled *The Kingdom of Lions*, is an accurate and concise history of Al-Anwahr up until Amakim's revolt (see Chapter 2 in the campaign guide for details about its contents).

Once it has been deciphered, the scroll reads as follows:

*Too late have I realized the Loregiver's warnings.
Immortality is a curse, not a treasure. No man or
woman should bear this burden, which I only shouldered
through youthful pride. Rest assured that The Eleven
Baneful Gates has been destroyed. It can tempt mortals
no further.*

Concluding The Adventure

Once the PCs emerge from the palace they will be unable to contact Azaltin, as the lich will have left Al-Anwahr on his own business. Now that his history is safe, he can turn his attention to discovering more about the Brotherhood of True Flame. He will be encountered again in "Endgame."

Before the party departs, the DM should make it clear that they have not been staying at the citadel of the jann for free. Sheyisha is very eager to learn about what gifts the PCs discovered for her in the palace and she will be

very, very disappointed if the party is not forthcoming. Should the party be extravagantly generous, she might show her appreciation by appointing one of the jann to guide the party home.

The PCs should be able to answer all their questions about the adventure by reading "The Kingdom of Lions." The DM should feel free to spring more adventures on the party during their return to Muluk.

Although Haroushin will be crestfallen to learn about the destruction of *The Eleven Baneful Gates*, he will brighten considerably at the discovery of *The Kingdom of Lions* and offer the party 10,000 gp for the book and the scroll testifying to the Baneful Gates' destruction. He may offer a bonus of up to 5,000 gp (DM's discretion) for all the texts recovered from the main library (area D9) in the palace.

This should open the door to further adventures in Al-Anwahr, should the PCs decide to return and investigate the ruined city in more detail. Also, *The Kingdom of Lions* can be used as a springboard to find more treasure-laden ruins. Finally, this adventure introduces the PCs to the jann of the Haunted Lands. With the friendship of Sheyisha, the jann might come looking for the PCs to solve a problem of their own.



Adventure 5

The Hermit's Riddle

Not too far from the Valley of Echoes lies the small village of Tarv. The mystic Mahara is well known in Tarv, and for years has been visited by villagers in need of advice or healing. In return, the villagers try as best they can to take care of the old man, making sure he is always clothed and well fed. However, about a month ago, tragedy visited the small village when those sent to deliver the hermit's food failed to return.

The travelers have all fallen prey to the dao Ynadin and his pet werehyenas, who recently wandered into the nearby mountains from the Haunted Lands. While the genie and his pets were traveling through the Valley of Echoes, they chanced upon Mahara, who dwelled there in peaceful isolation.

Entering the hermit's cave, Ynadin told Mahara to prepare for death, expecting the old man to start begging for mercy and groveling submissively at his feet. Now, Mahara was wise in the ways of genies. He knew that dao were vain, boastful creatures, and through guile was able to trick the genie into a riddle contest. Full of pride, Ynadin hastily accepted the old man's challenge, but was quickly stumped by one of the hermit's riddles. Unwilling to destroy the feeble old man until his riddle was solved, the genie sealed him in his home with a wall of stone. The stubborn dao now scours the mountains, asking everyone he meets for an answer to the hermit's riddle.





Starting The Adventure

“The Hermit’s Riddle” is designed for a party of mid-level characters (4th-5th levels). Tarv can be located on the front of card 1, and a close-up of the village and the Valley of Echoes is provided on the front of card 2. This adventure can take place when the PCs stop in Tarv on their way to the Haunted Lands during “Eleven Baneful Gates.”

The DM could also stage this adventure in any small village near mountains that the PCs discover during their travels. Finally, the DM can introduce the party to a group of Tarvan shepherds or caravan merchants in the wilderness, who steer the PCs toward the village.

Once the PCs arrive at Tarv, they learn from the villagers about the tragic disappearances of travelers sent to visit the hermit Mahara in the nearby mountains. Too afraid and superstitious to leave the safety of Tarv, the villagers ask the PCs to find Mahara in the mountains, for surely the wise mystic knows what has befallen the other travelers. Should the PCs seem unwilling to perform this task for free, the village elders scrounge together 500 gp to pay the adventurers to undertake their mission.

Once the party accepts, the villagers give them directions to Mahara’s cave in the Valley of Echoes.

Valley of Echoes

The Valley of Echoes is a desolate pass between two short mountain ranges, strewn with large, black rocks that have tumbled down the steep slopes. Many of the boulders are over 10 feet tall and restrict the vision of even mounted PCs to several hundred yards. A ranger or warrior with the Tracking nonweapon proficiency will note nothing but the passage of mountain goats and an occasional mountain deer.

Ynadin’s Riddle.

After departing Talv, travel to the valley passes uneventfully for the first day, broken only by brief sightings of mountain goats picking their way among some higher ledges along the sides of the valley. During the first night, however, everyone is wakened by a lone hyena howling nearby.

The party has been spotted by Ynadin’s pet werehyena, Batul. Like all werehyenas, Batul is a nervous, cowardly creature whose great weakness is fire. Even though he cannot be harmed by mundane weapons, Batul is mortally afraid of naked flame. He can be held at bay by a lighted torch and sent whimpering into the night by 6 or more points of fire damage. After years of practice, Batul (in his human form) has learned how to imitate a variety of animal and bird sounds, including the bleating of mountain goats and the hooting of an owl. Instead of friends, he can cast ventriloquism 1/round, at 5th level of experience.

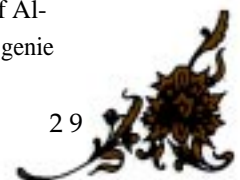
Batul (werehyena): INT Very (11); AL NE; AC 5; MV 12; HD 5+1; hp 25; THAC0 15; #AT 1, Dmg 2-12 or by weapon; SA lock jaws on victim (on a roll of 19+); SD iron or +1 weapons to hit; immune to charm/enchantment spells; ML 8; AQ MC, XP 1,400.

Batul’s howls warn Ynadin of the party’s arrival in the valley (the genie’s stats appear at the end of the adventure). The dao arrives 1-6 turns later, flying to his pet’s location invisibly. After surveying the party for a few minutes, he casts a *spectral force* of a deafening thunder clap and bolt of lightning nearby, after which he becomes visible and laughs malevolently while the party scrambles for their weapons. If the party attacks, he sics Batul (in hyena form) on them and fights until he has suffered at least 15 points of damage, after which he assumes gaseous form and searches for weaker mortals to intimidate elsewhere.

Should the party not attack Ynadin, the genie tries his best to intimidate the party, finally ordering them to answer the following riddle:

Centuries dead and still is living,
Can’t forget, but is forgiving.
All beauty gone, all men reviling,
Time betrayed, but still is smiling.

The riddle describes Azaltin, the ancient king of Al-Anwahr, detailed in “Eleven Baneful Gates.” The genie





has been trying unsuccessfully to guess the answer for days, but unless the party has been through the previous adventure or the DM has briefed them on the background information from the campaign guide, they are unlikely to know the answer either. Regardless of what the PCs answer, however, the genie disappears to take their response to Mahara's cave and see if it is correct. Even if the party guesses the correct answer, the cunning hermit lies convincingly to the dao, so that the dim-witted genie merely departs to seek another answer elsewhere. Mahara is cunning enough to keep the genie occupied for days, but his food ran out weeks ago and he cannot fast for much longer.

Batul does not attack after the genie's departure and the rest of the night passes quietly. If a ranger in the party searches for tracks in the morning, he finds those belonging to a large wolf or wild dog, the only sign of the werehyena's presence.

Caterwaul

For the rest of the party's journey to Mahara's cave, they are harassed nightly by the genie's pet werehyenas to prevent any spell-casters from regaining spells.

One night, after the party has camped, the first watch hears the bleating of what could only be a giant mountain goat nearby, but the sound quickly fades away. A few minutes later, the entire camp is wakened by the howling of a hyena nearby, echoed by the hysterical bleating of a goat. The campsite resounds with a hyena's growling and the pathetic sounds of a goat being ripped to pieces, when all of the noises suddenly stop.

On a subsequent night, just as the sun dips below the mountains in the evening, the howling and bleating start up again. Suddenly, a terror-stricken woman's voice rings across the campsite: "No, please, NO! Help! Stop! HELP!" The woman starts screaming: shattering, soul-wrenching, painful screaming against the background of the bleating and howling, and then all of the noises suddenly stop, leaving only their echoes to reverberate down from the mountains.

The werehyenas are persistent in their caterwauling.

After the party settles down to sleep, they start their chorus of screams, bleating, and howls to keep everyone up all night. If the party searches the area where the sounds were coming from (several hundred yards away from the camp) they find nothing but large canine tracks. Take special care to play up these encounters to elevate the level of apprehension and dread in the party.

The Hermit's Valley.

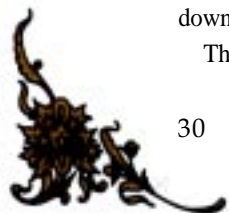
A map of the mystic's home appears on card 3. Mahara lives in a small dale, reachable only by climbing a small goat trail up 800 feet from the base of the valley. At the top of the trail, a dell reaches back into the side of the mountain pass. The small valley is barely 200 yards deep and littered with scrub growth, nourished by a feeble spring. Four caves can be found in the small valley. The genie's pet werehyenas currently dwell in three of the caves, while the hermit has been imprisoned in the fourth.

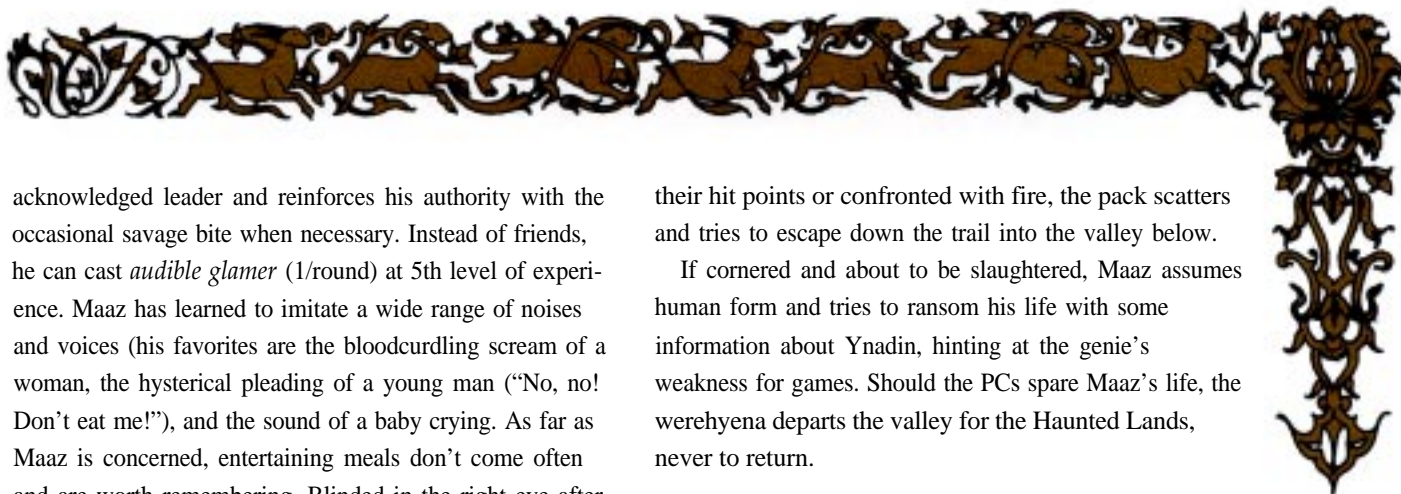
Soon after he arrived in Zakhara, Ynadin was attacked by a pack of werehyenas. After he defeated the pack-leader, the four cowardly monsters were so intimidated by the genie that they have obeyed him fearfully ever since.

Werehyenas: INT Very (11); AL NE; AC 5; MV 12; HD 5+1; THAC0 15; #AT 1, Dmg: 2-12 or by weapon; SA lock jaws on victim (on a roll of 19+); SD iron or +1 weapons to hit; immune to charm/enchantment spells; ML 8; AQ MC; XP 1,400.

The werehyenas prefer their natural (canine) form to that of humans. Abdo (hp 19) is still quite young and has not yet developed the ability to cast *friends*. Soraya (hp 31) is the only female werehyena in the pack and also the most likely one to assume human form. She is quite attractive and has a soothing, melodic voice. Soraya relies heavily on her *friends* ability to persuade others to trust her. If Batul (described previously) was not killed during an earlier encounter, he will be found here as well.

Maaz (hp 38, XP 1,400) is the largest and most vicious pack member, who has since recovered from his brutal beating by the genie. In the dao's absence, he is the pack's





acknowledged leader and reinforces his authority with the occasional savage bite when necessary. Instead of friends, he can cast *audible glamer* (1/round) at 5th level of experience. Maaz has learned to imitate a wide range of noises and voices (his favorites are the bloodcurdling scream of a woman, the hysterical pleading of a young man (“No, no! Don’t eat me!”), and the sound of a baby crying. As far as Maaz is concerned, entertaining meals don’t come often and are worth remembering. Blinded in the right eye after his battle with the genie, attacks directed to the werehyena’s right side have a +2 bonus to hit.

Abdo’s cave (area A) faces the trail leading into the dell. Anyone climbing the trail has a -4 penalty on surprise rolls. The werehyena will attack the lead party member ferociously. Because the party can only proceed single file along the narrow trail, only the lead party member can fight back. While on the narrow trail, a PC loses any Dexterity bonus to armor class and suffers a -2 penalty to hit because of the precarious footing. There is no treasure in Abdo’s cave except gnawed goat bones.

In Batul’s cave (area B), near the mouth of the small valley, there are 272 gp and a 50 gp garnet scattered throughout the large pile of human bones, belonging to the unfortunate travelers sent to deliver Mahara’s food.

Soraya and Maaz share a cave (area C) hidden at the end of the valley behind three large boulders. The cave appears bare at first glance, except for humanoid and goat bones scattered about. For every round spent searching, there is a 1 in 6 chance that the pair’s cache will be discovered buried in a corner of the cave. Their treasure consists of 537 gp, a gold ring worth 250 gp, a pair of pearl earrings worth 150 gp each, a *short sword +1* (no scabbard), and a small, tarnished silver box (worth 50 gp) containing two *ioun stones*: dull gray prism (burned out) and a clear spindle (sustains person without food or water):

Should the party manage to fight their way past Abdo, the remaining werehyenas will hide while Soraya attempts to lull the party into a false sense of security. At an opportune moment, the other packmembers spring out, gaining a -2 bonus to surprise. If wounded for 50% of

their hit points or confronted with fire, the pack scatters and tries to escape down the trail into the valley below.

If cornered and about to be slaughtered, Maaz assumes human form and tries to ransom his life with some information about Ynadin, hinting at the genie’s weakness for games. Should the PCs spare Maaz’s life, the werehyena departs the valley for the Haunted Lands, never to return.

Mahara’s Cave

Near the back of the dale, the PCs will find the home of Mahara (area D), its entrance blocked by a *wall of stone* spell cast by Ynadin. The wall is pierced by a hole, 3 inches in diameter, which allows the hermit enough air to breathe. Used to long periods of fasting and denial, the mystic has survived the past three weeks with hardly any food and water, though he has suffered tremendously.

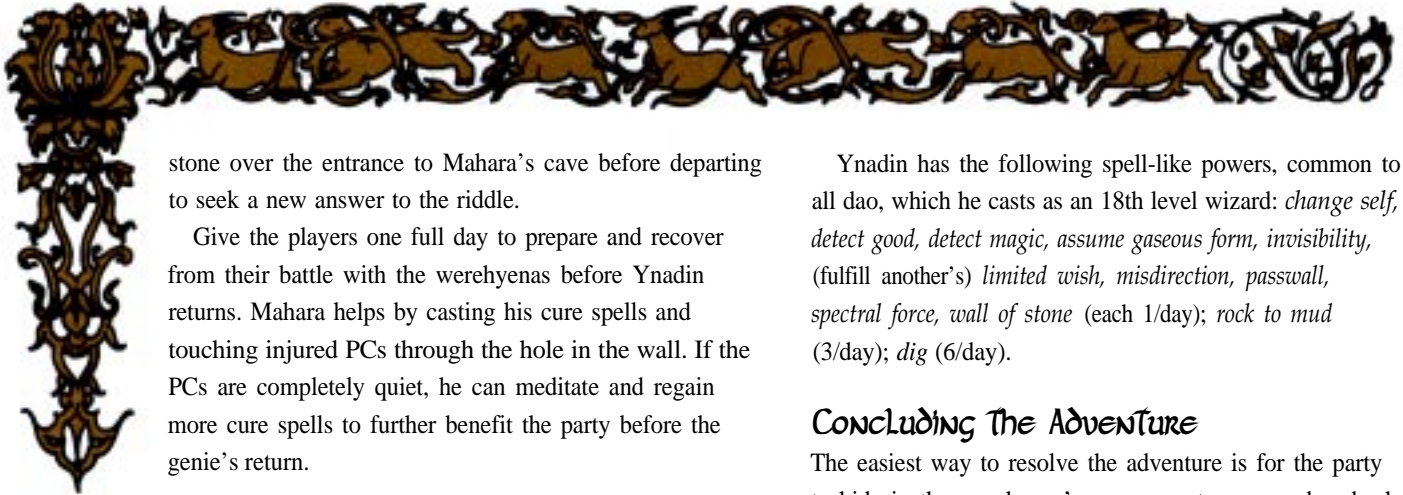
Mahara is a crotchety old man in his late 70s) dressed in plain clothing provided by the villagers in Talv. Although weakened by starvation, he still has an active and fertile mind.

The mystic currently has the following spells memorized: *bless*, *cure light wounds* (x2), *command*, *protection from evil*; *aid*, *chant*, *hold person*; *prayer*, *cure disease*; *neutralize poison*. Although he has cast several other spells in the past few days, he has been unable to regain them because the werehyena’s caterwauling has disturbed his meditation.

Mahara’s cave is completely bare. He has no possessions except for his walking stick and clothes (the walking stick is actually a *staff of curing* with 11 charges remaining).

Through the hole in the wall, Mahara will explain his situation to the PCs as outlined in the adventure introduction and ask the PCs to help him escape. The hermit explains that once each day, Ynadin returns with at least one possible answer to the his riddle. The arrogant dao, before offering his daily answer, lowers his wall of stone so the hermit (who plays his part of a fearful old man quite convincingly) can be impressed with the genie’s towering form. Finally, Ynadin replaces the wall of





stone over the entrance to Mahara's cave before departing to seek a new answer to the riddle.

Give the players one full day to prepare and recover from their battle with the werehyenas before Ynadin returns. Mahara helps by casting his cure spells and touching injured PCs through the hole in the wall. If the PCs are completely quiet, he can meditate and regain more cure spells to further benefit the party before the genie's return.

Mahara (hmP/my/7): AC 10; MV 9; hp 30; THAC0 16; #AT 1, Dmg by weapon: walking stick (1-4); Str 5 (11), Dex 12, Con 4 (10), Int 16, Wis 17, Cha 16; AL campaign guide.

The Genie

Ynadin appears to be a bald giant, with granite-gray skin and coal-black eyes. He wears nothing except blue silk pantaloons so he can proudly display his massive chest, powerful shoulders, and trunklike arms, all corded with rock-hard muscle.

Ynadin is a cruel but not overly intelligent dao. His petty, one-track mind is currently obsessed with solving Mahara's riddle. Constantly belittled on his home plane for his dull intellect, Ynadin departed for Zakhara so he could escape the bullying by other dao and inflict a similar punishment on the defenseless mortals of this plane. The genie delights in bullying those weaker than himself, but he will not hesitate to flee from a stronger opponent so he can plot for later revenge.

Ynadin feels insecure about his intelligence and there lies his greatest weakness. He is incapable of resisting a game that depends on intellect, fancying himself a master of chess, checkers, and riddles (he is at best mediocre in all three). His opponent should beware, however, since the dao is a poor loser.

Ynadin (dao): Int Average (9); AL NE; AC 3; MV 9, Fl 15 (B), Br 6; HD 8+3; hp 55; THAC0 11; #AT 1, Dmg 3-18; SA spells; SD spells; SZ L (10' tall); ML 15; XP 5,000.

Ynadin has the following spell-like powers, common to all dao, which he casts as an 18th level wizard: *change self*, *detect good*, *detect magic*, *assume gaseous form*, *invisibility*, (fulfill another's) *limited wish*, *misdirection*, *passwall*, *spectral force*, *wall of stone* (each 1/day); *rock to mud* (3/day); *dig* (6/day).

Concluding The Adventure

The easiest way to resolve the adventure is for the party to hide in the werehyena's now-vacant caves and ambush the genie after he returns. Mahara casts his protective spells to benefit party members in the following order: *bles*, *prayer*, *protection from evil*, and *chant*. He is too weak to fight the genie himself.

Although combat is the most direct way to end the adventure, it is by no means the only way. Indeed, a lower-level party may be too weak to fight the genie and must devise a more subtle means of earning Mahara's freedom. A combination of mind games and simple intimidation may suffice to drive away the genie and resolve the adventure.

A party that uses guile and effective role-playing to defeat the genie should receive the same amount of experience (if not more) as a party that bested Ynadin through force. If the PCs rescue the hermit before he starves to death, a story award of 6,000 XP in addition to experience for defeating monsters is also reasonable.

Although there is not much material reward for rescuing Mahara, he will be grateful and can provide the party valuable information, especially related to the quest described in "Eleven Baneful Gates." Mahara has traveled extensively in the Haunted Lands and visited the ruins of Al-Anwahr, where he met a strange mystic named Nerim who taught him the riddle of Azaltin (see that adventure for more details). If the party is short on priests, the DM might allow Mahara to join their ranks briefly. He will accompany the PCs so long as they remain in the wilderness. Otherwise, the DM can easily use the hermit as a springboard for another adventure, since he undoubtedly knows about other long-forgotten ruins which might hold hidden treasures and perils awaiting discovery by the party.





Adventure 6

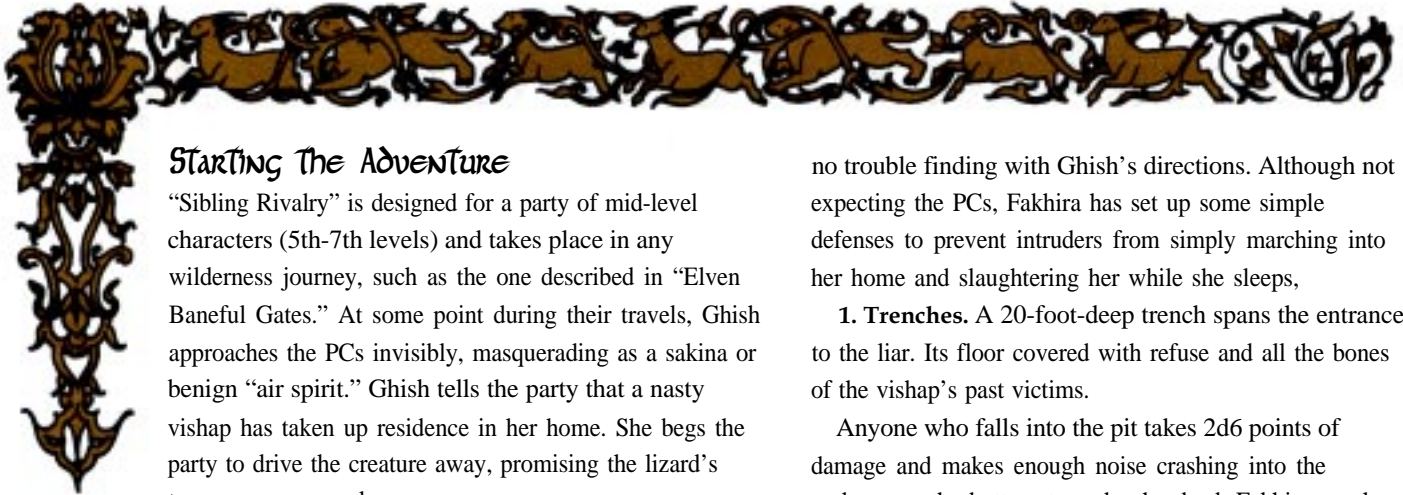
SIBLING RIVALRY

During the quarter century it took Ghish to reach maturity, Mother compared her ceaselessly with Fakhira. Strong, intelligent, and wealthy, Fakhira was a complete success by Mother's standards. Not at day passed, it seemed, without Mother saying in her reproachful, nagging tone, "Why can't you be more like your sister Fakhira?" At night, when the winds howled through Mother's home in the Haunted Lands, Ghish would lay awake, dreaming of the older sister she had never met but hated already.

When she could stand Mother's praise for Fakhira no longer, Ghish left home and set out in search of her older sister. It did not take long to find her, for Ghish was a resourceful and cunning vishap, but she did note that most of what her mother had said about her older sister was true. Fakhira was indeed powerful, more than twice Ghish's size and much too strong for the younger sister to oppose directly.

Undaunted, the treacherous Ghish hatched a plan that would kill or drive off Fakhira, who Mother had praised incessantly, all with minimal danger to Ghish herself! The young vishap haunted the wilderness near her sister's lair, looking for the proper agents to assist with her enterprise. After days of searching, she finally spotted the PCs.





Starting The Adventure

“Sibling Rivalry” is designed for a party of mid-level characters (5th-7th levels) and takes place in any wilderness journey, such as the one described in “Elven Baneful Gates.” At some point during their travels, Ghish approaches the PCs invisibly, masquerading as a sakina or benign “air spirit.” Ghish tells the party that a nasty vishap has taken up residence in her home. She begs the party to drive the creature away, promising the lizard’s treasure as a reward.

Like all vishaps, Ghish is an excellent liar. She is consumed by an overwhelming hatred of her sister Fakhira, and will stop at nothing to see her disgraced, driven away, or even killed. Of course, she hopes to trick the PCs into doing this for her.

If confronted with her outrageous lies, Ghish will become more cautious, weaving half-truths into another tall tale to convince the party to accept her mission. If the characters still refuse to help, the vishap stalks off into the desert to search for more gullible accomplices.

Once the party has accepted, Ghish tells them how to reach Fakhira’s lair, which lies one day’s journey from their current location. Ghish has no intention of attacking the party, at least not until they cease to be useful to her. A relatively weak and cowardly creature, she will not hesitate to flee into the rough terrain if attacked, using her invisibility and innate hiding skills to escape detection.

Ghish (juvenile vishap): Int High (14); AL NE; AC 4; MV 18, Jp 6; HD 8; hp 38; THAC0 9; #AT 3, Dmg 1d4+4/1d4+4/2d6+4; SA tail slap; SD detect invisibility, camouflage; SZ L (17’ long body, 15’ long tail); ML 16; XP 5,000.

Spell-like abilities (cast at 9th lvl): *sleep* (2/day), *invisibility* (1/day).

The Sister’s Home

Ghish’s sister Fakhira lives in a hill located 30 miles from the party’s current location. The entrance to the lair is concealed in a sheltered valley that the party should have

no trouble finding with Ghish’s directions. Although not expecting the PCs, Fakhira has set up some simple defenses to prevent intruders from simply marching into her home and slaughtering her while she sleeps,

1. Trenches. A 20-foot-deep trench spans the entrance to the lair. Its floor covered with refuse and all the bones of the vishap’s past victims.

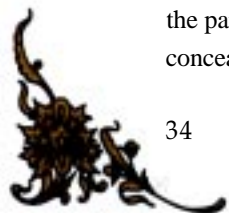
Anyone who falls into the pit takes 2d6 points of damage and makes enough noise crashing into the garbage on the bottom to wake the dead. Fakhira can leap across the obstacle effortlessly.

2. Lair. Fakhira’s cool, dark lair reeks of carrion, rot, and decay. The vishap eats and sleeps in this area, tossing all of her garbage and refuse into area 1 to discourage unwanted visitors.

Fakhira is an extremely light sleeper and has a +2 bonus against being surprised in her lair. Even if the party can enter noiselessly and invisibly, her acute sense of smell will alert her if the PCs approach within 60 feet.

Fakhira has lived 112 years not by using force, but by exercising her wits. She will not attack the party immediately until she is sure she can defeat them. As soon as she is aware of the PCs, she will try to start a conversation with them, projecting a feeling of calm confidence. Who are they? How did they find her home? Are they alone? Should the party appear too strong or powerful for her to handle, or if the party attacks without attempting to parley, Fakhira does not stick around to get slaughtered. She turns herself invisible and sprints for the nearest exit.

However, if the party decides to parley, and they appear weak, inept, or poorly organized, the vishap will first try to sow distention among the PCs. By stating that some valuable treasure is buried at the bottom of the entry pit (area 1), she will suggest that one of the PCs (a warrior or rogue, preferably) should climb down, dig it up, and take it home as a present. As the party argues to keep the PC from completing the suggestion, she will try to knock out any retainers or henchmen with a *sleep* spell. Finally, she will run into the middle of the party, attacking spell-casters with her claws and fangs while slapping up to four





other PCs nearby with a swipe from her massive tail.

Scattered around the floor of this chamber are some of the less valuable loot Fakhira has collected from passing caravans: 2,632 cp, 4,261 sp 2,330 gp; 12 suits of assorted armor (including *armor of the desert evening*); 46 assorted weapons; six bolts of black silk (25 lbs., worth 200 gp each); a chest containing 28 vials of perfume (5-50 gp each; one contains four applications of *Starella's aphrodisiac*), two gold rings (50 gp) and a message ring; four chests filled with cloves from Huzuz (150 lbs., worth 400 gp each); and two bolts of red silk, brocaded with gold thread (15 lbs., worth 1,000 gp each).

3. Weak Ceiling. Fakhira has undermined the ceiling in the escape tunnel here. As she flees, she slaps the side of the passage with her powerful tail, introducing a partial collapse behind her. Those following closely take 2-20 points of damage from falling rock (half if they save vs. breath weapon). It will otherwise slow down pursuit by 1-4 rounds.

4. Secret Exit. The escape tunnel leads to a concealed ledge, about 30 feet up the side of the hill. There is a steep drop to the ground below, easily jumped by the agile vishap.

Fakhira (adult vishap): Int High (13); AL NE; AC 2; MV 18, Jp 6; HD 10; hp 56; THAC0 5; #AT 3, Dmg 1d4+6/1d4+6/2d6+6; SA tail slap; SD detect invisibility; camouflage; SZ H; MR 10%; ML 16; XP 12,000.

Spell-like abilities (cast at 11th lvl): *sleep* (2/day), *invisibility*, *suggestion* (each 1/day).

Concluding the Adventure

Should Fakhira escape the PCs in her lair, she will first locate their tethered mounts, incapacitate any guards with sleep, and kill as many as possible before the PCs arrive. If she has time, she will foul their provisions as well, before melting off into the wilderness and waiting until the PCs weaken from starvation and dehydration. Sooner or later, once the PCs' guard is down, Fakhira will ambush the party.

If the vishap reaches 20 hit points or less during this final confrontation, Ghish finally reveals herself to both the PCs and her sister. The younger vishap gloats over her sister's downfall; she wants to make sure that Fakhira knows that it was her younger sister, and not the PCs, who are responsible for this defeat. Try to make this moment of betrayal and revelation as dramatic as possible, drawing upon the information from the adventure introduction so PCs understand the younger vishap's motive for hating her sister. Ghish promptly attacks Fakhira.

The party has several options during this battle between the two sisters. If they continue to attack Fakhira or simply wait to see the outcome, the elder vishap will be driven away or slain, at which point Ghish attacks the party.

If the party chooses to aid Fakhira, Ghish breaks off her attack and fights the party to the death, enraged that they spoiled her beautiful plan. Fakhira does not wait to see the outcome of the PCs' fight with Ghish. The older vishap wisely escapes during the melee, abandoning her treasure and lair to the PCs. She can always return to plague the party later in future desert journeys.

Finally, the message ring in the vishap's trove can be used as a springboard for future adventures. If the DM ran "Nine Flawed Sapphires" and "Invitation to a Funeral," the ring might contain a cryptic transmission from Yodfah to his retainers in Muluk, requesting that the party (or perhaps even their families) be "terminated" for their "affront to the organization." Yodfah's connection with the Brotherhood of True Flame will become blatantly apparent in "Salt Bond."



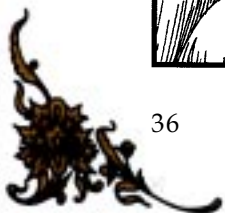


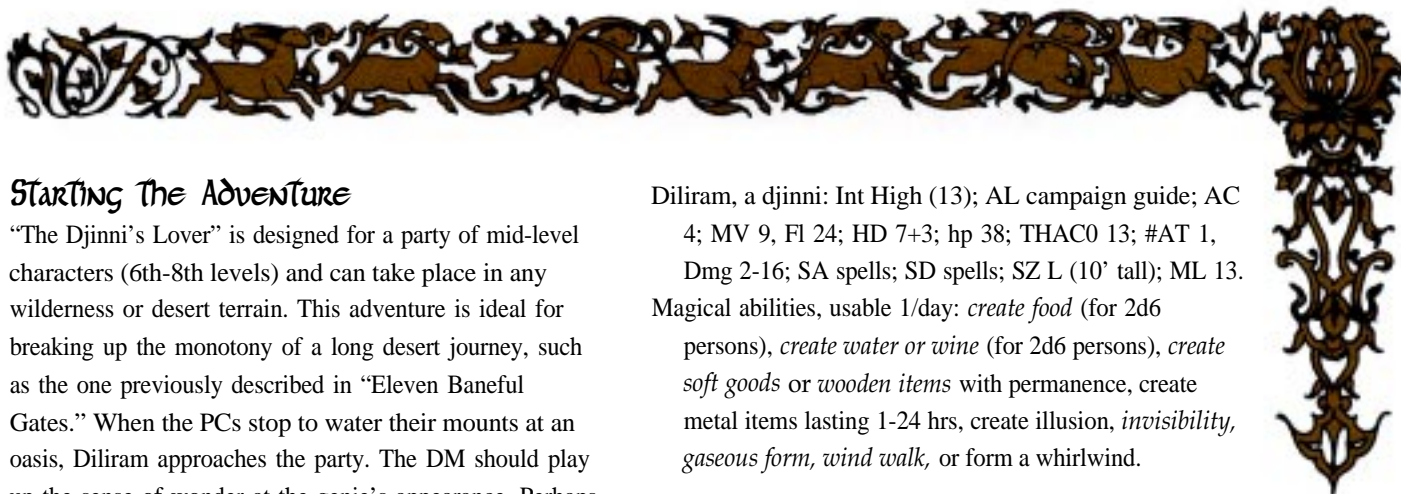
Adventure 7

The Djinni's Lover

Diliram once considered herself the happiest djinni in the world, living in harmonious bliss with her lover Namered in the Genies' Garden, located deep in the wilderness of the Haunted Lands. One day, the lovers were surprised by a sha'ir named Shafazal, who carried an ancient and powerful genie prison crafted in the shape of an astrolabe. In the blink of an eye Namered was gone, trapped within the magical device, leaving Diliram to confront the mysterious sha'ir alone. Turning herself invisible, Diliram flew into the air and hid behind a cloud before the sha'ir could trap her as well. Diliram watched from the sky in horror as Shafazal summoned her lover from the astrolabe and commanded him to carry her home. Namered obeyed at once, bearing Shafazal back to the wizard's oasis.

During the past few days, Diliram has been invisibly spying on the oasis and the wizard's formidable guardians. At first, the genie bided her time, fearing the power of Shafazal and her powerful allies. Slowly, her burning anger and jealousy have grown unbearable. She cannot remain idle while a mortal woman who has stolen her lover remains unpunished. It wasn't long before Diliram decided to enlist a group of mortals to her cause. Diliram is looking for a group of honorable adventurers when she encounters the PCs.





Starting The Adventure

“The Djinni’s Lover” is designed for a party of mid-level characters (6th-8th levels) and can take place in any wilderness or desert terrain. This adventure is ideal for breaking up the monotony of a long desert journey, such as the one previously described in “Eleven Baneful Gates.” When the PCs stop to water their mounts at an oasis, Diliram approaches the party. The DM should play up the sense of wonder at the genie’s appearance. Perhaps she pours out of a dry, hollow coconut or a discarded water skin in a rose-scented gaseous form, before solidifying into her customary 9-foot-tall form. Diliram has cerulean eyes and long, black hair that flows down her back in a braided, sable cord. She is supernaturally beautiful, with a well-proportioned body that has been tanned to a golden brown by the sun. The genie wears little besides an embroidered vest and silk pantaloons.

Diliram is highly intelligent, and will tailor her story (as related in the introduction) and appearance to suit the PCs. To male party members, Diliram will try to appear as voluptuous and helpless as possible to secure their aid; to female PCs, she will try to appear victimized and dishonored.

Diliram desperately wants to destroy the magical astrolabe that imprisons her lover and to see Shafazal captured and punished for her crime. In exchange for destroying the astrolabe, Diliram will offer the party a dozen and one months of her willing service.

To entice the party into accepting and to prove her potential usefulness, the genie conjures a palatial tent. Inside, Diliram will create platters of delicious food and pitchers filled to the brim with cool water, delicate fruit juices, and (for a less religiously devout party) fine wine. Of course, the terms of her service are negotiable. If the party haggles, they might convince Diliram to accept a longer period of service (no longer than 1,001 days), at the DM’s discretion.

Once the party has accepted, she either carries the PCs (if their combined weight is less than 600 pounds) or leads them to the wizard’s oasis.

Diliram, a djinni: Int High (13); AL campaign guide; AC 4; MV 9, Fl 24; HD 7+3; hp 38; THAC0 13; #AT 1, Dmg 2-16; SA spells; SD spells; SZ L (10’ tall); ML 13. Magical abilities, usable 1/day: *create food* (for 2d6 persons), *create water or wine* (for 2d6 persons), *create soft goods* or *wooden items* with permanence, *create metal items* lasting 1-24 hrs, *create illusion*, *invisibility*, *gaseous form*, *wind walk*, or form a whirlwind.

Shafazal’s Oasis

This scenario draws information from all components of this package. First, the adventure’s primary antagonists, the sha’ir Shafazal and her sand gen Abul, are described on a separate NPC sheet.

Second, the item used to capture Namered is not simply “just another genie prison,” as Diliram would have the party believe. In reality, this is a powerful, ancient, and valuable magical item, an *astrolabe of entrapment*. This device is fully described in Chapter 5 of the campaign guide.

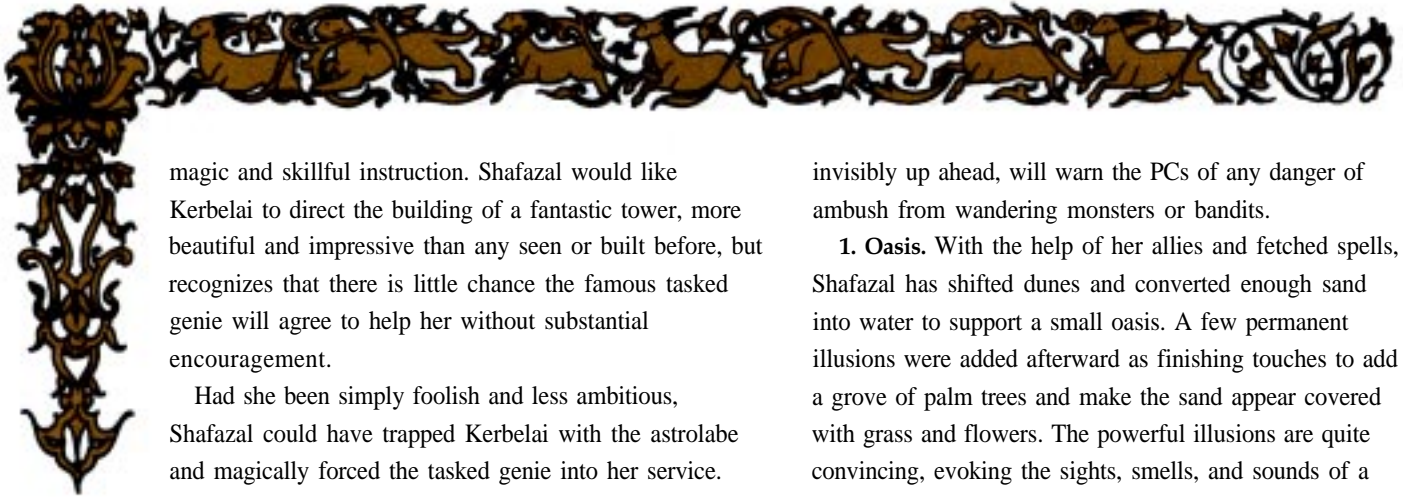
The task is further complicated by the use of powerful illusions and polymorphed guardians. Remember when role-playing Diliram that she has no prior knowledge of these deceptions. Once the PCs arrive at the oasis, show them the portion of card 5 which depicts the illusionary effects and polymorphed guardians. The keyed DM’s map appears on card 4.

The Sha’ir’s Plan

While exploring the ruins of the Haunted Lands, Shafazal discovered an *astrolabe of entrapment*. Soon after returning to civilization, she decided that it was time for her to settle down as an established wizard. Among most settled wizards, a tower is the consummate symbol of rank and status. Shafazal decided that she wanted the most elaborate tower yet built, and for that she would need the help of genies.

Shafazal is currently researching how to call the tasked genie Kerbelai, renowned among sha’irs for erecting exquisitely-crafted buildings with a combination of his





magic and skillful instruction. Shafazal would like Kerbelai to direct the building of a fantastic tower, more beautiful and impressive than any seen or built before, but recognizes that there is little chance the famous tasked genie will agree to help her without substantial encouragement.

Had she been simply foolish and less ambitious, Shafazal could have trapped Kerbelai with the astrolabe and magically forced the tasked genie into her service. However, she is wise enough to realize that the work of artistic, tasked genies is vastly improved when they are allowed to create of their own free will, rather than by magical coercion.

Instead, Shafazal has assembled an impressive hoard of treasure using the resources of her rich family, as a gift to Kerbelai, but decided to take one last precaution should those enticements fail. After careful research in learned texts and casting powerful divination spells, Shafazal learned of the two djinn lovers in the Genie's Garden and used the astrolabe to capture Namered. Shafazal hopes that the djinni's presence will impress Kerbelai with Shafazal's power as a sha'ir. Should the architect genie still refuse, Namered will be there to reinforce any threats, should they regretfully be needed.

Finally, the sha'ir has assembled a small group of charmed followers—a desert giant and six maskhi—to serve as bodyguards and future laborers during the tower-building. The sha'ir frequently sends her gen for *charm monster* spells, which should keep the creatures in thrall almost indefinitely. Although not as impressive as the presence of another genie, they won't hurt the sha'ir's image during her future negotiations with the tasked genie.

Key To The Oasis

The location for the sha'ir's oasis is up to the DM. If the party is small and can be carried by Diliram, Shafazal's tent could be hundreds of miles away. Otherwise, the DM could even use this as a springboard for desert journey, lasting days or weeks, as desired. In either case, the travel should be relatively trouble-free, since Diliram, flying

invisibly up ahead, will warn the PCs of any danger of ambush from wandering monsters or bandits.

1. Oasis. With the help of her allies and fetched spells, Shafazal has shifted dunes and converted enough sand into water to support a small oasis. A few permanent illusions were added afterward as finishing touches to add a grove of palm trees and make the sand appear covered with grass and flowers. The powerful illusions are quite convincing, evoking the sights, smells, and sounds of a lush outdoor garden.

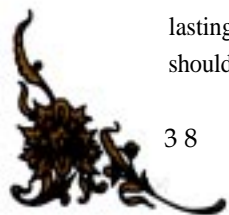
2. Scarecrow. To scare off intruders and unwelcome guests, Shafazal placed a permanent illusion of a 12-foot-tall efreet near her tent. The illusionary efreet looks (intimidating), feels (hot), and smells (sulfurous) like the real thing. It prowls around the garden, sniffing the wind and growling menacingly, but ignores the PCs regardless of their actions.

3. Palm trees. Although some of the palm trees in Shafazal's oasis are illusions, five of them are actually shape-changed maskhi whom the sha'ir has charmed into her service. They have each assumed the form of a wind-tattered desert palm tree. Their tree forms are completely indistinguishable in sound, feel, and smell from natural palms.

Maskhi are masters of shape changing, who use their magical power when hunting or guarding. They can resume their natural, humanoid forms and attack in the same round, with such blinding speed that victims have a -4 penalty on surprise rolls.

Each carries a scimitar in a camel-skin scabbard, a large quiver filled with six javelins, and a pouch with spare javelin heads, animal skins, dried meat, flint knives, and 10-60 sp.

Maskhi (6): Int Average (10); AL CN; AC 5 or 0 (as tree or stone); MV 9 or 0 (as tree or stone); HD 4+1; hp 20 (x3), 25, 26, 30; THAC0 17; #AT 2, Dmg 1-3/1-3 or by weapon: javelin (1-6) or scimitar (1-8); SA Surprise; SD Shape shifting (into hawk, palm, or stone forms only); SZ M; ML 13; AQ MC; XP 975.





4. Giant. A tall desert giant named Tasrif was separated from his people during a sandstorm, when he wandered into Shafazal's oasis and was charmed by the sha'ir. He now spends his time either sleeping under the shade of illusionary palm trees or guarding the perimeter of the oasis with the illusionary efreeti (which he believes is real).

Tasrif carries three massive spears, wonderfully carved heirlooms fashioned by his father and uncles. In life-threatening combat, the giant waits until targets approach to medium range before throwing. He always saves one spear to wield in melee.

Tasrif's dark, desert cloak is fashioned around his shoulders by a large, gold medallion (worth 1,000 gp) inscribed with his name. The giant's traveling pack contains food, small weaponry (including a *scimitar* +2 which Tasrif wields as a *jambiya*), a large flute, a tobacco pouch, and an ornately carved firestarter (worth 500 gp, see Chapter 4 in the campaign guide).

Tasrif (desert giant): Int Average (9); AL N; AC 1; MV 15; HD 13; hp 78; THAC0 7; #AT 1, Dmg 1-10 or by weapon: spear (2-12+7); SA hurling spears (range 3/6/9); SD camouflage; SZ H (17' tall); ML 14; AQ MC; XP 5,000.

5. Tent. The interior of this huge tent (20 feet by 30 feet) is divided by hanging carpets into four living spaces. The thick ceiling is 5 feet high. Illumination is provided everywhere by magical light. The interior smells fragrant, like wild orchids or gardenias.

The floors and walls of this section are actually large carpets, covered by mesmerizing designs. The messy area is littered with countless empty food trays, water-pitchers, and brightly-colored pillows provided by Namered; most are clustered in a 3-foot pile opposite the door. Shafazal's gen, Abul, spends most of his time in here when his services are not required, lounging about on the pillows. Abul's stats and description appear on Shafazal's NPC Sheet. At the first sign of intruders he runs to inform his mistress in area 6 or 7.

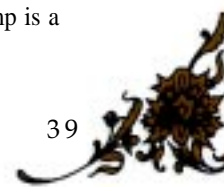
6. Sleeping Area. The floor is covered with pillows in this area as well, along with a thick cotton sleeping mat. Whenever Shafazal goes to sleep, she orders Namered to stand guard nearby. During the night there is a 75% chance that she can be found here. Otherwise she is in area 7.

Namered is too tall to stand in the tent, preferring to sit cross-legged near the entrance. After he was trapped by the astrolabe, Namered is compelled to obey all of Shafazal's orders to the letter. Of course, if the PCs announce that they have been sent by his lover, he will defend the sha'ir with less than remarkable skill and effectiveness (-4 to hit). He deliberately tries to get himself knocked out so he need not defend the sha'ir any longer. As a result, all attacks directed at him are at +4 to hit.

Namered (djinni): Int Avg (10); AL campaign guide; AC 4; MV 9, Fl 24; HD 7+3; hp 26; THAC0 13; #AT 1, Dmg 2-16; SA spells; SD spells; SZ L (11' tall); ML 7. Magical abilities, usable 1 /day: *create food* (for 2d6 persons), *create water or wine* (for 2d6 persons), *create soft goods* or *wooden items* with permanence, *create metal items* lasting 1-24 hrs, *create illusion, invisibility, gaseous form, wind walk*, or form a whirlwind.

7. Study Space. Shafazal spends most of her time in this area, researching a ceremony to summon the tasked genie Kerbelai. Several dozen scrolls and books are scattered about a large iron chest that rests in the middle of the floor of carpets. A simple brass lamp burning with clove-scented oils rests on the chest, filling the area with its exotic aroma.

The information necessary to summon Kerbelai can be found in the scrolls and books on the floor; all Shafazal needs is more time (about two more weeks) to complete her task. A PC with Genie Lore can piece together the purpose of the documents, but only a sha'ir of 9th level or higher, devoting three whole months to study, can master the ritual needed to summon Kerbelai. The texts are worth 5,000 gp if sold in a large city. The brass lamp is a red herring. It is neither magical nor valuable.





The massive chest is wizard locked, and mostly contains treasure with which to bribe Kerbelai. The chest weighs over 500 pounds and contains 5,000 gp, 10 pearls (100 gp each), a *philter of love*, a *scroll of protection from fire*, a *brooch of shielding* (40 hp remaining), and (during the day) a heavy, steel sphere, ornately carved with the known constellations.

This is the *astrolabe of entrapment* (see the campaign guide). Shafazal has cast *aversion* on the sphere so only she can approach the device without it skittering away. The PCs will have to be inventive in order to circumvent this annoying ward and capture the astrolabe. Shafazal keeps the astrolabe beside her under a few pillows at night while she sleeps.

Obtaining The Astrolabe

Given the sha'ir's extensive guardians and general state of attentiveness, obtaining the astrolabe will be a challenging task for even a highly organized party.

A direct assault on the oasis will most likely prove disastrous. Tasrif hurls his two spears, and closes to melee with the party. After the PCs reach the oasis, the maskhi assume their natural forms and attack, probably with surprise. As soon as combat breaks out, Shafazal obtains the astrolabe and calls Namerad to defend her further. She then sends Abul for *improved invisibility* and *charm monster* spells to hide her while she subdues the party.

A more useful approach would be to sneak into the sha'ir's tent after she extinguishes her lamp in area 7 and goes to sleep in area 6. Once the party has infiltrated the tent, they have only the sha'ir, her gen, Namerad, and the enchantment on the astrolabe to contend with. Namerad defends his jailer using tactics described in area 6. The maskhi arrive one to three rounds after Shafazal calls for their aid, but Tasrif is too large to fit inside the tent; the dull-witted giant will uproot the entire canvas structure to save the sha'ir. During the confusion, Shafazal sends Abul to fetch *lightning bolts*, firing her wands while the gen is away. If she appears to be losing, Shafazal invokes her contingency, attempting to escape with the astrolabe.

There are, of course, many more ways for a cunning

party to retrieve the astrolabe. The DM should remember that unless the sha'ir is directly threatened, she will try to capture PCs alive so they can be charmed and help build her tower.

Concluding The Adventure

Should Shafazal escape, she is certain to make the PCs' lives a living hell. If Abul is slain in combat, Shafazal will never rest until each of the PCs is dead. With up to 9th level spells available to the sha'ir given enough time, she is a formidable opponent once she has had time to prepare for an encounter. If Namerad is not rescued (or worse, slain in battle), Diliram holds the PCs responsible and considers their agreement null and void.

Kerbelai is left as an open end for the DM to develop, as desired. More information on architect/builder tasked genies can be found in the AL-QADIM™ Appendix to the *MONSTROUS COMPENDIUM*™. If the DM is looking for an excuse to let the PCs have a genie-built stronghold, here is the opportunity. Anyone living in such a fabulous home is certain to be noticed by powerful wizards in the area.

Should the party obtain the astrolabe, they will quickly learn that the device is much more powerful (and useful) than a simple genie prison. Even if the PCs free Namerad, Diliram will not honor her agreement unless the astrolabe is destroyed.

The method for destroying the astrolabe is left for the DM to devise. It can be a complicated process involving another adventure, or be as easy as giving the astrolabe to one of the djinn, who happily transports the device to its home plane for destruction.

If the PCs destroy the astrolabe, they will have not one but two disgustingly amorous genies at their beck and call until Diliram's joyful term of service has ended. The DM is encouraged to play up the genies' absorbing affection for each other to make the PCs as embarrassed as possible. Furthermore, news of the PCs' good deed will circulate on the home plane of djinn. For a sha'ir PC, a good reputation among the djinn is a priceless asset, especially at higher levels.





ADVENTURE 8

SALT BOND

Krak al-Niraan stands like a mighty rock overlooking the Weeping Desert in the Haunted Lands, a mighty stronghold for the Brotherhood of True Flame. Entire clans of the Al-Badia House of Hanif have disappeared near the Weeping Desert, far too many to be attributed to the ghosts that live in the wasteland. Not long ago, a small but heavily armed party of Al-Hanifi warriors left to spy on Krak al-Niraan and determine the cause of their people's disappearances.

The war band, led by the Sheikh's son, Yazid, was quickly engaged in battle and captured by the powerful patrols near the castle. As an act of good faith, the fire mages tended the wounds of the survivors, including Yazid, and released them to discuss the possibility of a new treaty between the Brotherhood and the House of Hanif.

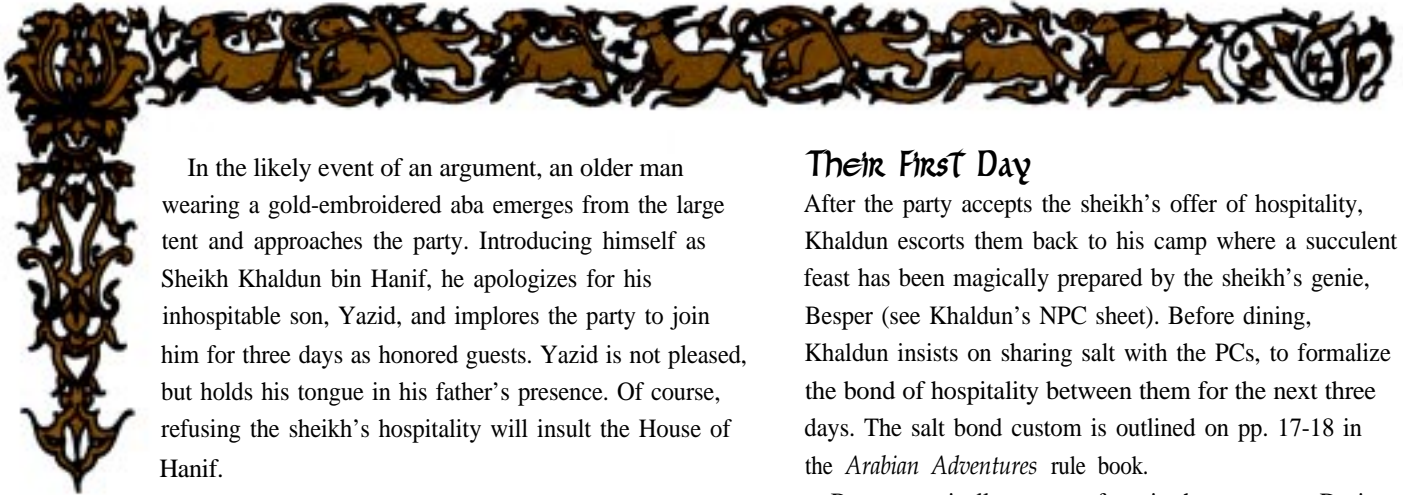
Now, Sheikh Khaldun has come to the Oasis of Cool Shade in the Haunted Lands. He waits with Yazid and some retainers at the oasis to negotiate this unprecedented treaty with the wizards once they arrive.

Starting The Adventure

"Salt Bond" is designed for a party of mid-level characters (6th-8th levels) and can begin whenever the party stops at an oasis or well to get water during a long wilderness journey (see "Eleven Baneful Gates"). The adventure will have added interest if played after "Nine Flawed Sapphires" and "Invitation to a Funeral."

During their travels, the party approaches an oasis surrounded by a camp of three tents (one larger than the others), designated by a large, midnight blue banner with three crescent moons (the symbol of the House of Hanif). The party is quickly intercepted by desert riders from the camp. One is a short, sturdily-built young man and he arrogantly directs the party away from the oasis. He callously disregards the party's need for water or refreshment.





In the likely event of an argument, an older man wearing a gold-embroidered aba emerges from the large tent and approaches the party. Introducing himself as Sheikh Khaldun bin Hanif, he apologizes for his inhospitable son, Yazid, and implores the party to join him for three days as honored guests. Yazid is not pleased, but holds his tongue in his father's presence. Of course, refusing the sheikh's hospitality will insult the House of Hanif.

The Sheikh, His Son, and Retainers

Sheikh Khaldun bin Hanif's stats and description appear on a separate NPC sheet. Only one of his two sons, Yazid, is accompanying him at the moment. His other son, Mu'awiya, is back in the main camp of the House of Hanif, prepared to launch an all-out assault on Krak al-Niraan if any treachery results in the upcoming meeting.

Although Yazid is known for his abrasive, arrogant manner, he is unusually hostile to the PCs because he expects treachery from the Brotherhood and he suspects the PCs may be involved in it. He is highly honorable, however, and would never jeopardize his father's salt bond with guests. Nevertheless, he keeps a close eye on the visitors to make sure they uphold their end of the custom.

Yazid bin Hanif (hm/F/dr/9): AC 2; MV 12; hp 88; THAC0 9 (8 with scimitar and bow); #AT 2, Dmg by weapon: magical scimitar (1-8+6) or sheaf arrow (d8+3); SA specialized in scimitar and jambiya; Str 18/79, Dex 16, Con 17, Int 12, Wis 10, Cha 14; AL LN; *armor of the desert evening*, *shield +1*, *scimitar +1*, composite longbow, jambiya.

Khaldun is also accompanied by a dozen of the finest warriors from his clan. They are all fanatically loyal and fight to the death to protect the Sheikh. Each wears studded leather armor and carries a shield, light horse lance, composite longbow, scimitar, and jambiya.

Al-Hanifi Warriors (12) hm/F/dr/3: AC 6; MV 9; hp 25 each; THAC0 18; #AT 1, Dmg by weapon; AL LG.

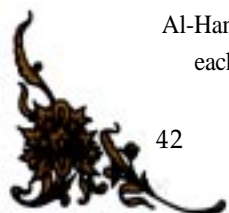
Their First Day

After the party accepts the sheikh's offer of hospitality, Khaldun escorts them back to his camp where a succulent feast has been magically prepared by the sheikh's genie, Besper (see Khaldun's NPC sheet). Before dining, Khaldun insists on sharing salt with the PCs, to formalize the bond of hospitality between them for the next three days. The salt bond custom is outlined on pp. 17-18 in the *Arabian Adventures* rule book.

Besper magically serves a feast in three courses. During the first course, Besper pours light wine, goat's milk, or fruit juice into the party's goblets, and conjures trays covered with figs, dates, and pomegranates. While everyone is enjoying the fruit, Khaldun asks the party about their travels and latest adventures. He is especially interested in any stories about the Brotherhood of True Flame.

During the second course, Besper brings in saffron yellow rice flavored with raisins and a second, spicier rice dish simmered in coconut milk and cayenne red pepper. He then places a golden dish bearing a succulent chicken braised with honey before each of the guests. As the meal progresses, Khaldun should slowly explain why he is waiting at the oasis (over Yazid's protests).

During the final, third course, Besper carries in a 6-foot-long golden platter bearing a huge, roasted boar studded with cloves and basted in cinammon. After the feast, the genie serves dark coffee to the sheikh's stuffed guests. The DM should use the remainder of the meal to pass along lore about the Haunted Lands (see Chapter 2 in the campaign guide) and to introduce rumors for upcoming adventures. If the DM plans on using the adventure "Endgame," be sure to drop plenty of hints about Krak al-Niraan, its inhabitants, and its lord, Jamal al-Yindannim from the campaign guide. Normally skeptical, Yazid reluctantly admits that Jamal appeared to be a charming, friendly, and sincere man during his last encounter, outside the gates of Krak al-Niraan.





The Second Day

The morning and afternoon of the second day pass quickly and quietly in pleasant conversation, games of checkers and chess, and feasting without any sign of the Brotherhood. In the late afternoon, to the consternation of Yazid, six more travelers show up at the oasis. These brothers claim to be desert bards, or rawun, and beg the sheikh for one night of hospitality in exchange for entertainment. Once again a gracious host, Khaldun agrees.

In fact, these six rawun are nothing more than a traveling band of mischievous zin, looking for fun. The gregarious brothers look remarkably alike, with slanted, almost elfish eyes. They speak Midani with a pleasant, amusing accent by slurring their S's. Each has the abilities of a 5th level bard; they are accomplished musicians and all have beautiful voices.

A sextet of polymorphed zin: Int High (14); AL CN; AC 5; MV 12; HD 5+1; THAC0 15; #AT 1, Dmg by weapon or spell; MR 30%; SZ M; ML 10; XP 3,000 each.

Abu (hp 31): *ventriloquism, charm person, taunt, improved phantasmal force.*

Dabu (hp 27): *friends, grease, mending, ESP.*

Fabu (hp 25): *jump, hypnotism, unseen servant, improved phantasmal force.*

Rabu (hp 24): *phantasmal force, sleep, grease, tasha's uncontrollable hideous laughter.*

Sabu (hp 23): *cantrip (x3), levitate.*

Gabu (hp 21): *light, charm person (x2), rope trick.*

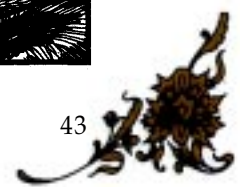
When the sextet plays together, they can cast the following spells, each 1/round, at the 18th level of ability: *hold person, suggestion, charm monster, emotion, Leomund's lamentable belabourment, chaos, mass suggestion, charm plants, demand, and Otto's irresistible dance.* Saving throws vs. these cooperative spells are made with a -6 penalty. For more details, see the AL-QADIM Appendix to the Monstrous Compendium.

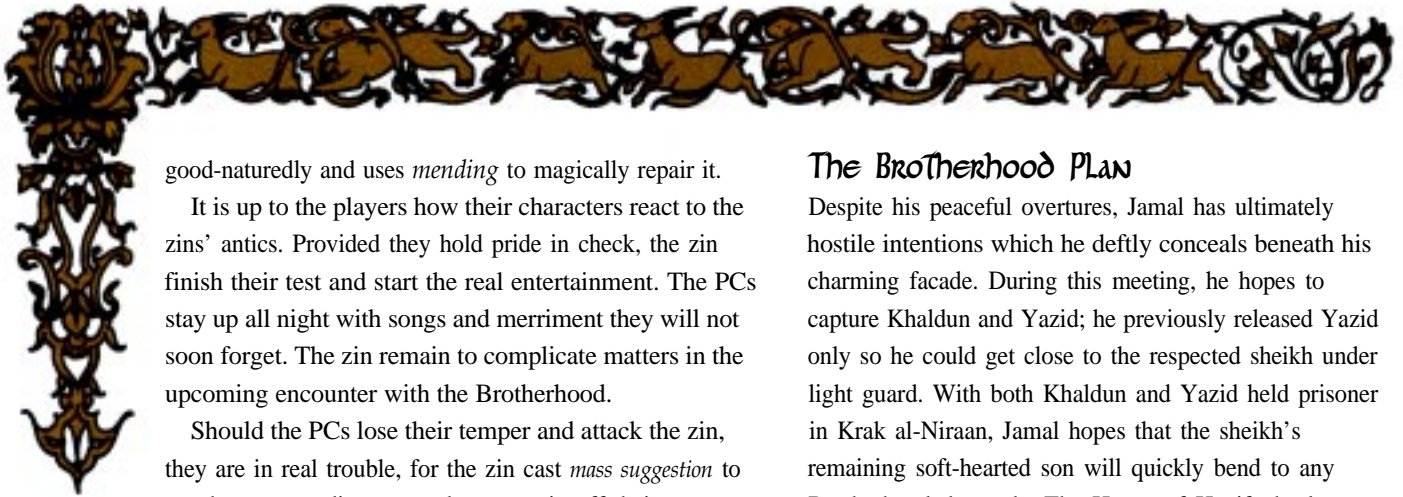
Before they start their performance, Babu (the eldest) begs Khaldun's forgiveness in advance, since their show

demands a well-developed sense of humor. During their performance, the zin try to test the patience and honor of their hosts and the PCs by playing practical jokes using their array of spells.

For instance, they suggest that one of the PCs join them in the show, where they ask him to dress up like a chicken and dance irresistibly about the tent. The PC is then asked to squat down, whereupon a phantasmal egg appears. A phantasmal toad hatches from the egg to swear insulting slurs about the PC's family (thanks to *ventriloquism*) before vanishing with a flatulent sound and all too familiar smell. The DM is urged to come up with a similar humbling routine for the two hosts and the PCs.

Both Khaldun and Yazid tolerate the entertainment with strained smiles, but their lawful nature prevents them taking any action against the zin after their disclaimer at the beginning of the show. There is a tense moment when Dabu takes Yazid's favorite longbow (a present from the jann) and breaks it over his knee, but when the prince fails to explode in rage, the zin smiles





good-naturedly and uses *mending* to magically repair it.

It is up to the players how their characters react to the zins' antics. Provided they hold pride in check, the zin finish their test and start the real entertainment. The PCs stay up all night with songs and merriment they will not soon forget. The zin remain to complicate matters in the upcoming encounter with the Brotherhood.

Should the PCs lose their temper and attack the zin, they are in real trouble, for the zin cast *mass suggestion* to get the upset audience members to strip off their possessions and run into the desert screaming "dinner time!" at the tops of their lungs. The zin then leave the camp and those that lost their temper are cursed with the evil eye for the next full month (no save).

The Third Day

In the morning, the Brotherhood leader Jamal al-Yindanim arrives with his advisor Yodfah and a token guard of a dozen footmen. Although the PCs might have learned about Yodfah in "Nine Flawed Sapphires" and "Invitation to a Funeral," this should be their first encounter face-to-face with the rogue. The stats and descriptions for both Jamal and Yodfah appear on NPC sheets.

For this encounter, Jamal has memorized the following spells: *burning hands*, *charm person*, *detect magic*, *magic missile*; *flaming sphere*, *banish dazzle*, *ray of enfeeblement*, *sundazzle*; *fireball*, *haste*, *sunscorch*, *slow*; *fire shield*, *minor globe of invulnerability*, *sunfire*, *wall of fire*; *teleport*, *seeming* (x2), *wall of force*; *repulsion*.

Before arriving at the oasis, Jamal uses his *seeming* spells to disguise his 12 ogre bodyguards as lightly-armed humans wearing white abas over studded leather armor. Each carries four javelins, a spear, and a great scimitar.

The ogres lead four camels, each carrying six large urns filled with 10 gallons of wine, subtly poisoned with yimna (see the campaign guide).

Ogres (12): Int Low; AL LE; AC 3; MV 9; HD 4+1; hp 30 each; THAC0 14; #AT 1, Dmg by weapon +6; SA 18/00 Strength; SD disguised with *seeming*; SZ L (9' tall); ML 12; XP 420 each.

The Brotherhood Plan

Despite his peaceful overtures, Jamal has ultimately hostile intentions which he deftly conceals beneath his charming facade. During this meeting, he hopes to capture Khaldun and Yazid; he previously released Yazid only so he could get close to the respected sheikh under light guard. With both Khaldun and Yazid held prisoner in Krak al-Niraan, Jamal hopes that the sheikh's remaining soft-hearted son will quickly bend to any Brotherhood demands. The House of Hanif, the largest tribe in the Haunted Lands, will then become the Brotherhood's subservient vassals.

Jamal's plan is simple. The "negotiations," assisted by the charismatic Yodfah with his *ring of human influence*, will be held in a private tent with just the sheikh and his son in attendance. Before the sheikh can offer the bond of salt, however, Jamal will insist that they share some of the drugged wine he has thoughtfully brought (both Jamal and Yodfah have taken the antidote, however). While the drug is taking effect, and Yodfah is distracting the two desert riders, Jamal will surround them all in a spherical *wall of force* (for added privacy) and prepare *repulsion* in case things go awry. Their ample supply of poisoned weapons should ensure that before long both victims are incapacitated. Yodfah and Jamal will then clean up the evidence, including guards, the PCs, and zin.

Even if Jamal's plot fails, the House of Hanif will be provoked into an all-out assault against Jamal's stronghold, Krak al-Niraan. The Al-Badia have a notoriously poor track record in sieges, so Jamal is confident he can smash the House of Hanif on his front doorstep. Whether his current plan succeeds or fails, Jamal is certain that in the long term, the House of Hanif will no longer pose a significant threat to Brotherhood activity in the Haunted Lands.

Introduction To The Enemy

After the Brotherhood party arrives, Jamal and Khaldun exchange optimistic pleasantries in front of his tent and introduce their retainers. The sheikh introduces the PCs





along with the six zin, just before Jamal introduces everyone to Yodfah.

If the PCs are responsible for Yodfah's exile from Muluk as a result of events in "Nine Flawed Sapphires," the evil rogue tries to taunt the PCs into attacking him (veiled allusions to the murdered Ayaam and "Invitation to a Funeral" should do the trick nicely). Should the PCs assault Yodfah, however, they will have to fight the Brotherhood contingent and the sheikh's forces, who will feel honor-bound to defend their guests.

Should the PCs recognize the drugged wine carried in the camels from "Nine Flawed Sapphires," either Yodfah or Jamal smiles and drinks a cup to prove the PCs liars (since they have taken the antidote, they are unaffected by the drugged wine).

Any action the PCs take against Jamal or Yodfah at this early stage will break the salt bond and enrage both the sheikh and his son.

Betrayal

After the introductions, Jamal, Yodfah, Khaldun, and Yazid enter the main tent for their private negotiations. Using their magical rings, both Jamal and Khaldun summon their respective genies (see the NPC sheets) and order them to guard the main tent, letting no one interrupt on pain of death.

In the mean time, the two summoned genies stare angrily at each other, the Al-Hanifi and Brotherhood warriors pace nervously outside the tent, but the zin seem oblivious to the tension.

Inside the tent, events proceed according to Jamal's plans unless the PCs intervene. Timing is critical. If they attack too soon, they risk violating the salt bond with Khaldun, but if they wait too long both the sheikh and his son will be incapacitated by poison.

Twelve rounds after the negotiations start, PCs listening furtively notice all sounds from the tent abruptly cease (Jamal has cast his spherical *wall of force*). If the PCs fail to act at this point, the desert riders are drugged with poison in another 1-12 rounds. At this point, Jamal casts minor *globe of invulnerability* and *fire shield*, lowers the

wall of force, and orders his guards to attack. By then Yodfah will have disguised himself as the sheikh, donning Khaldun's summoning ring and wielding his vorpal scimitar (with a -3 penalty to hit).

During the final battle, the zin and al-Hanifi warriors combat the ogres and the two summoned genies (once Yodfah has the sheikh's ring, he turns Besper against the al-Hanifi). That leaves the party to stop Yodfah and Jamal. These two powerful villains are not stupid. If they appear to be losing, they will not hesitate to teleport to Krak al-Niraaan so they can be encountered again in the final adventure, "Endgame." Should any of the villains be slain, their followers will do whatever is necessary to escape with the bodies so they can be raised from the dead by priests allied with the Brotherhood.

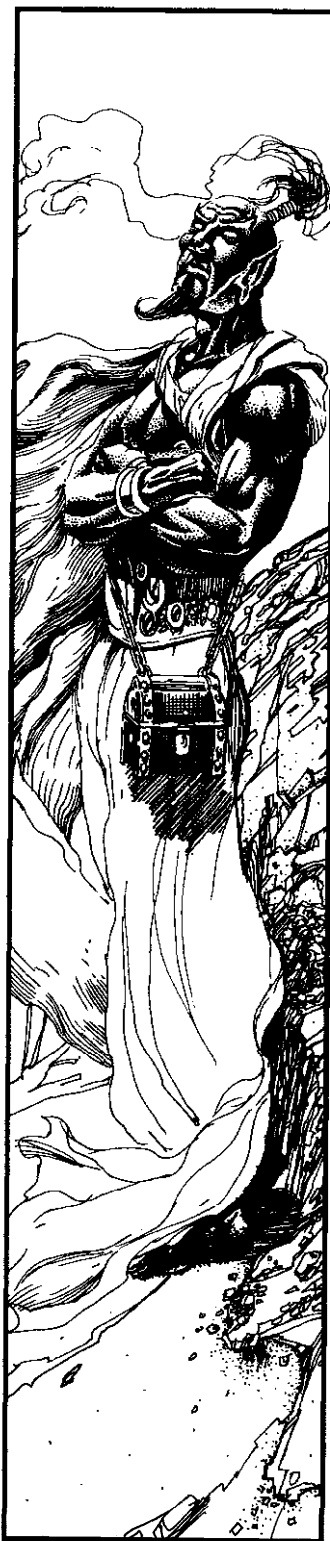
Concluding The Adventure

The Brotherhood is only interested in the two royal prisoners. If the party is defeated, a kind DM might allow the PCs to be dropped off without food, water, or weapons in the Great Anvil, where they at least have a chance (though slim) of surviving. After the defeat, the House of Hanif soon becomes the vassal of the Brotherhood of True Flame.

Should the PCs drive off the attackers and save Khaldun, they have the sheikh's eternal gratitude. The form of this gratitude is up to the DM. Are any of the PCs interested in a wife or husband with a rich dowry of camels? The sheikh would also gladly train the PCs, as described on his NPC sheet.

Will the PCs be able to prevent Khaldun from waging a disastrous war on the Brotherhood, or will they join the sheikh's army in a futile direct assault on the heavily defended stronghold? On a slightly less epic scale, perhaps the sheikh will enlist the PCs to recover his ring and scimitar, stolen by Yodfah during the battle. The DM is encouraged to use this as a springboard to future adventures involving Krak al-Niraaan.





Adventure 9

A Boasting Contest

Achmed al-Zuli the Magnificent considers himself the master of the Haunted Lands. He is the strongest, bravest, tallest, fastest, and most powerful efreeti ever to walk the Burning World, and woe to the mortal who does not acknowledge his obvious superiority over all small races. Of all his wondrous attributes, Achmed is most proud of his ability to boast, and challenges everyone he meets to a boasting contest.

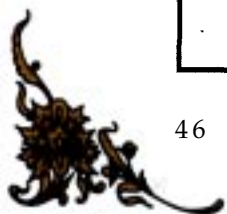
Starting The Adventure

“A Boasting Contest” is designed for a party of medium (5th-8th) level characters traveling over any wilderness terrain.

The adventure starts when Achmed strides into view of the party. Having enlarged himself to impress the puny PCs, Achmed appears to be a 24-foot-tall, muscular, ebony-skinned giant, wearing crimson robes and thick golden jewelry. A steel-bound chest hangs from his belt.

Achmed orders the party to stop and demands to know their business in his desert. Unless the characters comply and explain in a subservient manner, he circles them in a wall of fire (“You dare not explain yourself to Achmed Al-Zuli the magnificent, the most powerful efreeti in all Zakhara?”) He demands an explanation for their presence in his territory, and if one is not forthcoming, starts knocking them about and stripping them of all magical items and spell books to teach them better respect for genies.

As soon as the characters explain the purpose of their travel in a respectful tone, the genie starts to belittle them. “You call that a journey! I have traveled across all of Zakhara, and seen such wonders that would make mortals weep!”





Achmed then asks the party about their magical items (noticed with his ability to detect magic). "What magic does your pitiful bauble of a ring perform? You call that an enchanted scimitar? I have a scimitar myself, far more impressive than that slim sliver of steel!" Achmed takes out his chest, unlocks it, and shows the party a great *scimitar of sharpness*, a *golden ring of wizardry* (doubles 1st level spells), a pair of *slippers of speed*, a +4 *shield* emblazoned with a comet, and leather *gauntlets of dexterity*.

He challenges any member of the party to a boasting contest. If the PC wins the contest (as judged by the genie), he or she gets to put one of his own magical items into Achmed's chest and take out one of the PC's choice; if the genie wins, he gets to choose any of the challenging PCs' magical items.

Should a PC accept, the DM had better be ready to do a fine job of role-playing! A list of possible contest topics (one topic per contest) include:

- the power of magical items, either seen, owned, or rumored;
- treasures, either seen, owned, or rumored;
- physical attributes (Strength, Dexterity, etc.);
- the type and number of enemies defeated;
- wondrous feats of magic performed;
- skill in romance;
- distance traveled and wonders seen.

The DM can use these topics or make up more. Try to prepare some outrageous boasts in selected, favorite topics, before running the encounter.

During the contest, Achmed always goes first, letting loose a torrent of bragging. The point here is not to state the truth. The boasting just has to sound impressive. The genie starts with relatively realistic boasts, and then, as the contest progresses, his boasts become increasingly outlandish and impossible. To make sure the bragging doesn't go on for days, each contestant is allowed three boasts, each lasting no longer than two minutes. Whoever has the best two out of three boasts wins the contest. Achmed is a fine judge of boasting, and will not

be insulted if a PC clearly outboasts him.

If the DM does not want to role-play the contest, it can be simulated using Charisma checks (Achmed has a Charisma of 15). Whoever has the highest successful Charisma check wins one of the three rounds of the contest.

If the PCs have no magical items, Achmed is happy to wage a contest for gold or other treasures. Underneath his magical items in the chest, the genie keeps 5,000 gp, three rubies (1,000 gp each), a golden chalice (750 gp), and a green glass water pipe with gold fittings (800 gp). Around his neck, Achmed wears nine heavy, golden necklaces, each worth 500 gp.

The Prize . . . Or a Wish?

If the genie loses any magical items or wealth, he tries to get the PC to trade it back for a *wish*. The DM should make any PC foolish enough to take the trade regret the decision, Achmed interprets wishes to the detriment of PCs, seeking to twist their wording to harm others (unless they are already so worded). Give a player 60 seconds to make up the wish and write it down on a piece of paper. This ensures that the PCs don't have too much time to mull it over, but gives the DM an opportunity to fulfill the wish in a nasty way.

Achmed al-Zuli the Magnificent, an efreeti: Int Very (11-12); AL N; AC 2; MV 9, FI 24 (B); HD 10; hp 72; THAC0 11; #AT 1, Dmg 3-24; SA see below; SD fire resistance, see below; SZ L (12'); ML 16; XP 8,000.

Magical Ability: *produce flame*, *pyrotechnics*, at 15th level as often as desired; *invisibility*, *gaseous form*, *detect magic*, *polymorph self*, *wall of fire*, *advanced illusion*, each 1/day at 15th level; *enlarge* 1/day at 10th level; and grant up to 3 *wishes* per day.

Concluding The Adventure

Once Achmed has conducted all his business with the PCs, he totes his chest and marches off into the desert. The DM can pull out this amusing encounter to divest mid-level PCs of magical items and wealth whenever they become too prideful or cocky (or once, anyway).





Adventure 10

Weave of The Carpet

Karaji Baba is a beleaguered rug maker, cursed by Fate with the ability to weave beautiful as well as magical carpets. Everyone, it seems, wants a carpet made by Karaji Baba, including the Caliph of Muluk. When delivery was delayed by a month, the carpet maker was given a summons to the palace and ordered, on pain of death, to finish the Caliph's carpet before the next full moon, in time to be presented to Princess Hadra at her birthday celebration. Inspired by the ominous threat, Karaji labored for three weeks and wove a true masterpiece.


As Karaji was putting the finishing stitches in the rug's golden trim, a young man in desert robes entered his workshop and offered to buy the Caliph's carpet for an exorbitant price. Karaji was forced to turn the customer down gently, but the young man left his shop muttering warnings and curses under his breath. The next morning, Karaji awoke to find that the Caliph's carpet had been stolen.

Starting The Adventure

"Weave of the Carpet" is a short "whodunit" adventure set in Muluk, designed for a party of mid-level characters (7th-9th levels). The PCs are contacted by Karaji, who begs the party to find his missing carpet before the Caliph expects the delivery of the Princess' birthday present to the palace. Karaji promises them a share of the Caliph's 15,000 gp commission should they succeed in recovering it during the next three days (he will feel used if the PCs expect more than 6,000 gp).

The Criminal

The thief is none other than the infamous Ali al-Lazan, a wickedly insane member of the Brotherhood of True Flame. A complete description of the fire mage appears on a separate NPC sheet. Ali wants to set fire to the Caliph's royal palace in Muluk for the simple pleasure of watching it bum. (The rest of Zakhara will soon follow in flames! Mwa-ha-ha-ha-ha!) The only problem is getting the liquid star across the royal lagoon to fuel a truly spectacular conflagration. Liquid star (greek fire) is detailed in the campaign guide.





Ali learned that the Caliph is expecting a magic carpet as a surprise present for Princess Hadra on her 25th birthday. Not only will the carpet's absence ruin the Princess's birthday party, but it will also play an important role in his plot to turn the palace into a funeral pyre for Muluk's entire female ruling family. A *legend lore* spell disclosed where the carpet was being made; it was a simple matter for the powerful wizard to steal it.

For this adventure, Ali has memorized the following spells: *affect normal fires*, *unseen servant* (x2), *magic missile* (x2); *levitate* (x3), *web*, *wizard lock*; *invisibility 10' radius* (x3), *nondetection* (x2); *improved invisibility*, *dimension door*, *sunfire*, *wall of fire*; *conjure fire elemental*, *teleport* (x2), *seeming* (x2); *legend lore*, *disintegrate*; *delayed blast fireball*.

Scene of The Crime

The best place for the PCs to start on their case is Karaji's workshop, where the carpet was being kept on the night before it was stolen. There is nothing remarkable about the shop itself except that the locks on the windows and doors are uncommonly intricate (-25% on a rogue's chances to pick). The previous night's burglary has left the shop a mess. Karaji's carpets have been scattered about the room, pulled into a chaotic heap. A search of the premises will reveal the following three clues:

- A freshly-minted copper piece from Hiyal (the spell component for *ESP*), dropped by Ali on the doorstep.
- A few traces of yellowish, smelly powder (sulfur) on the floor inside the shop. Just a paranoid Ali, fingering his spell components, ready to blast any guardians with a nasty *flame* spell after *dimension dooring* from the street into the shop. The mage simply cast *detect magic* to find the carpet he wanted and teleported with it back to his laboratory.
- Some fish scales, brushed off on some of the carpets on the floor. They wiped off the wizard's slippers when he walked to the store from his lair in the fish markets.

The DM is free to dream up more incriminating clues, plus a few red herrings, if desired.

Witnesses

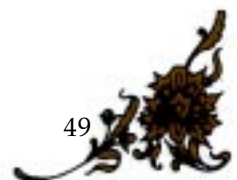
Karaji is the best source of information about the carpet and the strange visitor. He will give the party an accurate description of the stolen carpet: 6 feet by 9 feet, woven with swirling arabesque patterns in gold and purple threads that shift and writhe with magical energy. The rug, which answers to the name Alawan, is an elegantly woven *carpet of flying* which has a speed of 42 despite its large size.

Karaji can also relate what he remembers of the tall, slim youth who tried to buy his carpet. The young man wore a dirty white turban and a black desert aba over light armor. Although the man looked like he had recently left a caravan, he smelled strongly of a banapples (the wizard has been working so closely with the fruit that he no longer notices the smell) and spoke with a faint foreign accent. The physical description is useless, however, because a *seeming* spell cloaked Ali's true appearance.

If the PCs question Karaji's family, staff, and servants, they learn that no one can remember seeing anyone in or around the streets outside the carpet shop during the hours it was robbed (the mage was invisible before *dimension dooring* into the shop).

A critical piece of evidence can be learned from one of Karaji's next-door neighbors, a stout dwarf barber named Gashul. The day after the robbery, he noticed his long haired dog, Juju, was missing. His frantic search soon ended when he found poor Juju with a scorched crew-cut, smelling of burnt hair, whimpering piteously behind his shop. The barber is still in mourning over the loss of his prize-winning pet's tresses, but he will present Juju for inspection if it might help his neighbor recover the carpet.

The unfortunate dog appears singed and almost bald. Ali applied *burning hands* on the pooch for kicks in the street while fending off his urge to bum Karaji's shop to the ground. He is holding most of his pyromaniacal urges in check until his plot is complete; he doesn't want to alert local authorities of his presence just yet.





Putting It All Together

The evidence points to the conclusion that a foreign fire mage stole the carpet. The copper piece outside reveals the wizard was recently in Hiyal. The PCs should be able to learn that the Brotherhood mage Ali al-Lazan was last seen in Hiyal one month ago and is wanted for attempted arson of the royal palace during the sultana's birthday party. If the DM dropped enough clues about Princess Hadra's upcoming birthday celebration, they should quickly realize that Ali is in Muluk and probably plotting something nasty involving the carpet, the palace, and lots of fire.

Trying to warn the Caliph results in wasting time because the PCs have nothing but conjecture at this point. The mamluks feel their security measures for the princess's birthday party are "more than adequate, thank you."

Divination spells to locate Ali or the carpet have only a 25% chance of succeeding because the mage is careful to keep himself cloaked with a *nondetection* spell. Tracking



down the wizard without using magic should not be too difficult, given the clues about the banapple smell and fish scales.

Banapples are large, pungent fruit, grown in orchards outside town. A PC with Brewing or Herbalism nonweapon proficiency will realize (by making a successful ability check) that banapple extract is a volatile component needed to make liquid star. Banapples are typically sold in the bazaar, but have been increasingly scarce in the past three weeks. The PCs can learn the location of Ali's lair by questioning fruit suppliers in the bazaar and discovering that large banapple deliveries are made to a warehouse near the fish markets.

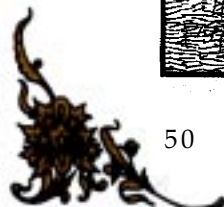
If the PCs pursue the case using the fish scale lead, they eventually end up in the fish markets. PCs snooping around the back alleys will start running into a few carcasses of animals, sunscorched to death by the fire mage for amusement. The DM can introduce the PCs to Ali's warehouse by chance or have them led there by an enterprising beggar, eager to exchange the information for a few gold coins.

Ali's Warehouse

The DM can place Ali's mud brick warehouse along any desired narrow side street in Muluk's fish markets (area 5 of the city map). A map of the warehouse itself appears on card 5.

The doors and windows of the warehouse are wizard locked at 15th level of ability and the interior is illuminated by continual light. A large (10-foot-square) trap door has been installed in the ceiling; this entrance is unlocked, but warded with a *fire trap* (1d4+15 points of damage, half if save).

Inside, Ali labors furiously to make gallons and gallons of liquid star for his insidious plan. The day of the birthday party, Ali intends using the carpet in three trips to air-lift hundreds of gallons of liquid star to the roof of the palace, each stash cloaked by *invisibility 10' radius*. One *delayed blast fireball* later and nothing short of a *wish* will prevent the destruction of the entire palace. Unlike his abortive plan in Hiyal where Ali only sought to





damage the palace (the fire was put out by the court wizards), Ali is now making sure he has enough liquid star to do the job right. The force of the explosion should rip the top off the palace and rain fiery death on any survivors.

Most of the warehouse interior is taken up by a huge pile of banapples, over a hundred lo-gallon ceramic jars, and his laboratory equipment. Depending upon how late in the week the PCs raid the warehouse, 10-100% of the ceramic jars are full of volatile liquid star.

Ali's greatest weakness is that he prefers to work alone (the Brotherhood tries not to encourage his extreme plans, which draw too much unwanted attention to their organization). Ali casts *unseen servant* when he needs help with laboratory work.

At one end of the warehouse, under the trap door, floats the Caliph's carpet, loaded with ceramic urns containing liquid star. The carpet can carry 1,000 pounds per trip (about 125 gallons of liquid star).

Concluding The Adventure

The easiest way to foil the wizard's plan is to tell the local authorities to investigate Ali's warehouse once the PCs have discovered its location. In his fury at being discovered, the wizard ignites the existing liquid star with *delayed blast fireball* and teleports to safety. The palace is saved but the Caliph's carpet and fish market will probably bum to the ground, the PCs will be accused of arson, and they, along with Karaji, will have an appointment with the executioner.

Finding a way to save both the palace and the Caliph's carpet should prove sticky, as the rug is usually loaded with enough liquid star to bum down half of Muluk. Should the party attack Ali in his warehouse, the battle might ignite the liquid star stored there. If defeated, Ali will try to blow up all evidence (and the PCs) before escaping.

The safest alternative—for Muluk, the PCs, and the carpet—is for the party to ambush the mage when he leaves his warehouse. Given his evident weakness when it comes to burning small animals and pets, the party might

succeed in luring the wizard away from the lab by mimicking a small dog in the side streets outside his warehouse. Allow the wizard a Wisdom check to see if he can resist the urge to *sunscorch* yet another poor, defenseless pooch. Should the wizard fail the check, he will open the door muttering weird comments like: "Come to Uncle Ali, little dog. Uncle Ali won't hurt you. No, he just wants to bum you."

Another option is to wait until Princess Hadra's birthday, when Ali will leave to deposit his three caches of liquid star on the palace roof using the carpet of flying. Although he and the carpet will be cloaked by *invisibility 10' radius*, an alert party should notice the trap door on the warehouse roof opening and closing.

Once Ali is out of the confines of the warehouse, he will have no compunctions about using his wand and nasty attack spells. Because of all the illusion spells he has memorized to complete his plot, his selection of battle spells is thankfully slim. The wizard has a large supply of liquid star at hand, however, which he will gladly employ against the party (see the campaign guide for rules about using liquid star in combat). Ali will do his best to escape with a handy *teleport* spell (abandoning the carpet), so he can plague the party again during the last adventure, "Endgame."

Should the party rescue the magic carpet and return it to Karaji for delivery to the Caliph, Karaji is so happy that he gives them not only the previously agreed share of his commission, but over the next few months he weaves them a *carpet of fighting* to help them apprehend more criminals in the future. This item is also described in the campaign guide.

If the PCs manage to foil Ali's plot and recover the carpet before Princess Hadra's birthday party (without burning down at least one city block of Muluk in the process), the Caliph hears of their prowess and rewards them with whatever the DM feels is appropriate (land, a title, or a ship are reasonable).





Adventure 11

Dead Bearing Witness

The recent discovery of *The Kingdom of Lions*, an ancient historical text, has touched off a wave of controversy among the historians of the city. All records of Muluk portray the city's founder, Amakim Ibn Issad, as a courageous hero who defeated his monstrous brother Azaltin to capture the throne before leading his people to found Muluk. *The Kingdom of Lions*, written by his brother Azaltin, tells an entirely different story, portraying Amakim as a weak man, easily manipulated by his evil vizier, Zeenab.

Although the authenticity of *The Kingdom of Lions* is not in question, its accuracy has been fiercely debated since its discovery. The best way to resolve the conflict of testimonies, the book's proponents argued, is to exhume the remains of Amakim and question the ancient king's spirit. The city's moralistic clergy, who felt the honorable dead should be allowed to rest in peace, were outraged.

With Muluk's intellectual and religious leaders seething in turmoil, it was not long before the Caliph was asked to resolve the dispute. Seeing the wisdom of the book's proponents, she agreed to allow the questioning of her ancestor's spirit by the Zannite clergy. Amakim's tomb on the Mount of Forgiveness was ceremoniously opened the following morning. To the shock of everyone present, Amakim's tomb was completely empty.

Starting The Adventure

"Dead Bearing Witness" is an adventure set in Muluk, designed for a party of high-level characters (9th-12th levels). It is intended to be a sequel to the adventures "Invitation to a Funeral" and "Eleven Baneful Gates," but can just as easily be run independently. The PCs are contacted by the Zannite priest, Haroushin (detailed in a separate NPC sheet), who explains the controversy surrounding the discovery of *The Kingdom of Lions* and hires them to find Amakim's remains.

The PCs can name their fee: money (15,000 gp max), priestly favors (DM's discretion), or minor magical items (one per PC, 1,000 XP value or less).



Haroushin's divinations have cryptically revealed that the Mount of Forgiveness is somehow involved with the disappearance of Amakim's remains. The priest urges the party to start their investigation there.

Mount of Forgiveness

As explained in the campaign guide and "Invitation to a Funeral," the Mount of Forgiveness is Muluk's largest cemetery (area 23 of the city map). The DM should consult card 2 for the maps and diagrams relevant to this adventure.

The hill outside the city is covered with ancient tombs and honeycombed with countless passages which were hollowed out by ghouls. It should come as no surprise that many of the tombs in the cemetery are empty, but it would be wrong (and too easy) for the PCs to assume that Amakim's remains were simply eaten by the ghouls.

When a caliph dies, ghouls collect his or her remains and deliver them to a terrible being known to them only as "the Head," who dwells in his macabre court, the Hall of Lost Kings, far below the Mount of Forgiveness. The Head is responsible for the continual generation of new ghouls, ghosts, and great ghuls that infect the cemetery like a plague.

Finding The Hall of Lost Kings

The Head is older than Muluk itself, a decrepit lich that lusted after power, glory, and immortality while alive. After his death and transformation, the lich withdrew beneath the city to found his own domain. Finding the exact location of the Hall of Lost Kings cannot be done through magic, because the Head has warded his home to prevent divinations, scryings, and teleportation.

The PCs have to discover the Hall of Lost Kings the hard way. The PCs must first find an entrance to the ghoulish burrows that infest the Mount of Forgiveness. This should not be too difficult, especially if the DM previously ran "Invitation to a Funeral." For each turn spent hunting through the warrens, there is a 1 in 10 chance of running into something interesting (60%, 2-5 ghouls; 25%, 1-2 ghosts; 10%, a great ghul; 5%, Hall of

Lost Kings). So if the characters spend enough time in the warrens they will, sooner or later through sheer luck, stumble across the entrance (after running into hordes of undead). Sounds simple, right?

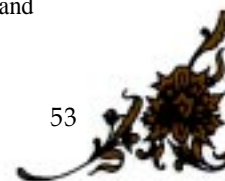
It is the DM's job to make the ghoulish warrens as disgusting a place as possible. The tunnels have no ventilation and smell like the breath of a thousand ghouls. The tunnel walls were clawed from earth, and every hundred yards the PCs should encounter grisly evidence to that fact, blood-streaked fingernails and small bones imbedded in the tunnel walls. If you play up the horrific ambiance, the players will not want to wander around any longer than necessary and might consider talking with undead rather than simply hacking them to pieces.

A Reluctant Guide

While crawling through the warrens, the PCs find themselves in a nest of undead containing a dozen ghouls, two ghosts, and a great ghul. When the party enters the bone-filled cavern, the great ghul, named Balthazar, is polymorphed into the shape of a young boy. He huddles, looking scared by the characters, while the ghouls and ghosts attack.

The undead should be no match for a powerful party. Witnessing their prowess in battle, the great ghul does not attack the party, but grovels at their feet, pleading for help. He says that he was captured and about to be eaten by the undead when the party arrived. He tries to get the party to lead him out of the mount, waiting for more random encounters with undead to weaken them further so he can attack. If the PCs see through his subterfuge (again, not too difficult a task for a powerful party), they should be able to intimidate the ghul and learn information about the Hall of Lost Kings and the Head. The great ghul agrees to lead the party to the Hall of Lost Kings if the PCs promise not to destroy him.

Ghouls (12): Int Low (6); AL CE; AC 6; MV 9; HD 2; hp 10 each; THAC0 19; #AT 3, Dmg 1-3/1-3/1-6; SA paralyzation (3-8 rounds); SD immune to *sleep* and *charm*; SZ M; ML 12; XP 175.





Ghasts (2): Int Very (12); AL CE; AC 6; MV 15; HD 4; hp 20,24; THAC0 17; #AT 3, Dmg 1-4/1-4/1-8; SA paralyzation (5-10 rounds), stench (save vs. poison or attack at -2); SD immune to *sleep* and *charm*; SZ L (7'); ML 16; XP 650.

Balthazar (great ghul): Int Very (12); AL CE; AC 0; MV 15, Br 3 or Cl 12; HD 4; hp 30; THAC0 15; #AT 3, Dmg 1-6/1-6/2-12; SD polymorph self, magic weapons to hit; SZ L (7'); ML 16; XP 1,400. (See the AL-QADIM Appendix to the *Monstrous Compendium* for more details.)

Hall of Lost Kings

After hours in the ghoulish warrens, the party finally arrives at a stone-lined passage, ending in a pair of unlocked, bronze double doors.

Beyond, the Hall of Lost Kings is an exact replica of the audience chamber in Muluk's Royal Palace. The walls and ceiling of the vaulted hall are covered with intricate golden tiles which reflect the *continual light* filling the

chamber. The floor is covered with beautiful carpets on which kneel hundreds of human bodies, wearing magnificently embroidered, tattered robes. These are the assembled corpses of Muluk's ancient caliphs, frozen in silent reverence to their undead lord. Periodically, when the Head desires amusement, it will animate a few of them to wait on his every word, lose at games of chess, laugh at all his jokes, and grovel submissively at the base of his throne. Masking the terrible stench, great clouds of bitter, burial incense (myrrh) pour continuously from gold braziers in the corners of the hall.

Opposite the only entrance, the Head (quite literally a mummified, disembodied head) rests on his pillowed gold throne, surrounded by a court of animated Caliphs of Muluk (including Amakim and Muluk's most recently deceased Caliph, Muftahir the Wise, whom the PCs might recognize). These undead sycophants are now juju zombies, who stare blankly at the PCs by the door. The Head flies off the pillow and says in a high-pitched, screechy voice: "What a joy, I was not expecting visitors!" Have everyone in the party roll a save vs. spell to avoid the effect of a fear spell, cast at 18th level, at the mere sight of the Head.

The Head is an incredibly ancient lich, all that remains of Azaltin's treacherous arch-vizier, Zeenab (see Chapter 1 in the campaign guide). The Head remembers little of its mortal life and is now such a self-absorbed petty creature that it cares little for the surface world. It exists only to hear the praise and respect of a ruling house it was forced to serve while alive. It will be happy to chat with the PCs, introducing them to Amakim for amusement's sake. It loves chess (moving pieces with an unseen servant) and expects the PCs to lose graciously, like it was forced to do when it played with kings.

Matters are going to turn nasty sooner or later, since the Head has no intention of letting the PCs leave, preferring to add them to his court of adoring sycophants. If the PCs guess the Head's true name (Zeenab) based on their knowledge of history and previous adventures, it ceases to attack. The creature will grant the characters one favor in return for their promise (bound with a *geas*)





to never return or reveal the Head's true name or lair to anyone else. Otherwise, the lich orders his animated caliphs to attack while he *wizard locks* the doors shut. If the Head is destroyed, its spirit moves to its phylactery (see below) and starts to animate the other corpses in the room. This should send the PCs screaming for the exit, but give the party enough time to scoop up Amakim's remains and some choice bits of treasure before they are trapped by an army of undead.

Scattered around the solid gold throne is a huge pile of treasure, buried with the caliphs and recovered by the Head's servants along with the royal remains. There are jars filled to the brim with gold and platinum (6,000 gp and 2,000 pp total); a jar filled with 40 gems (each 500 gp aquamarines); a suit of ancient armor (*plate mail* +3); 12 assorted pieces of jewelry (1,000 gp each, including a *ring of genie summoning* and a *ring of spell turning*); a *banner of renown*; a +2 *scimitar of genie slaying*, +4 *vs. dao*; and a *golden rod of splendor*.

The gold throne (weighing 300 lbs and worth 40,000 gp) is the Head's phylactery. Anyone touching it can be possessed by the lich as per the *magic jar* spell. It must be melted into slag to destroy the Head forever. The lich's spellbooks are hidden in a wizard-locked secret compartment within the golden throne and contain the spells it has memorized plus five additional per level; to be chosen by the DM.

The Head (lich): Int Genius (18); AL CE; AC 0; MV Fl 15; HD 11; hp 66; THAC0 10; #AT 1, Dmg 1-10 (bite) or by spell; SA paralytic touch; SD magical weapons to hit, standard undead immunities; SZ S (1'); ML 18; XP 14,000.

The Head has a permanent *fly* spell cast on itself, and has used a *wish* so it can employ spells requiring somatic components. It casts the following spells as an 18th level sorcerer of fire and sand: *unseen servant* (x2), *magic missile* (x3); *mirror image*, *ESP*, *darkness 15' radius*, *web*, *wizard lock*; *lightning bolt* (x2), *sunscorch*, *spectral force*, *slow*; *contagion* (x2), *minor globe of invulnerability*, *fire shield*, *wall of fire*;

animate dead (x5); *disintegrate*, *death spell*, *geas*; *forcecage*, *spell turning*, *prismatic spray*; *maze*, *sink*; *energy drain*.

Animated Caliphs, ju-ju zombies (33): Int Low (6); AL N(E); AC 6; MV 9; HD 3+12; hp 27 each; THAC0 15; #AT 1, Dmg 3-12; SD magical weapons to hit (blunt weapons inflict half damage), standard undead immunities, immune to lightning, *magic missile*, fire inflicts half damage; SZ M (6'); ML 20; XP 975 each.

The DM should adjust the number of animated caliphs to properly challenge the party.

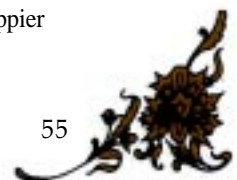
Concluding The Adventure

Escaping the Mount of Forgiveness should be a harrowing experience. Balthazar, their guide, abandons the PCs, so they will have to make it out on their own. The DM should do his best to make sure the PCs never, ever, want to crawl around the Mount of Forgiveness again.

Despite the DM's best efforts, the sight of Zeenab's hoard might tempt the PCs to return to the Hall of Lost Kings. If the party was geased by the Head, it should involve a monumental undertaking to get the enchantment removed so they can return for a rematch. Short of a wish, there is no way to remove Zeenab's potent geas without endangering the victim's life. *Remove curse* and *dispel magic* are completely unsuccessful unless cast by a wizard or priest of 18th level or higher. Even then, the victim must make a saving throw vs. death magic to survive.

Should the PCs manage to bring back the smallest part of Amakim's remains from the Hall of Lost Kings, his spirit can be questioned by one of the mosque's archpriests using *speak with dead*. The seance will confirm that Amakim betrayed his brother Azaltin to seize the throne, under the guidance of his evil vizier Zeenab.

However, the truth is not well received by the proud inhabitants of Muluk and the PCs lose any royal favor they might have gained in previous adventures. Any news that the Mount of Forgiveness is the home to undead is vigorously denied by the city residents, who are happier believing a glorious lie than the ugly truth.





Adventure 12

Zarastro's Three Daughters

The sea mage Zarastro was always overprotective of his three daughters, but only moved to a secluded island in the Great Sea after his wife died. Interested with summoning magics, Zarastro gated a marid named Farahsti from the elemental plane of water and tried to enslave him. The cunning genie tricked Zarastro's eldest daughter Lilith into releasing him, and once freed, the marid slew Zarastro and cursed his three daughters. The whimsical marid decided to stay in the castle, at least until the antics of the three cursed daughters ceased to amuse him. The gate leading to the plane of water has remained open, however, and now that the genie is free, it channels vast quantities of fresh water out of Zarastro's castle into the nearby ocean.

The sea is a vast but delicate environment, and the large, beautiful reefs near Zarastro's Isle have started to suffer from the huge outpouring of fresh water from the gate. A community of pahari live in the reefs and watched the deterioration of their coral home with increasing alarm. A small delegation, led by the matriarch, approached Zarastro's tower for an audience with the sea mage but never returned. The few pahari left behind in their village are desperate. Every day, more of their beloved reef dies from fresh-water poisoning.

Starting The Adventure

"Zarastro's Three Daughters" is designed for a high (9th-12th) level party. The adventure starts in Muluk, but takes place on Zarastro's Isle, mapped on card 1. A pahari named Salana travels to Muluk in human form and causes a considerable stir at the docks until people find her some clothing. If the party helped her in "A Flick of the Tail," she seeks them out directly. Otherwise, she naively asks directions to the nearest "brave heroes." Salana's complete description appears on a separate NPC sheet.

Salana explains that the reef surrounding her home is being poisoned by fresh water pouring out of a nearby wizard's castle. Her mother and aunts went to talk



with the wizard, but never returned. She asks the party to help her stop the water flowing out of the castle and rescue her mother and aunts. Though naive, Salana is intelligent, brave, and determined to save her home and family.

To get the party to Zarastro's Isle, Salana has a school of dolphins waiting nearby to serve as transport. She will kiss each of the PCs (some more ardently than others) to bestow water breathing for a full day. She may insist on more frequent kisses to replenish the spell during the day, even though they are not necessary.

As a sea dweller, Salana finds the concept of clothes difficult to grasp. She is especially curious about the customs, lives, and tools of male PCs. Though her presence is a liability to a powerful party, Salana adds a flavor of romance and humor to an otherwise grim adventure.

The Three Daughters

For an amusing vengeance, the marid Farahsti changed each of Zarastro's daughters into a different monster using *alter reality* spells. The enchantment, though powerful (cast at 26th level), lasts only as long as the genie remains in Zarastro's castle.

Zarastro's oldest and most wise daughter, Fatima, was turned to stone from the waist down and placed as a decorative statue in the castle's foyer to impress visitors with the genie's power. She refuses to treat the genie respectfully, so Farahsti treats her roughly to keep her other two sisters in line.

Fatima, a stone maiden: Int High (14); AL NG; AC 8; MV 0 (see below); HD 5; hp 5 (reduced from 25); THAC0 15; #AT 1, Dmg by weapon or spell; SA suggestion; MR 40%; SZ M (5'); ML 12; XP 5,000 (see the Al-Qadim Appendix to the Monstrous Compendium for complete details).

Zarastro's most beautiful and vain daughter, Xana, was turned into a hideous green hag by the genie. Xana is not so much evil as petty and cruelly self-centered. She hates her ugliness, even though she can hide it with a *change self* spell. The magic never makes her look as gorgeous as

before the genie's curse, and that makes her very dangerous when she encounters naturally beautiful females (like Salana).

Xana, a green hag: Int Very (11); AL NE; AC -2; MV 12, Sw 12; HD 9; hp 54; THAC0 9; #AT 2, Dmg 7-8/7-8; SA surprise; SZ M (5'); ML 17; XP 6,000.

Xana can cast the following spells, 1/round, at 9th level of ability: *audible glamer*, *dancing lights*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, *water breathing*, and *weakness*.

Zarastro's most ambitious and unwise daughter, Lilith, was turned into a slimy spirit naga by the genie. She is truly dangerous, as there is nothing she would not do to please the marid. She captured the entire pahari delegation with *web* spells. Regrettably, all died of asphyxiation (and a subsequent *lightning bolt*) before the marid could be called to release them.

Lilith, a spirit naga: Int Highly (13); AL CE; AC 4; MV 12; HD 10; hp 69; THAC0 11; #AT 1, Dmg 1-3; SA charm gaze, poison, spells; SZ 15' long; ML 14; XP 5,000.

Lilith can cast spells as a 5th level wizard and 4th level priest: *spider climb*, *magic missile*, *ventriloquism*; *invisibility*, *web*; *lightning bolt*; *cure light wounds* (x3), *silence 15' radius*, *hold person*.

Zarastro's Castle

A map of the wizard's residence appears on card 4. Zarastro's castle looks like a gigantic sand castle, sculpted in a combination of a wave and sea shell. Despite its sandy appearance, the castle walls have the strength of granite. Knee-deep water pours out of the open front doors at a rate of 30 feet per round. PCs swimming against the current subtract this from their base movement, but it can be easily waded through (on the ground floor, at least). The interior is illuminated by *continual light* spells, but all furnishings have been stripped by the genie.

1. **Foyer.** The PCs encounter Fatima here, wrapped in





only a bloody, water-soaked cloak, weeping quietly after the marid's recent beating. Her back is to the door, so she has difficulty twisting her upper torso (her lower torso is stone) to face the PCs as they enter. If healed, she first warns the PCs to flee for their lives because of the nearby genie. Should the party press her for details, she tells the PCs everything she knows about Farahsti, relaying the information presented in the introduction.

More importantly, she tells the party that the only way to stop the water and return the genie to his home plane is to dispel the gate which summoned him in the first place. She knows that her father kept a scroll with several of these spells in his library in the basement. She gives the party directions to the library (area 3) and the summoning room (area 5a) where the genie might reside.

Finally, she warns the party about the vain Xana and her wicked sister Lilith. Although she believes Xana spends most of her time downstairs, she knows Lilith lives in the tower and single-handedly destroyed the pahari expedition. Upon hearing this, Salana swears to avenge her family. Without waiting for the party, she impulsively swims off toward the tower (and will quickly meet the same fate as the rest of her family unless the PCs intervene).

2. Tower. Spiral stairs rise out of the water on the first floor (2a) into the tower above. Any noise will attract Lilith's attention, who spends her time slithering around the tower's upper levels.

Before Lilith descends to the ground level, she casts *spider climb* and *invisibility* on herself. Once she has positioned herself on the ceiling above the party and diverted their attention elsewhere with *ventriloquism*, she casts *lightning bolt* into the water, followed by *web*, hissing with malicious amusement at the havoc and destruction she has wrought. She then attempts to charm any survivors with her gaze, pitting them in combat against their former comrades. If wounded, she slithers to the top of the tower (2b) to heal and plan her next ambush.

3. Library. Zarastro's large *mirror of mental prowess* sits on the south wall of this chamber, guarded by the vain Xana. With her change self, she appears at best a pretty woman, and this greatly angers the formerly beautiful lady.

Unless the party treats her gingerly and flatters her, she will attack. She treats women in the party viciously, talking only to male PCs, with whom she flirts outrageously.

Luckily, Zarastro took elaborate pains to waterproof his books, so the library is still intact despite the flooding. If the PCs explain to Xana that they need a scroll to dispel the gate (stressing that it might restore her beauty), she pulls the correct one from the shelves and directs them with best wishes to the marid in area 5. The only other way to locate the scroll quickly is using a *detect magic*; there are so many books and scrolls in the library that there is only a 1 in 1,000 chance of discovering the desired scroll containing four *dispel magic* spells (cast at 18th level). Also in the library are a scroll of *protection from fire*, Zarastro's spell books (which contain all 1st-9th level universal and water spells), and a *tome of understanding*.

4. Great Hall. A pair of water elementals has recently wandered through the gate and been invited to stay by the unpredictable marid. They now consider this area their new home and attack any who disturb them.

Water elemental (2): Int Low (5); AL N; AC 2; MV 6, Sw 18; HD 16; hp 85, 78; THAC0 7; #AT 1, Dmg 5-30; SD +2 weapon or better to hit; SZ L (16' tall); ML 16; XP 10,000 each.

5. Workrooms. These chambers were Zarastro's summoning room (5a) and study (5b). Now the former only contains an open gate, while the latter has been claimed as a cozy home by Farahsti. The current carries all sound from areas 3 and 4 away from the marid's lair, so it is unlikely Farahsti will notice the PCs' presence in the castle until they start poking around these workrooms.

The gate in 5a appears to be a shimmering globe of deepest blue. Note that each *dispel magic* spell on the scroll from the library has only a 50% chance of destroying the gate, since both the gate and the spells are cast at 18th level.

Farahsti considers himself to be the lord of the castle and is enraged by PCs sneaking around area 5a. He is insulted by any suggestions that he close the gate and





attacks the party immediately, intending to batter them senseless and dump them in the ocean as shark bait. He tries to foil obvious attempts at spellcasting or scroll reading using his water jet. He will call the elementals in area 4 for aid, if necessary.

In area 5b, the genie has stacked all the treasure gathered from Zarastro's castle: 7,530 gp; 3,500 pp; 15 white pearls (100-400 gp each); 5 black pearls (1,000-3,000 gp each); and the deceased archmage's magical items: a *staff of the sea* (10 chgs), an *aba of protection* +4, a *ring of swimming*, a *wand of magic detection* (75 charges), and a *jambiya* +3.

Farahsti, a marid: Int High (14); AL CN; AC 0; MV 9, Fl 15 (B), Sw 24; HD 13; hp 91; THAC0 7; #AT 1, Dmg 4d8; SA water jet; SD water resistance; SZ H (18'); ML 16; XP 15,000.

Farahsti can cast the following spells 2/day as 26th level wizard: *detect evil/good*, *detect magic*, *invisibility*, *polymorph self*, *purify water*, *assume liquid form* (see *Monstrous Compendium* for complete details).

Concluding The Adventure

Once successfully dispelled, the gate sucks up the raging Farahsti and pops like a soap bubble. Although the flow of water stops, it will take years for the flooded island and coral reefs to fully recover.

Zarastro's three daughters become humans once the marid is banished. As the eldest, Fatima (hfP/hk/5) inherits her father's castle and announces her intention to sell it and move to Muluk to find an eligible husband. As a reward, she lets the PCs keep either half the treasure discovered in area 5 or (only if the entire party agrees) keep Zarastro's castle itself! If a party member is interested in marrying Fatima, the lucky PC can enjoy both options, provided Fatima was suitably impressed by his heroism during the rescue. In addition to the castle (and its impressive waterproof library), Fatima's share of her father's inheritance includes enough funds to repair the marid's water damage and pay for the future upkeep of the castle. However, the marriage contract explicitly

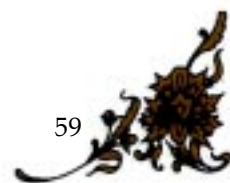


states that these assets are to remain in Fatima's name should any tragedy ever befall her husband.

Xana (hff/sl/5) stays in the castle for a few weeks, hoping to tempt other PCs into marrying her. Though wealthy and incredibly beautiful (Ch 18), she is just as vain and selfish as ever. If no one in the party is interested, she takes her share of her father's wealth and goes hunting for a husband in Muluk.

Lilith (hfW/sm/5) is unrepentant about any of her actions as a naga, blaming her monstrous behavior on the genie's enchantment. She views her father's spellbooks and staff as her property, and storms off at the earliest opportunity to plot her revenge on the PCs.

Salana, if she survived the adventure, is devastated by the loss of her family. Unless any male PCs take the time to cheer her up, she swims away with her three surviving sisters, Laila, Dalal, and Ibtisam, to live with relatives in the northernmost shoals of the Corsair Domains.





Adventure 12 + 1

Endgame

Recently, a powerful and unpredictable member of the Brotherhood, the mage Ali al-Lazan, has attempted arson of royal palaces in two of the most influential cities of the north: Hiyal and Muluk. These deeds have drawn unwanted attention and the fire mage Sultan Jamal al-Yindannim has decided that Ali is more of a liability than an asset to the organization. However, not only is Al-Lazan too powerful for Jamal to eliminate directly, but he also has wide support among the Brotherhood's volatile and pyromaniacal factions, including the Flamedeath Society, which quietly approves of Ali's aims and actions. Instead of openly opposing Al-Lazan, Jamal has hatched an assassination plan using easily manipulated, and expendible, outside parties: the Soft Whisper holy slayers and the PCs.

Polymorphing into the perfect semblance of Al-Lazan, Jamal secretly visits Muluk, where he contacts the resourceful rogue leader of the begging guilds, known as the Leper King. Posing as Al-Lazan, Jamal offers the Leper King a huge sum of gold to "scare" a few city residents (the PCs), known to be enemies of the Brotherhood. All the beggars have to do is plant a few notes and jade jambiyas.

The Leper King is not stupid. He realizes that using a holy slayers' symbol is going to draw immediate retribution from the Soft Whisper society, but he accepts "Ali's" commission anyway and delivers the notes and jambiyas as requested. The Leper King then informs the Soft Whisper society of "Ali's" use of their symbol, and pockets a contribution from the assassins for the information. Finally, the Leper King invites the PCs to his court, hoping to trade information about the wizard for even more money.

Of course, this plays directly into Jamal's convoluted plan. Not only has he commissioned the Soft Whisper society for a holy slaying, but also enlisted the unwitting PCs to his cause.

Starting The Adventure

"Endgame" is intended only for highly-experienced characters (9th-12th levels). The PCs are in for a showdown with the enemies earned in previous adventures,



especially “Salt Bond” and “Weave of the Carpet.” A vengeful Shafazal, from “Djinni’s Lover,” can also be woven into this tale to face extremely powerful characters, by allying her with Jamal and Yodfah against the PCs. If any of these characters has been slain in an earlier adventure, they will have been raised, cloned, or even wished back to life by the powerful priests and wizards allied with the Brotherhood.

The beggar’s guild uses the services of Wisdom, a highly intelligent and well-trained monkey, to fulfill their contract with “Ali.” Wisdom sneaks into the PCs’ houses, evading vigilant guards, into private bedchambers to deliver his “present.” In the morning, each of the PCs wakes to find a rolled parchment pinned to the pillow by a jade jambiya. The note, burned around the edges, reads:

You and your family are not safe from my burning touch. I can take you whenever I wish, but your end shall be slow and lingering, like wood consumed by fire.

—Ali Al-Lazan

These notes have been penned over the years by the deranged Ali and left stacked in his private quarters in Krak al-Assad. It was a simple matter for Jamal to collect a few for his plot.

Powerful divination magic (like a *contact other planes*, *legend lore*, *commune*, or *divination*, for instance) shows the notes to be authentic, giving the cryptic clue: “written in halls of flame beyond wailing sands.” To players familiar with it, this clearly alludes to Krak al-Niraan.

Second, a few hours of research in any library, or a lore check for a rawun, should reveal that the jade jambiya is a Soft Whisper symbol. Though the Brotherhood is known to work with the Flamedeath Society, their dealings with other holy slayer organizations is not unknown.

The PCs should be told that they feel as though they are being watched. This is Jamal scrying on them, but they likely will assume it to be Ali. Unless the entire party (including henchmen) takes antiscrying pre-

cautions, Jamal will be able to keep tabs on the PCs throughout the adventure.

The Leper King

The day after Ali’s note is delivered, a beggar arrives at the PCs’ houses to invite them to an audience with the Leper King. The DM should refer to the Leper King’s stats in the campaign guide before running this encounter. The meeting takes place in a secluded square in Muluk (DM’s choice).

The Leper King is seated on a driftwood throne in the center of the square, surrounded by a scabrous court of beggars. He doesn’t take long to get down to business: for a mere 10,000 gp (he will settle for 1,000), he offers to tell the party about Ali and the Brotherhood, who paid for the daggers and notes to be sent to the PCs last night. If the PCs ask how he learned of the delivery, he explains that his subjects notice much, but are rarely noticed by others.

Here is an opportunity for the DM to hint at some of the information presented in the campaign guide about the Brotherhood. Inform the PCs of Ali’s insane, pyromaniacal nature and mention the location of the Brotherhood stronghold, Krak al-Niraan.

The Leper King has been paid enough by the Soft Whisper to have selective amnesia about them and who actually delivered “Ali’s” message.

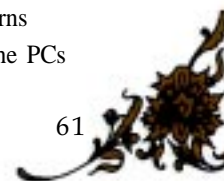
Leper King (hmT/bg/12): AC 2; MV 12; hp 38; THAC0 13; #AT 1 (dagger), Dmg by weapon: dagger (1-4 +3); SA 4xdmg bkstab; PP 80%, OL 67%, F/RT 65%, MS 90%, HS 90%, DN 75%, CW 95%, RL 20%; Dex 16, Int 17, Cha 15; AL N

Magical Items: *bracers of defense AC4*, *ring of invisibility*, *ring of mind shielding*, +3 dagger.

The Soft Whisper

Having learned of unauthorized use of their symbol, the Soft Whisper society quickly decides to punish the supposed offender, Ali al-Lazan. A senior assassin, Keriye bin Osta, is given the call.

A master of disguise and deception, Keriye learns from her superiors, through the Leper King, that the PCs





are involved in “Ali’s” plot. Her first action is to determine why they were important or dangerous to Ali; second, she wants to see if they can be used to locate and get closer to her target.

She disguises herself as a barber and introduces herself to the party as Yllani. Keriye is beautiful, charming, and gregarious. She is as skillful with a razor as any barber and quite vocal about her talents at massage. She truthfully tells the party that she is an enemy of Ali and learned of the PCs through the Leper King, even producing a forged copy (actually, a copy of the Leper King’s forged copy) of the threatening note delivered to the PCs if required.

Yllani asks to accompany the party and capture Ali, enticing them with the 500,000 gp reward posted for the villain in Hiyal. Should they let her join, she serves as a useful addition to the party until the time is right for her to strike. If they rebuff her attempts to join them, she merely follows where they lead for the remainder of the adventure.

Keriye bin Osta (hf/T/hs/10): AC 2; MV 12; hp 42;

THAC0 16 (15, jambiya); #AT 1 and 3/2 (jambiya), Dmg by weapon: razor (1-3) and jambiya (1-4+2); SA 4xdmg bkstab; PP 40%, OL 67%, F/RT 65%, MS 95%, HS 95%, DN 75%, CW 95%, RL 20%; specialized in jambiya; ambidextrous; Dex 17, Con 15, Int 16, Cha 16; AL N.

Magical Items: *ring of protection* +3, *ring of the holy slayer*, *jambiya* +2, *rope of entanglement*.

Other items: leather armor, razor, jade jambiya.

-and an Immortal Archmage

Although Jamal has foreseen the involvement of the Soft Whisper and the PCs, he has no knowledge of the archmage Azaltin. If the party helped Azaltin in “Eleven Baneful Gates” and “Dead Bearing Witness,” the immortal feels indebted to the PCs, but he is unwilling to broadcast his existence to the Brotherhood by aiding them openly. Azaltin considers the Brotherhood to be a significant threat to stability and peace in Zakhara. For decades he has been watching the Brotherhood, especially Ali and Jamal, and now recognizes an

opportunity to cripple their order through the PCs. He follows the party into Krak al-Niraan, waiting for the proper time to make his presence known.

Azaltin’s stats appear on a separate NPC sheet. The archmage’s favorite spells include: *magic missile*, *phantasmal force*, *charm person*, *alarm*, *sand slumber*; *invisibility*, *mirror image*, *rope trick*, *sand shadow*, *wall against noise*; *reveal invisible*, *dispel magic*, *slow*, *wraithform*; *confusion*, *fear*, *polymorph other*, *improved invisibility*, *vacancy*; *advanced illusion*, *passwall*, *transmute rock to mud*, *teleport*, *wall of force*; *anti-magic shell*, *disintegrate*, *project image*, *repulsion*; *limited wish*, *powerword stun*, *prismatic spray*; *sink*, *maze*; *wish*.

Krak al-Niraan

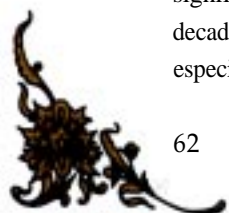
Given that the party has two powerful wizards looking out for their survival, their trip to Krak al-Niraan should not be challenging, especially if the party has access to magical transportation (genies, flying carpets, etc). Consult the campaign guide to plan the highlights of the trip, especially crossing the Weeping Desert. Once the party reaches the castle, refer to Chapter 3 in the campaign guide for a room-by-room description of the castle and its inhabitants.

To make it easy for the party to gain entrance to the fortress and slay Ali, Jamal orders all but a few token guards to man the battlements and strong points within the castle. He also removes all *wizard locks* and magical barriers leading to the prison and torture areas (area 24), where Ali spends most of his time. Guards will not be placed on alert until after Ali is dispatched.

Divination magic has only a 25% chance of locating Ali in the castle because of the fire-mage’s nondetection spells. By searching the castle or questioning prisoners, however, the PCs will eventually track down Ali in the torture chambers.

In The Torture Chambers

When the PCs burst into the torture chambers, Ali al-Lazan should be performing a despicable act (torturing a helpless prisoner for the sake of amusement using *flames*





of justice, for example). Ali is accompanied by only four ogre jailers, who immediately attack the intruders.

Today, Ali has memorized *burning hands* (x2), *charm person*, *flame truth* (x3); *levitate* (x3), *knock*, *wizard lock*; *sunscorch* (x2), *fireball*, *nondetection* (x2); *improved invisibility*, *dimension door*, *sunfire*, *wall of fire*; *advanced illusion*, *conjure fire elemental*, *teleport*, *seeming*; *flames of justice* (x2); *delayed blast fireball*.

Ogres (4): Int Low; AL LE; AC 3; MV 9; HD 4+1; hp 30 each; THAC0 14; #AT 1, Dmg by weapon +6; SA 18/00 Str; SD disguised with *seeming*; SZ L (9' tall); ML 12; XP 420 each.

Items: studded leather, great scimitar, footmen's mace.

If cornered, Ali will try to parley with the party but his speech will be cut short by Keriye. Attacking the wizard from behind with a jade jambiya and *jambiya* +2, she yells "Only the Soft Whisper has the right to wield THIS!" Her two-handed backstabs deliver 12-24 and 20-32 points of damage (1-4 +2 and 1-4 +4, multiplied four times) if they succeed. She is most likely immolated by Ali's *contingency fireshield* (see his NPC sheet), but the fanatical assassin welcomes the fiery death. Even if Ali survives, he is severely weakened before his fight to the death with the party. He will never surrender,

Disposal of Evidence

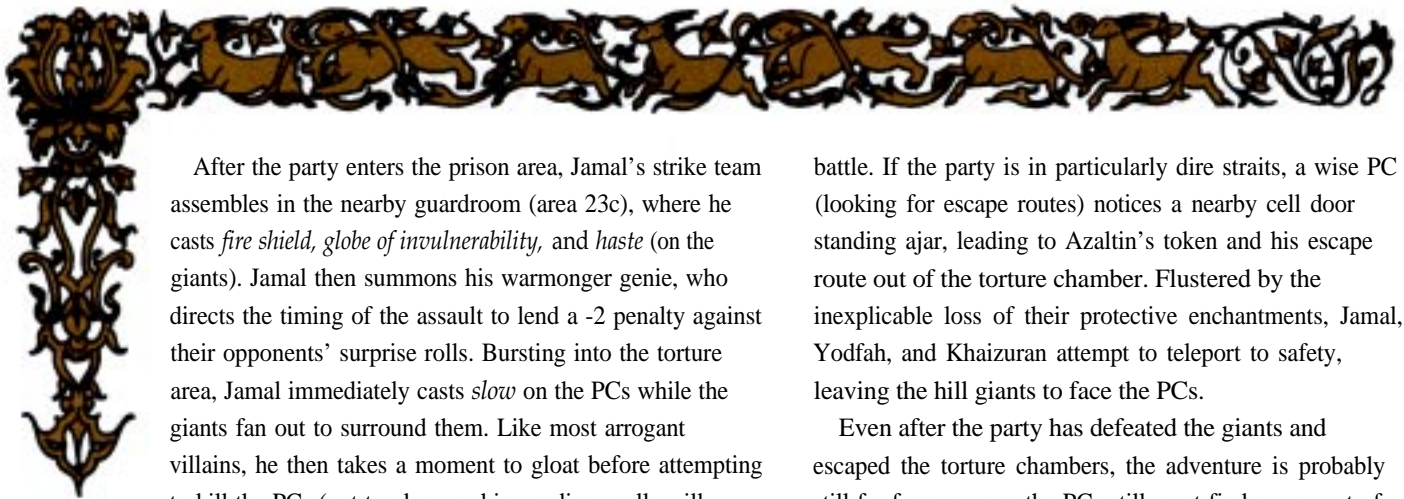
As soon as Ali is slain, Jamal arrives in the torture chamber, accompanied by Yodfah and some of the castle's heavy infantry: a dozen hill giants.

In preparation for the battle; Jamal has memorized *burning hands* (x2), *magic missile* (x2); *flaming sphere*, *knock*, *ray of enfeeblement*, *wizard lock*; *dispel magic*, *haste*, *sunscorch*, *slow*; *fire shield*, *sunfire* (x2), *wall of fire*; *teleport*, *conjure elemental*, *wall of force* (x2); *globe of invulnerability*.

Hill giants (12): Int Low; AL LE; AC 2; MV 9; HD 12+2; hp 75 each; THAC0 9; #AT 1, Dmg by weapon +7; SZ L (9' tall); ML 12; S 19; XP 4,000 each.

Items: studded leather armor, great scimitar.





After the party enters the prison area, Jamal's strike team assembles in the nearby guardroom (area 23c), where he casts *fire shield*, *globe of invulnerability*, and *haste* (on the giants). Jamal then summons his warmonger genie, who directs the timing of the assault to lend a -2 penalty against their opponents' surprise rolls. Bursting into the torture area, Jamal immediately casts *slow* on the PCs while the giants fan out to surround them. Like most arrogant villains, he then takes a moment to gloat before attempting to kill the PCs (not too long or his warding spells will expire). Jamal also makes sure Ali's body is "accidentally" incinerated with a *sunfire* spell so it cannot be raised. Bonfire decides not to waste a *wish* to bring the unpredictable Ali back from the dead, making Jamal's plan a complete success.

Before combat can get truly nasty, however, Azaltin evens the odds in favor of the PCs. Inexplicably, a *wall of force* blocks the only exit from the prison and a *dispel magic* wipes away all of Jamal's protective enchantments, two rounds after the fire mage rudely surprises the party. At the DM's option, Azaltin may also use a *limited wish* to prevent the villains from teleporting to safety.

During the battle, Azaltin casts *passwall* on the ceiling, creating a passage to storage vaults east of the mosque (area 21) above, and uses a wish to hide it from all eyes except the PCs'.

To play up the sense of wonder, have one of the party members (perhaps a rogue with acute ears) hear Azaltin's feeble voice, calling to him from the direction of the new escape route. There, the PCs find Azaltin's token, an ancient Al-Anwahrani coin, stamped with a lion emblem and the immortal king's name. Before he is detected by a member of the Brotherhood, Azaltin whisks himself away from the castle using a second wish, leaving the party behind to escape on their own.

Concluding The Adventure

When Jamal's protections flicker and die, he orders an immediate withdrawal. His surprise is complete when he discovers Azaltin's *wall of force* blocking the exit. The resulting confusion should give the PCs a break in the

battle. If the party is in particularly dire straits, a wise PC (looking for escape routes) notices a nearby cell door standing ajar, leading to Azaltin's token and his escape route out of the torture chamber. Flustered by the inexplicable loss of their protective enchantments, Jamal, Yodfah, and Khaizuran attempt to teleport to safety, leaving the hill giants to face the PCs.

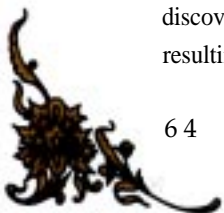
Even after the party has defeated the giants and escaped the torture chambers, the adventure is probably still far from over as the PCs still must find a way out of Krak al-Niraan on their own. A kind DM will steer a battered party to the escape gate (area T1). The party can always return to the castle for a rematch when they are more experienced using the adventure hooks provided at the end of Chapter 3 in the campaign guide.

Should the characters be defeated and captured, they will be stripped to their undergarments and thrown into the prison for "interrogation." A kind DM might have Azaltin help with their rescue.

If the PCs escape Krak al-Niraan, their intrusion is construed as a declaration of war against the Brotherhood. Party members, their families, and homes will all be scheduled for termination. Attacks from Flamedeath holy slayers and public challenges from Brotherhood mages will continue relentlessly until a year has passed or the PCs have been destroyed. The Brotherhood is very persistent.

After the party returns to Muluk, before the attacks begin, Azaltin visits the PCs and explains Jamal's plan, if the party hasn't figured it out already. Warning them about the Brotherhood's future attacks, he provides the party with a *ring of wishes* (one wish per PC), which they can use as they desire. A smart party will use them to block divination magic from locating them.

Even with the wishes, the party's long sojourn in Muluk is probably over unless the PCs are attached to the city and take elaborate security precautions. News about the Brotherhood vendetta circulates quickly and soon no one wants to be caught anywhere near the PCs. They are well-advised to pursue their careers, and their Fates, elsewhere across the face of Zakhara.





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A Dozen and One Adventures

Campaign Book

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INTRODUCTION

Welcome, honored Dungeon Master, to *A Dozen and One Adventures*. The sand blows where the wind wills and Fate has directed this colored coffer into your possession. Inside, you will find a booklet of adventures, thirteen plots filled with intrigue, deception and wonder to challenge and entertain the players under your care. You will find six cards and a large colored sheet inscribed with carefully detailed maps. You will discover four loose documents, detailing the eight principal characters that your players will encounter during their travels. This campaign guide, which lies open before you, contains all the background information you will need to successfully run these adventures in the official Land of Fate setting. Feel free to adapt any of this to suit the needs of your own campaign in the Burning World. May the Loregiver grant you prosperity and may fortune smile upon your path all the days of your life!

How to Use This Product

A *Dozen and One Adventures* is an anthology of thirteen short adventures. The plots for these scenarios appear in the 64-page adventure booklet. Although each adventure in this boxed set can be run independently, many will have greater depth and interest to the players if played sequentially. The first three low-level adventures take place in or near Muluk and introduce the PCs to the plots of a dangerous merchant rogue. The next six adventures take place in the Burning Lands, in the context of a large framing adventure called “Eleven Baneful Gates.” Following this wilderness mini-campaign are three high-level scenarios, all of which take place when the party returns to Muluk. The last adventure, “Endgame,” draws the PCs into a final confrontation with their most powerful enemies.





NPC Sheets

A *Dozen and One Adventures* will introduce the players to many new enemies and allies: aquatic nymphs, fabulous genies, evil magicians, malicious dragons, lofty scholars, honorable desert riders, ruthless merchants, and tragic undead. For the DM's convenience, the eight principal NPCs that appear in the adventures are presented in detail on four separate sheets. Just as the *Arabian Nights* is tied together by its narrator, Scheherazade, *A Dozen and One Adventures* is bound together by these eight common characters. Although the motives and abilities of these NPCs are presented in great detail, it is up to the DM to put words into their mouths and to direct their actions during the course of the adventures. Only you, as the DM, can bring them to life and make them memorable for your players.

DM's Maps and Players' Aids

All the maps you will need appear on the large 22 inch by 31 inch colored mapsheet and on the six page-sized cardsheets. The mapsheet displays a map of Muluk, the PCs' home base throughout many of the adventures. It also depicts the detailed floor plans for Krak al-Niraan, stronghold for the Brotherhood of True Flame which is introduced in "Salt Bond" and explored in "Endgame."

The six numbered cardsheets have all the other maps needed to run the adventures. The full-color sides are meant to be shown to the players, while the two-color back sides are for your eyes only. You have probably already realized that the fronts and backs of the cards are always unrelated. For example, although a player's map appears on the front of card 5, the corresponding DM's map appears on the back of card 4. This is so both you and the players can keep your respective maps visible at all times during play.

Don't hesitate to use the artwork from the adventure booklet and campaign guide as visual aids for your players.

The Campaign Guide

Just as every good play has its interesting plot and memorable characters, it also needs an exotic setting and flashy props. This is what this 32-page campaign guide (abbreviated CG) is all about. In these pages you will find an overall description of Muluk, followed by a more specific guide to the city on the mapsheet. The second chapter will give you general background information for the wilderness beyond Muluk's city walls. It highlights the sections of the Burning Lands visited by the party during their wilderness adventures. The third chapter describes the deadly Brotherhood stronghold, Krak al-Niraan. Since it is possible that the players might want to investigate this castle outside the context of the scenarios in the adventure booklet, it appears here in its own chapter.

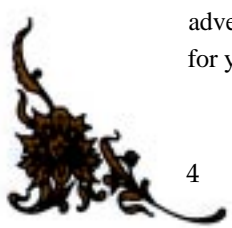
On to flashy props: new nonmagical devices and Zakharan magical items are described in the last two chapters. The campaign guide concludes with full descriptions of the immortal and the vishap.

Finally, the inside cover of the campaign guide is packed with tables which might prove useful during play: a key to NPC abbreviations used in this text, random monster encounters for the wilderness and Krak al-Niraan and dungeon dressing to help you spice up any AL-QADIM™ adventure.

What You Will Need

A *Dozen and One Adventures* assumes that the DM has access to the *Player's Handbook (PH)*, *DUNGEON MASTER™ Guide (DMG)*, the first two volumes of the *Monstrous Compendium*, and the *Arabian Adventures Sourcebook (AA)*.

The AL-QADIM Appendix to the *MONSTROUS COMPENDIUM™* and the *Land of Fate Boxed Set* are recommended, but are not required to run any of the thirteen adventures. Pertinent material from those sources has been included and expanded in the campaign guide for the DM's convenience.





Chapter 1

CITY OF KINGS

Many of the scenarios in *A Dozen and One Adventures* take place in Muluk. Since the DM might not have access to the Land of Fate boxed set, an expanded description of the city from that source is provided below. This chapter concludes with detailed descriptions of a few of the city's highlights.

Muluk, City of Kings

The Free City of Muluk takes its name from the long, unbroken line of rulers whose history predates the Enlightened Throne in Huzuz. It is known for its exquisite regal purple dyes produced from local indigo plants. Muluk lies along the shore of the Great Sea at the mouth of the River Al-Zalim. Like most of the Free Cities, Muluk is a fiercely independent martial state, engaged in unrelenting, low-grade conflict with the savage hill tribes of the nearby Furrowed Mountains, the ravaging pirates from the Corsair Isles, and the hostile armies of Umara and Qadib, both neighboring Free Cities.

The Ruler: At the helm of this city is Caliph Aswiyah al-Muftahir, (hfF/a/15), eldest daughter of the great Caliph Ibrahim al-Muftahir, from whom she inherited her position. Her family has ruled Muluk since the city's founding by the legendary king, Amakim ibn Issad over nine centuries ago. Aswiyah, who prefers the title "Caliph" to the more traditional female "Calipha," possesses all the craft and canniness of her predecessors, both male and female. She is a consummate politician. During her reign she has successfully allied alongside and against each of the other Free Cities in turn, always for the good of Muluk.

The Court: The Caliph is grooming her daughter, Princess Hadra bint Aswiyah (hfW/sh/9), to ascend to throne in the event of her death. A sha'ir, the princess holds the rank of Sorcerer-General within Muluk's army, and has led attacks against both of Muluk's nearest neighbors, Qadib and Umarra. Hadra's generalship is, in part, responsible for a recent palace revolution in Umara.

Population: 90,000



Distinguishing Features: Indigo grows in abundance along the shores of the Al-Zalim. The purple dye produced by Muluk's craftsmen is unmatched throughout Zakhara as well as the barbarian nations to the North. By fiat of the Grand Caliph of Huzuz, all citizens of Muluk may wear this shade freely; as such, purple is the official color of the City of Kings.

The people of Muluk are proud of their city's history and noble tradition. They tend to look down their noses at the citizens of other cities, and always expect the finest wine, the best seats, and the most comfortable conveyances. To say that they are effete snobs would be an insult to their long tradition of civilization and noble rule, but it would not be far off the mark. Truly, it may be said that Muluk has better leaders than it deserves.

Major Products: Trade, indigo dye, purple fabrics and clothing.

Armed Forces: 2,000 regular footmen, 5,000 militia, 1,000 cavalry (all under the command of Princess Hadra, the Sorcerer-General). Also, 1,500 mamluks of the Respected (including 500 cavalry) under the command of General Oman abid-Hazim (hmF/mk/10). Finally, a 20-ship navy (including four large dhows purchased from Umara), used primarily to escort the "fabric fleet" of indigo cloth to Qudra for the trip south.

Major Mosques: Jisan, Kor, Zann, and Selan, Hakiyah, Haku. In addition, a monument to Aswar al-Mutiq attracts the attention of kahins and mystics as a holy site.

Rumors and Lore: The ruling dynasty of Muluk traces its ancestry back to the ancient kingdom of Al-Anwahr, a powerful city state in the heart of what is presently known as the Haunted Lands. Nine centuries ago, the region contained a fertile kingdom ruled by Azaltin Ibn Issad. According to legend, Azaltin was visited by the Loregiver and tricked her into revealing the secret of immortality. Against her advice, Azaltin became immortal, but the process turned him into a hideous undead creature.



Azaltin had a brother, Amakim, a virtuous warrior who was much beloved by the people. After witnessing Azaltin's transformation, Amakim led a revolution to topple his monstrous brother from the throne. His forces triumphed over the undead king, but the brief civil war laid waste to much of Al-Anwahr. After his victory, Amakim led his subjects to a new kingdom by the ocean and named his new capitol In'aash, meaning "place of life-giving refreshment" in Old Anwahr.

In'aash was a well-developed trading city long before the discovery of the Law of Loregiver and the creation of the Enlightened Throne. When city after city fell before the wave of faith and understanding, many of the older emirs and sultans were toppled by their people. Caliph Aswal al-Mutiq heard the tales and was troubled, and when the first mystics and warriors brought enlightenment to his city he requested a private audience. For five days and five nights the messengers met with the Caliph in his private quarters, telling him of the Law of the Loregiver. The Caliph then deliberated by himself for five more days and nights. At the end of this time, he welcomed the Law into his city, recognized the Grand Caliph for his puissant wisdom, and stepped down from his throne to join his messengers in spreading the Law still farther. His eldest child succeeded him, as was customary, and renamed the city Muluk to reflect the beginning of enlightened rule in the kingdom. Since then Muluk has remained the oldest continual dynasty in the Free Cities.

Today, Caliph Aswal and Amakim Ibn Issad are revered as the city's most honored rulers. Legends of Amakim's brother are equally popular in Muluk. In modern folklore, Azaltin is universally portrayed as an archetypal, evil villain.

The Kingdom of Lions

This ancient text, warded by enchantments to prevent its disintegration over time, was written by Azaltin Ibn Issad nearly a thousand years ago in the ancient language of Old Anwahr. The symbol of Anwahr kingship is prominently displayed on the book's cover: a regal lion of gold on a malachite green field. Successful completion of the adventure "Eleven Baneful Gates" will result in this book's discovery.

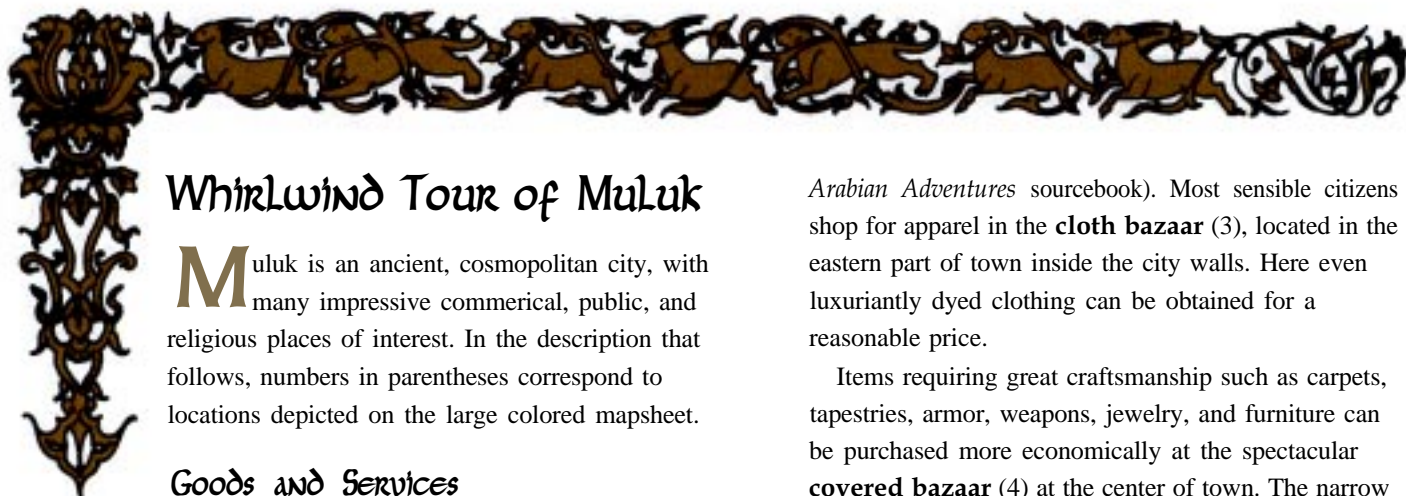
This priceless archeological treasure chronicles the history of Al-Anwahr, up to and including Amakim's revolution. The kingdom's rulers, prominent citizens, intrigues, trade, and wars are described with detailed, objective accuracy.

Perhaps the most interesting part of the book, from the standpoint of adventurers, is the final chapter, which describes Azaltin's transformation into an immortal and his brother's revolution. Azaltin portrays Amakim as a weak-willed, foolish man, easily swayed by an important vizier named Zeenab. When Azaltin left the kingdom in his brother's hands for a decade, Zeenab wormed his way into Amakim's heart. After Azaltin returned to claim his kingdom after becoming immortal, his privations in the desert had reduced his body to a shrunken husk. Amakim was so horrified by his brother's appearance that Zeenab easily convinced him that Azaltin had become an undead monster. Zeenab then manipulated Amakim, unwittingly, into launching the revolution against Al-Anwahr's rightful king.

The Kingdom of Lions ends on a sad note: "Too late have I come to realize Zeenab's venomous hold on my misguided brother. Even as I write this, his army plunders the palace, and I must hide this history where Zeenab will never find it, so that future generations will know the truth behind my brother's treachery and my kingdom's proud history."

The implications of the tome's discovery are explored in the adventure "Dead Bearing Witness."





Whirlwind Tour of Muluk

Muluk is an ancient, cosmopolitan city, with many impressive commercial, public, and religious places of interest. In the description that follows, numbers in parentheses correspond to locations depicted on the large colored mapsheet.

Goods and Services

Although some visitors arrange to stay with friends or family during their sojourn in Muluk, most travellers rent temporary accommodations in the huge **caravanserai** (1) in the south, just outside the city walls. The caravanserai is a vast structure, capable of housing up to six large caravans, including their mounts and cargo. In addition to sleeping accommodations, the caravanserai contains a small mosque, private baths, and a wide array of small shops, coffee houses, and restaurants that cater to the exotic and expensive tastes of traveling merchants.

Just outside the caravanserai, Muluk's **grand bazaar** (2) sprawls under the open sky. Visitors quickly become lost amidst the chaotic array of covered stalls and bewildered by the disorienting overload of sights and smells. Foods of all kinds can be purchased here: dates, wild honey, roast mutton, olives, steamed rice, pomegranates, sweet breads, and succulent fruit juices. Eating at the bazaar is roughly one third the price of sitting down to a meal in a restaurant.

Besides food, the second best bargain at the grand bazaar is indigo dye, which is sold here by plantation owners directly to the cloth dyers. Finally, all kinds of trade goods from the other Free Cities can be obtained at the grand bazaar: exotic potions and magical scrolls, from Qadib, agate from Hafayan merchants, coffee and red glazed pottery from Liham, and finely-crafted metalwork from Qudra.

Although the distinctive purple clothing of Muluk can be purchased at the grand bazaar, it is greatly overpriced in order to rob ignorant travelers of their money (items cost 20-50% over the value listed in the

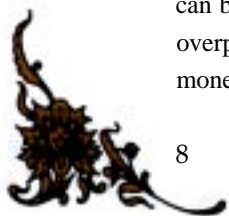
Arabian Adventures sourcebook). Most sensible citizens shop for apparel in the **cloth bazaar** (3), located in the eastern part of town inside the city walls. Here even luxuriantly dyed clothing can be obtained for a reasonable price.

Items requiring great craftsmanship such as carpets, tapestries, armor, weapons, jewelry, and furniture can be purchased more economically at the spectacular **covered bazaar** (4) at the center of town. The narrow streets in the covered bazaar are covered with an intricately designed vaulted ceiling to protect shoppers from the harsh glare of the sun. Finally, the harvest of the sea can be obtained at vastly reduced cost at the **fish markets** (5) in the northern suburbs of Muluk.

The **slave market** (6) is located across the grand bazaar, directly opposite the caravanserai. Although most slaves are unenlightened barbarians captured on military raids into the Furrowed Mountains, it is occasionally possible to purchase mamluks from the private training camps outside town. Although The Respected mamluk order often gains initiates at the slave market, the vast majority of the mamluks sold here are unaffiliated (1st level) and intended as bodyguards to rich merchants and nobles. A trained mamluk typically costs 600 gp per level, though in rare instances to be determined by the DM (such as political connections) they can be purchased at up to a 50% reduction. Mamluks are only sold to permanent residents of the city.

Public Buildings and Monuments

Although the city walls are undeniably Muluk's greatest public monument, the Caliph's spectacular palace is arguably the most impressive. Located at the center of town in the middle of the wide **royal lagoon** (7), the **grand palace** (8) can only be reached by a spectacular, bridgelike fortress named **Krak al-Yinangi** (9), or "Castle of Conveyance." The grand palace is ringed by a three-story wall, punctuated at short, regular intervals with five-story minarets, topped by purple banners. The walls shelter a lush tropical



garden filled with exotic birds, winged serpents, monkeys, and other rare creatures, and tended by an army of gardeners. The Caliph keeps her small collection of trained lions and a white elephant in one section of this garden and holds her court in the tall, vaulted halls of her ancestors in the heart of this paradise. The grand palace is home to over two-thousand functionaries, soldiers, and slaves.

Although Krak al-Yinangi is Muluk's most graceful work of military architecture (it appears to float on the royal lagoon like a sleek stone galley), the **Citadel of the Respected** (11) is certainly Muluk's most foreboding fortification. The citadel stands upon a man-made mount at the mouth of the Al-Zalim, protecting the approach to Muluk by sea. Three massive siege engines rest on the citadel's towertops, capable of lobbing small boulders at enemy ships over a quarter-mile away.

Despite the abundance of officials at the grand palace, most public matters of governance, including the courts of law and royal tax collectors, are based in the **Halls of Justice** (10) at the center of town. Legal decisions may be appealed to the Caliph herself, who holds public court each week in the grand palace. The Caliph is regarded as an unusually wise and discerning judge, though she has a dim view of those who waste her time with trivial matters during her single day of public audience.

Over the centuries, Muluk's Caliphs have invested much in their city's proud, majestic gates. Each is a minor fortress in its own right, with a garrison of two-hundred soldiers on constant alert. The exterior of each gate is intricately carved in a distinctive motif. The western **Gate of Lions** (12) leads to the docks, the southern **Gate of Elephants** (13) dominates the grand bazaar, the **Gate of Eagles** (14) protects Muluk's eastern wall, and the **Gate of Dragons** (15) dominates Muluk's northern facade. There are two side passages in each gate for public use; the main portals are only opened for royalty.





Religious Buildings and Monuments

The center of town is dominated by four impressive mosques. The **Mosque of Jisan** (16) has a prominent location overlooking the covered bazaar. The **Tower of the Moon** (17), a spiraled tower-mosque dedicated to Selan and topped by an astronomical observatory, stands in beautiful gardens at the intersection of two major avenues.

The **Mosque of Honored Elders** (18) is dedicated to Kor, and faces the **Plaza of the Ancients** (19): At the center of this public square stand two impressive monuments dedicated to the city's legendary rulers, Amakim Ibn Issad and Aswar al-Mutiq. This square is a common stop for the faithful on their pilgrimage to the Enlightened Court in Huzuz, and as such is flocked with hordes of beggars, charlatan prophets, assorted rogues, mystics, kahin, and the traveling faithful at all times of the year. The **Mosque of Kor** also supports a large public hospital (20), where any enlightened being can receive compassionate medical care for a modest donation.

The **Mosque of a Thousand Fountains** (21) is dedicated to Zann, and sprawls over a large portion of the walled city. In addition to its function as a place of worship, the mosque contains a small, private university that caters to Muluk's rich elite. Part of the mosque is occupied by a large **public library** (22) which is open to city residents six days a week. The library is best known for its detailed accounts of Muluk's thousand-year history.

The **Mount of Forgiveness** (23) stands just outside the city walls southeast of Muluk. The city's honored dead have been buried here for centuries and the mount's surface is completely covered with impressive tombs and sepulchers. A small **funeral hall** (24) is perched at the summit, surrounded by tombs of ancient caliphs and their royal families. Though the funeral hall sees frequent use, most contemporary burials take place in a new cemetery farther 'to the east.

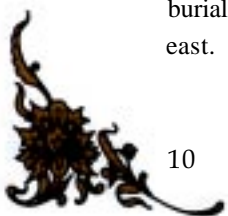
Muluk's Secrets

A number of secret societies have clandestine bases of operations in Muluk. Among the holy slayers, the Soft Whisper Society maintains a small safehouse somewhere near the cloth bazaar, and the Flamedeath Society owns a large townhouse in the shadow of the Mosque of Jisan. There has not been a holy slaying in Muluk since the Caliph gained the throne, though it is thought that she has some influence with the Soft Whisper sisterhood.

The Brotherhood of True Flame is rumored to have a secret embassy in Muluk as well, but whether it is an independent hideout or merely a wing of the Flamedeath Society's townhouse is unknown.

Although there is no thieves' guild in the City of Kings, the omnipresent beggars belong to a secret society that swears fealty to a mysterious ruler known as the Leper King. The Leper King holds court once a week in a secret location, and on the same day as the Caliph's weekly audience, to learn new information from his beggarly subjects, whom he lavishly rewards for their dutiful service. He then sells the knowledge indiscriminantly to any interested parties at an affordable rate. The beggars' guild is an exclusive organization. All foreign beggar rogues are required to swear fealty to the Leper King in order to safely practice their profession in Muluk. His agents can be found in every public place throughout Muluk, and it is said that very little happens on the streets without his knowledge. The Leper King appears in the adventure "Endgame."

Finally, it is whispered among the brave that the sacred Mount of Forgiveness is riddled with catacombs hewn from the earth by undead. All the major mosques and the Caliph herself regard this as a preposterous lie, put forth by Muluk's envious neighbors, who are naturally jealous of the city's glory. The two adventures "Invitation to a Funeral" and "Read Bearing Witness" investigate this rumor more closely.





Chapter 2

Through The Haunted Lands

I rose and made preparations for the journey. After reciting my Friday's prayers, I mounted my horse and set forth. It would be fruitless to tell you of all the hardships and perils I encountered by the way until the Almighty brought me to my destination.

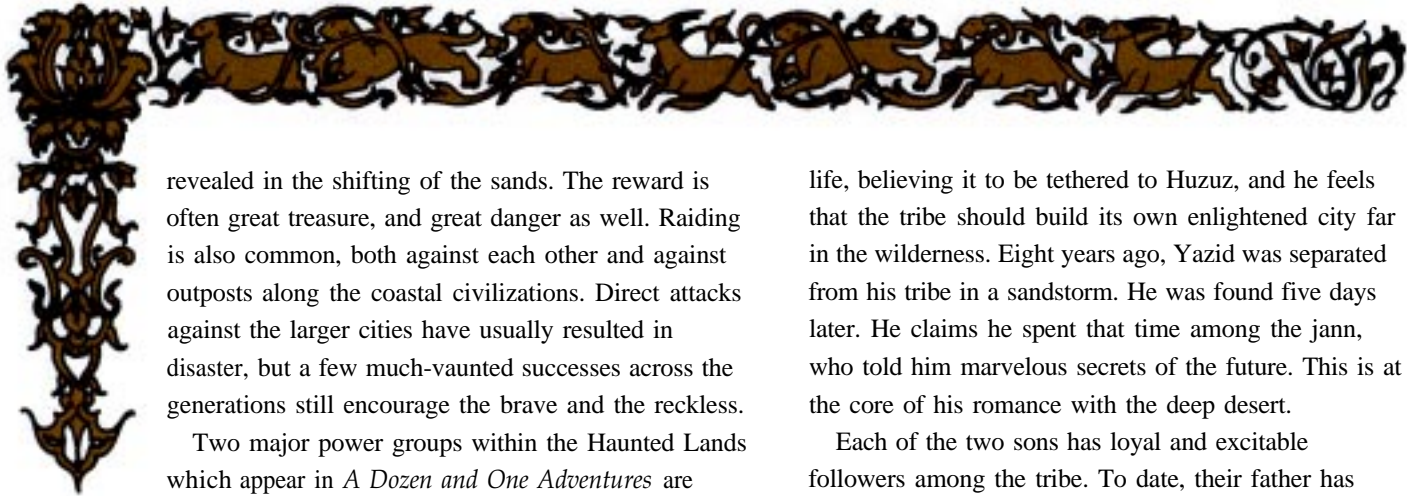
From Aladdin and the Enchanted Lamp

Adventures like “Eleven Baneful Gates” and “Endgame” take the PCs from their comfortable city surroundings and thrust them into the harsh, desolate expanse of the Haunted Lands. Since the DM might not have access to the Land of Fate boxed set, an abbreviated description of this region's relevant inhabitants is provided below. This chapter continues with a brief atlas of the Haunted Lands and concludes with some suggestions for memorable desert encounters. Many of the monsters mentioned in this chapter (and the next) are described in greater detail in the AL-QADIM™ Appendix to the *MONSTROUS COMPENDIUM*™.

Inhabitants of The Haunted Lands

The Haunted Lands are the home of spirits and mournful winds, Bounded on the north by the Furrowed Mountains, the Haunted Lands are an empty, lonely place of intense heat, shifting dunes, and dry salt washes. In ancient times, this region was dominated by warring kingdoms, but they are long gone. The remaining people, a few of whom are enlightened, are nomads or wild beings such as the jann.

The people of the Haunted Lands survive by raising sheep, goats, and camels, and by harvesting isolated patches of dates and figs. They trade livestock and carpets with the lowland countries for weapons, metalwork, and exotic fabrics. They also explore the aged ruins that are occasionally



revealed in the shifting of the sands. The reward is often great treasure, and great danger as well. Raiding is also common, both against each other and against outposts along the coastal civilizations. Direct attacks against the larger cities have usually resulted in disaster, but a few much-vaunted successes across the generations still encourage the brave and the reckless.

Two major power groups within the Haunted Lands which appear in *A Dozen and One Adventures* are discussed below:

House of Hanif

The largest enlightened tribe of the Haunted Lands, the House of Hanif, numbers some 10,000 and is powerful enough to send its own ambassador to the Court of Huzuz. As a people, the tribe has an intense loyalty to the throne and is known for rescuing thirsty pilgrims lost en route to Huzuz. The tribespeople are brave, honest, and open to strangers.

Leaders: Sheikh Khaldun bin Hanif is described in the NPC sheets. His wealth afforded him two wives, and he has two talented but egotistical sons. Among the most prominent of the many people of Hanif are these two sons of the sheikh, born on the same night to different mothers. Mu'awiya (hmF/dr/9) was conceived second and born first, while Yazid (hmF/dr/9) was conceived first and born second. These facts were revealed by a traveling wise woman 10 years ago. Both men have reached their majority, and both have their supporters.

Mu'awiya bin Hanif is as tall as his father, but gaunt. His manner is calm and his eyes are soft and caring. He believes that the ways of his ancestors are basically sound and that the tribe should continue as a desert guard and aid for the Grand Caliph. He has visited the Court of Enlightenment at Huzuz, where he marveled at the buildings and accomplishments of the civilized peoples.

Yazid bin Hanif is rather short, but he is as strong as his father was at his age and has the same keen eyes and sharp features. Yazid is dissatisfied with the tribe's

life, believing it to be tethered to Huzuz, and he feels that the tribe should build its own enlightened city far in the wilderness. Eight years ago, Yazid was separated from his tribe in a sandstorm. He was found five days later. He claims he spent that time among the jann, who told him marvelous secrets of the future. This is at the core of his romance with the deep desert.

Each of the two sons has loyal and excitable followers among the tribe. To date, their father has shown no preference for one over the other as heir. Each son makes a convincing case for rightful claim and leadership ability; the tribe may split in two should each son try to assume the mantle of rule.

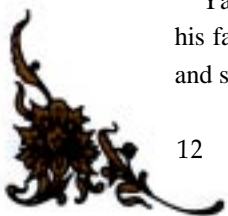
Both Sheikh Kaldhun and his son Yazid appear in the adventure "Salt Bond."

Jann of The Haunted Lands

The jann of the Haunted Lands are wildly crazy and impulsive, dangerous to themselves and to all who accompany them. They are vindictive, insistent, prone to insult, mischievous, and very powerful. These tendencies have always been present in the jann and may have something to do with the great destruction of their homeland. A typical janni tribe will number 11 to 31 individuals and will be led by a sheikh.

In the past few decades, the jann's actions have become extreme. Some raid humans or other jann outposts regularly, while others remain allied to various human or jann tribes. The cause of the jann's distress is rumored to be related to the failing health of their ruler, Amir Heidar Dan. Some already whisper of his death, but why the jann may be concealing this fact remains unknown.

The homeland of the jann is in the Great Anvil, the large waste of inhospitable land set in the center of the Haunted Lands. Here lie great ruins of civilizations now uninhabited save for the elemental peoples. Intruders are not welcome,



Atlas of The Haunted Lands

A map of the Haunted Lands appears on card 3. This area encompasses a mixture of all terrain types, with arid barrens and rocky wastes prevailing. The following text describes some of the distinctive topography that the PCs might encounter during A Dozen and One Adventures.

The Furrowed Mountains form the border between the Haunted Lands and the Free Cities. This rough, arid hill country is verdant in spring but dry and barren during the rest of the year. It is peopled by the savage hill tribes and raided frequently by the mamluks of Qudra for new recruits.

To the South, **the Great Anvil** is an inhospitable and deadly wasteland, with temperatures that exceed 130 degrees at midday and plummet to freezing after nightfall. The Anvil never sees rain and dust storms continually sweep across its barren face. Even the boldest and most experienced desert riders think twice before venturing into the Anvil.

The Genies' Garden lies to the north of the Great Anvil, sheltered between two mountains. Countless tall red rock spires rise from the valley floor, forming narrow alleys through the mountains, each barely a dozen feet wide. Noise does not carry far in the Genies' Garden, whose red sandstone formations and natural arches absorb all sound. It is shady and cool at the base of these crowded rock spires. Vegetation grows in abundance in small pools of cool water. The Garden is constantly protected from the sun's oppressive glare. Unfortunately, a great many unenlightened monsters—including a few genies—consider the Garden their home.

The Sea of Salt north of the Great Anvil is a long, shallow basin filled with salt, all that remains of an ancient inland sea. Though much of the basin floor is solid enough to safely traverse, there are a great number of ravines filled with fine salt powder. These ravines are more perilous than quicksand. Traveling across the Sea of Salt is far from pleasant. During the





day, the sun turns the Sea of Salt into a blazingly bright, blinding glare. The wind carries the fine salt powder, stinging the eyes and burning the throat and lungs. Few travelers dare to cross the basin at night, because the likelihood of stumbling into a salt-filled ravine increases dramatically in the dark. Quite a few crafty predators lurk along the border of the sea, waiting to surprise travelers still blinded and bereft of smell from traversing the salt.

One of the rare stretches of sandy desert in the Haunted Lands, **the Weeping Desert** is bounded by low limestone hills at the base of the Furrowed Mountains. This region has a frightening reputation of wandering ghosts, spirits, and rom which is well deserved. Anyone camping overnight in the sandy waste will hear the distant moaning and wailing drifting over the desert from the ruins located in its depths. These ruins supposedly shelter a magical spring, called the Well of Despair, that brings visions of the future to any who drink from its cold, dark waters. The well lies inside a vast cairn of rom, however; and the troubled spirits who haunt the desert can attest to the undead giants' desire for privacy. Finally, a scant number of white, proud steeds can sometimes be seen running free in the Weeping Desert. These ghost mounts prey on foolish or lost travelers and contribute even more to the number of undead wandering the desert.

A Few Wilderness Encounters

Although interesting geography can sometimes lend a frightening or mysterious tone to otherwise humdrum wilderness travel, the DM should always keep a few provocative minor encounters planned to liven things up if an extended journey starts to drag.

Random encounter tables have been included for your convenience on the inside cover of the campaign guide. The DM should check for encounters (1 in 10 chance) in the morning, early evening, night, and whenever the PCs cross an area with an abundant source of water (such as a well, oasis, ruins, or the



Genies' Garden). Remember that all encounters are not necessarily hostile, and could provide the opportunity for PCs to learn valuable information about the wilderness.

Below are a few suggestions to help spice up travel through the Haunted Lands.

Dressing Up. This is an age old trick: take a standard monster with which the PCs might be familiar and slightly alter its appearance for a desert campaign. Try dressing up a remorhaz as a "salt worm" to surprise PCs crossing the Sea of Salt. For a more powerful party, a variant of the purple worm is a nasty encounter for the deep desert.

Evening Breeze. The PCs encounter a pleasant and very large androsphynx named Rider of the Evening Breeze (or just Evening Breeze among friends). He approaches the party just after nightfall with a cordial greeting and requests their hospitality under the bond of salt. Refusal is, of course, an insult. On three subsequent nights, Evening Breeze arrives to dine at the PCs' expense (androsphynxes have very large appetites). Though it might appear that the party will get nothing in return from this arrangement, there are two benefits from Evening Breeze's company. First, the androsphynx can inform the party of potential dangers in the road ahead. More importantly, however, the party will not be bothered by other random encounters for the three days Evening Breeze remains as their guest.

Golden Feather, Part 1. A PC spots a bright object in the sand nearby, gleaming brighter than the sun above. If investigated, the object turns out to be a 12-inch-long golden feather that magically glows with its own bright light. Let the PCs puzzle over the feather's origin until they reach a city and consult a sage or wizard specialized in such affairs. They will then learn that the feather belongs to a simurgh, and will fetch a price of 100 gp to an interested buyer.

The Buried Genie. In a secluded part of the Haunted Lands, the head of a noble dao named Caiphaz protrudes from the ground. The genie was

buried from the neck down several decades ago by a sha'ir named Adnan al-Raqi, Master of the Invisible, the Whisperer (the powerful wizard currently resides in Huzuz; see the *City of Delights* boxed set for more details). Adnan used a *limited wish* to proclaim that Caiphaz would remain buried until he could convince good travelers to excavate his body and unlock the magical chains that render him powerless. To ensure that this will never happen, the wizard branded the word "LIAR" on his forehead and cursed the genie so he can only speak the truth. Over the ages, Caiphaz has endured unrelenting assaults from skeptical passers-by and the savage elements in his humbled condition. He has learned his lesson (i.e., don't insult a powerful sha'ir), but as of yet no traveler has ever believed him. He will grant three wishes to his liberators, but like all dao, he will seek to fulfill them in a twisted or detrimental way.

The Genie Double. The party encounters a wandering markeen of good alignment, engaged in a self-broadening search for the person he perfectly resembles. The markeen appears to be the identical twin of the party's arch enemy, and is anxious to hear everything the party knows about his double. He may even join their ranks, if only to ensure that he eventually meets his dastardly duplicate.

Golden Feather, Part 2. When the party arrives at an oasis, they discover a devastatingly beautiful woman swimming in the warm water. This is a polymorphed simurgh named Iliya, whose feather was discovered earlier. She is shocked by the party's intrusion and asks that they leave so she can modestly cover herself. When the party grants her some privacy, she dresses in a robe of familiar golden feathers. This encounter is ripe with romantic possibilities. Select a love interest in the party; good alignment is a must. Iliya will naturally expect a speedy marriage. She refuses to be separated from her beloved, but her great beauty draws attention to the characters wherever she accompanies them.





Chapter 3

Krak al-Niraan

Krak al-Niraan's stark towers rise from the broken hills on the edge of the Weeping Desert. Although the characters first learn of the castle's existence during "Salt Bond," they first visit the stronghold after they become embroiled in the "Endgame." This chapter describes the castle's inhabitants, interior spaces, and defenses. A detailed map of the stronghold appears on the mapsheet.

General Background

Centuries ago, when the Weeping Desert was a fertile kingdom, its rulers built a mighty fortress in the nearby hills to protect an important trade route. During the past decade—long after all traces of the ancient, unknown kingdom had crumbled into haunted ruins—the Brotherhood of True Flame developed an interest in establishing a military outpost in this region of the wilderness. The fire magi drove away the ghosts and spirits that haunted the ruined castle and built a new stronghold, named Krak al-Niraan, or "Castle of Flame," upon the ancient foundations. The wizardly architects were careful to weave spirit wards into the castle's walls, so that today undead from the nearby Weeping Desert cannot approach within a hundred yards of the Brotherhood stronghold.

Krak al-Niraan is not the Brotherhood's main fortress—that stronghold is magically hidden from the eyes of man and genie alike in the forbidding heat of the Great Anvil. Instead, Krak al-Niraan is a base of military power and a platform from which to launch raids against nearby Al-Badia camps and ultimately the Free Cities as well. Krak al-Niraan is also a training center and a massing point for a growing army, which extends Brotherhood dominance of the Haunted Lands in an ever-widening circle around the fortress.



The Stronghold's Leaders

Jamal al-Yindannim (hmW/fm/12) supervised the construction of Krak al-Niraan and rules as its undisputed lord. His advancement in wizardry has been slowed by his interest in military and romantic conquests, but his devious mind has discovered a way to combine his two favorite passions. Jamal abducts beautiful women to Krak al-Niraan, where he eventually seduces them using a combination of suave skill and enchantments. After Jamal tires of his affairs, he uses the unfortunate women to conceive and bear nasnas for his castle guard.

The costs of maintaining a stronghold and mercenary army on the edge of the Haunted Lands are astronomical. Jamal employs **Yodfah al-Muluki** (hmT/mr/13) as his treasurer and financial advisor. Yodfah is paid quite handsomely for his services, but he has a geas placed upon him so he cannot cheat his employer. Yodfah has wisely invested Brotherhood assets in many nearby cities. The profits from these businesses are staggering.

The castle often serves as the temporary hideout and shelter for the renegade fire mage, **Ali al-Lazan** (hmW/fm/15). To minimize Ali's disruptive effect in his stronghold, Jamal assigns him the glorified title of "Chief Inquisitor," a position for which the insane wizard is eminently qualified.

Jamal receives long-term military advice from his tasked genie **Khaizuran**, a tactical genius who savaged the city of Liham decades ago. The warmonger has masterminded the elaborate supply lines leading to Krak al-Niraan and directed most of the raids against nearby al-Badia settlements with deadly efficiency.

Game statistics for Jamal, Yodfah, Ali, and Khaizuran appear in the NPC sheets, where their characters are discussed in greater detail. The remainder of this section is devoted to five powerful leaders who assist Jamal with maintaining castle security, managing day to day activities, and teaching new initiates to their order.

Jamal has two wives, who assist in training new

recruits to the Brotherhood at the castle. **Najeeya bint Siddiq** is an exquisitely beautiful fire mage. She has been married to Jamal for 20 years, but has trouble remembering much these days because of her profound addiction to dreambliss (described in Chapter 4). Still, she is a dangerous opponent once roused from her dreambliss-induced stupors.

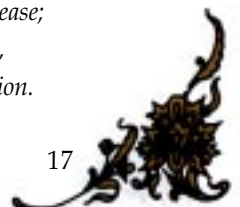
Najeeya bint Siddiq (hfW/fm/10): AC 4 (armor takes 18 hp); MV 12; hp 26; #AT 1, Dmg by weapon: jambiya (d4); Str 9, Dex 16, Con 6, Int 16, Wis 7, Cha 18; SA fire spells inflict +1 hp/die; SD +6 save bonus on against fire-related attacks (sash); fire spells cast on her inflict -2 hp/die; AL NE; THAC0 17; XP 5,000; *sash of fire resistance, potion of fire breath, scroll with sunfire (x3) and fire track.*

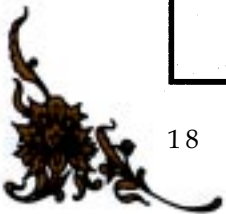
Spells: *burning hands (x2), magic missile, affect normal fires; banish dazzle, flaming sphere, pyrotechnics, sundazzle; lightning bolt, slow, dispel magic; fire shield, wall of fire; cloudkill, feeblemind.*

Jamal's second wife, **Qumasha al-Arus**, is full of praise for Najeeya in her husband's presence, but secretly supplies the first wife with dreambliss to foster her addiction. Lithe and athletic, Qumasha is a strong, aggressive woman with the innocent beauty of an angel and the furtive cunning of a vishap.

Qumasha al-Arus (hfW/fm/9): AC 5 (*armor spell* withstands 17 hp); MV 12; hp 43; #AT 2, Dmg by weapon+1: throwing daggers (d4+1); Str 17, Dex 15, Con 16, Int 17, Wis 12, Cha 16; SA fire spells inflict +1 hp/die; SD +6 save bonus on against fire-related attacks (sash); fire spells cast on her inflict 2 pts/die; AL LE; THAC0 17; XP 6,000; throwing daggers (envenomed with dreambliss); smoke spheres (see chap. 4); *sash of fire resistance, ring of shocking grasp, potion of extra-healing.*

Spells: *burning hands, charm person, hold portal, grease; mirror image, knock, sundazzle; sunscorch, haste, dispel magic; fire shield, dimension door; domination.*







Uzad al-Aqnadi is responsible for internal castle security. A fanatical member of the Flamedeath holy slayer fellowship, Uzad views his service to Jamal as a means of furthering the rule of his evil fire god Kossuth in Zakhara.

Uzad is a master of the tufenk and an expert handler of liquid star. He carries a custom made tufenk, with a firestarter crafted into the exhaust pipe. Because of its unique construction he can attack with it once per round, gaining a +1 bonus to hit and damage. He always carries smoke spheres and at least three star pots (Chapter 4).

Uzad al-Aqnadi (hf/T/hs/10): AC 2; MV 12; hp 68; THACO 16 (15, tufenk); #AT 1, Dmg by weapon: tufenk (2-12/1-6/1-6) or scimitar (d8); SA: quadruple damage surprise strike; PP 40%; OL 67%; RT 65%; MS 95%; HS 95%; DN 75%; CW 95%; RL 20%; Str 16, Dex 17, Con 16, Int 13, Wis 11, Cha 12; AL LE; XP 6,000; *bracers of defense* AC 5, *ring of invisibility*, *scimitar* +2.

Barzan al-Hiyali is Jamal's captain-general, a middle-aged man with a hunger for wealth and for command of a large army. Five years ago he staged his own death in Hiyal to protect his family's honor, after his habit of taking bribes was discovered. His alliance with the Brotherhood was a rash act motivated by greed that he now regrets.

Barzan is smart enough to recognize Jamal's warmonger as a superior tactical intellect. While Barzan flatters and defers to the genie in public, he secretly detests the cowardly and pitiless jinn. For all Barzan's faults (greed being his greatest weakness), the warrior has some care for his soldiers, which is more than can be said for the warmonger.

Barzan al-Hiyali (hmF/as/9): AC 0; MV 12; hp 100; #AT 3/2 (2 with long sword); THACO 10 (8 with sword), Dmg by weapon+4 (d8+7 with *flame tongue*); Str 18/79, Dex 16, Con 17, Int 14, Wis 9,

Cha 15; SA specialized in long sword; AL LN; *armor of the desert evening*; *shield* +3; *longsword* +1, *flame tongue*; *potions of extra-healing* (x2).

The Army

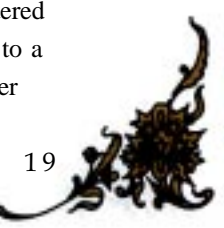
Jamal's huge mercenary force is summarized below. Maintained in constant battle-ready condition by repeated raids against the Al-Badia of the Haunted Lands and the Furrowed Mountains, only a quarter of the listed forces are present at the castle at any given time unless an attack is expected.

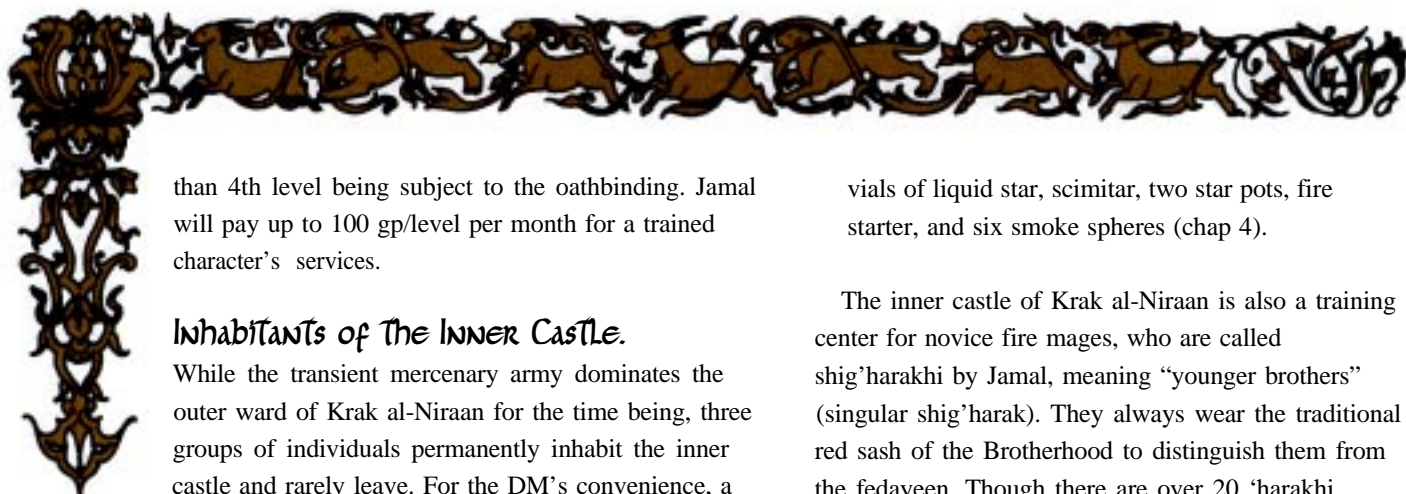
It is unlikely the PCs will encounter these mercenaries during the course of their adventures, except perhaps in a random encounter outside the castle walls. However, their presence should help build an atmosphere of tension, anxiety, and fear of discovery so long as the party remains in Krak al-Niraan. For instance, whenever a PC looks out an arrow slit in the inner castle, take the time to slowly describe the sprawling tents, interspersed with dark, sinister ravens and patrolling giants. During lulls, feel free to have soldiers die by the score at the hands (or spells) of the PCs. With the wages he is offering, Jamal will have no trouble finding replacements.

Table 1: Mercenary Army of Krak Al-Niraan

Mercenary	No.	Race	Lvl/HD	hp (avg)
captains	10	h, ho, he	F/as/7	55
lieutenants	20	h, ho, he	F/as/5	35
sergeants	40	h, ho, he	F/as/3	21
heavy inf.	50	hg	12	62
medium inf.	70	og	4	22
light inf.	350	h	F/as/1	7
x-bowmen	150	o	1	3
archers	100	o	1	5
lt. cavalry	200	h	F/dr/2	10

New recruits are always welcome in Krak al-Niraan, provided they can pass a "security check" administered by the Chief Inquisitor. All new troops must agree to a geas-enforced oath of loyalty with all recruits higher





than 4th level being subject to the oathbinding. Jamal will pay up to 100 gp/level per month for a trained character's services.

Inhabitants of The Inner Castle.

While the transient mercenary army dominates the outer ward of Krak al-Niraan for the time being, three groups of individuals permanently inhabit the inner castle and rarely leave. For the DM's convenience, a table of random encounters for the inner castle has been included on the inside cover of this campaign guide.

Jamal's magical guardians include a growing force of 50 nasnas, maintained in number by his tragic harim (area 8). These monsters owe complete allegiance to Jamal, who created them. Their intermittent hoots and cries are especially loud at night, when the creatures are most active.

Nasnas: INT Low; AL LE; AC 6; MV 9; HD 2+2; hp 12 each; THAC0 17; #AT 1, Dmg: by weapon +5 (scimitar: 1-8 +5); SA: fear; SD: iron or magic weapons to hit; ML 12; AQ MC; XP 270.

The inner castle is primarily defended by a group of 50 fanatical holy slayers, or fedayeen, of the Flamedeath Fellowship, who answer primarily to Uzad al-Aqnadi and Jamal (singular fidai, meaning "one who sacrifices himself for a cause," or "a brave warrior"). Dressed in blinding white abas, these fedayeen have no fear of death. Indeed, they look forward to spending eternity in fiery paradise. They are trained extensively in the use of liquid star in combat.

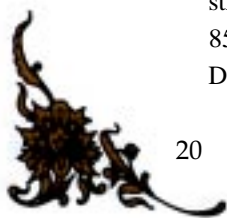
Fedayeen (hm/hs/6): AC 6; MV 12; hp 25-30 each; THAC0 18 (15 with tufenk); #AT 1 (1/2 with tufenk), Dmg: by weapon +1 (tufenk: 2-12/1-6/1-6); SA: specialized in tufenk, triple damage surprise strike; PP 40%, OL 37%; RT 55%; MS 85%; HS 85%; DN 65%; CW 95%; RL 10%; AL LE; Str 16, Dex 16; XP 975 each. Leather armor, tufenk, four

vials of liquid star, scimitar, two star pots, fire starter, and six smoke spheres (chap 4).

The inner castle of Krak al-Niraan is also a training center for novice fire mages, who are called shig'harakhi by Jamal, meaning "younger brothers" (singular shig'harak). They always wear the traditional red sash of the Brotherhood to distinguish them from the fedayeen. Though there are over 20 'harakhi currently studying under Jamal and his wives, 2-8 will be absent from Krak al-Niraan on patrol duty unless an attack on the castle is expected. The statistics for a typical fire mage in the castle are presented below.

The shig'harakhi have access to a wide range of spells. To personalize fire mage encounters in the castle, choose from among the following spell list (4, 2, 1): 1st level: *affect normal fires, burning hands, hold portal, charm person, grease, fire truth, detect magic, dancing lights*; 2nd level: *mirror image, knock, sundazzle, wizard lock, flaming sphere, invisibility, detect invisibility, pyrotechnics*; 3rd level: *fireball, sunscorch, dispel magic, slow*.

Shig'harakhi (hmW/fm/5): AC 6 (*armor spell* withstands 13 hp); MV 12; hp 15-18 each; #AT 1, Dmg by weapon: jambiya (d4); Con 15, Int 16; SA fire spells inflict +1 pt/die; SD +4 save bonus on against fire-related attacks (sash); fire spells cast on them inflict -2 pt/die; AL LE; THAC0 17; XP 975; *sash of heat endurance, potion of healing,*





WARDINGS ON Krak al-Niraan.

The outer castle and the upper fortifications of the inner castle, being of recent manufacture, are relatively free from warding spells (for the time being at least). The underground chambers of Krak al-Niraan (areas 19, 21-26), however, were hollowed out by the castle's original builders. Centuries ago, these halls were heavily protected against genie magic, magical transport, and divination spells. Today, the ancient wardings still protect these vaults from external attempts to scry, divine, and teleport into these locations (it has always been possible to scry, divine, and teleport out of the dungeons). Once inside the underground halls, however, it is possible to teleport and scry to other locations in the dungeon, with limited chance of success (50%). In the case of failure with teleportation, no harmful effect occurs to the caster except the loss of the spell.

Guide To Frequent Encounters

- A. **Armory**, equipped with miscellaneous weapons, leather armor, shields (10-40 star pots, 50% chance).
- B. **Ballista station**, attended by two nasnas.
- C. **Catapult station**, attended by three crossbowmen.
- F. **Fire trapped barrier** (cast at 7th-12th level).
- G. **Guest rooms**, poshly decorated for visitors. One in four are fitted with barred windows for noble prisoners.
- H. **Holy slayer guard post** (1-3 fedayeen).
- L. **Wizard locked barrier** (cast at 3rd-12th level).
- M. **Mercenary guard posts** (2-5 crossbowmen).
- N. **Nasnas guard posts** (1-4 nasnas).
- O. **Office** containing lists of supplies, reports from long-range patrols, a register of visitors, etc.
- S. **Storage areas**, serving as smithies, barracks for off-duty mercenaries, and stables. Inside the keep and gatehouse they are used as food stores and trash disposals.
- T1. **One-way teleport gate** which whisks away anyone

or anything entering the area to a safe location in Muluk.

- T2. **Two ends of a teleport gate** which whisks away anyone entering the area to the other gate within the castle, 1/turn.
- W. **Well or spring**, 50-100 feet deep, containing 10-20 feet of water. A few (1 in 3) contain a 16 HD water elemental, imprisoned in the well to generate a steady water supply. It can only attack those within 5 feet of the water surface.
- WI. **An illusionary wall**, cast at 12th level of experience.
- WF. **A permanent illusion** of a wall of fire, cast at 12th level of experience.

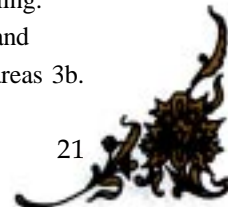
Guide To Numbered Encounters

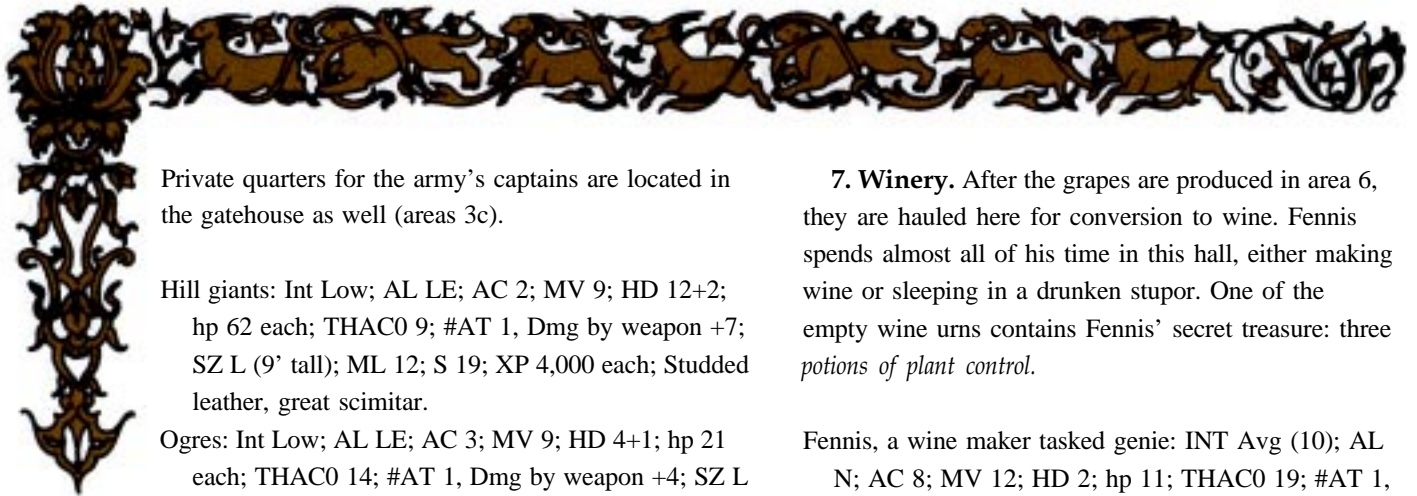
1. Approach. Only one trail leads to Krak al-Niraan, this through the rocky hills surrounding the Weeping Desert. It is warded against undead like the rest of the castle and is heavily patrolled by mercenaries.

2. Outer ward. Those bypassing the outer gates will arrive in the outer ward, where attackers are subject to withering missile fire and magical attack from the outer walls and the inner keep. The dry, parched outer courtyard is home to most of Jamal's mercenary army, who quarter in tents and in the storage areas against the outer walls. Numerous ravens stalk ominously about the outer ward, nourished by scraps from the mercenaries, who regard them as pets.

3. Inner Gatehouse. This gatekeep is a powerful defense against entry to the inner castle, with its independent armories, food stores, and water supply. A key defense feature of the gate keep is its inner stair (3a), which provides access to the middle ward (4). Anyone climbing these stairs is vulnerable to flanking missile fire through arrow slits in the walls and to liquid star attacks from murder holes in the ceiling.

The prestigious heavy infantry (hill giants) and medium infantry (ogres) are quartered here in areas 3b.





Private quarters for the army's captains are located in the gatehouse as well (areas 3c).

Hill giants: Int Low; AL LE; AC 2; MV 9; HD 12+2; hp 62 each; THAC0 9; #AT 1, Dmg by weapon +7; SZ L (9' tall); ML 12; S 19; XP 4,000 each; Studded leather, great scimitar.

Ogres: Int Low; AL LE; AC 3; MV 9; HD 4+1; hp 21 each; THAC0 14; #AT 1, Dmg by weapon +4; SZ L (9' tall); ML 12; XP 420 each; Studded leather, javelins, footman's mace.

Captains (hff/dr/7): AC 5; MV 9; hp 55; #AT 2, Dmg by weapon (d8+5); SA specialized in scimitar; Str 18; AL LE; THAC0 11 (12 in armor); lamellar armor, shield, *scimitar +1*.

4. Middle Ward. Having battled their way up the stairs and through the gatehouse, attackers arrive in a small, paved courtyard at the base of another set of stairs. This is a deadly killing zone, where defenders can rain arrows, greek fire projectiles, and any number of nasty, short-range magical attacks from the gatehouse roof, inner walls, or great keep.

5. Inner Castle Entrance. The entry to the inner castle is as heavily defended as area 3a.

6. Upper Ward. This highest courtyard contains a lush garden and vine-covered trellises laden with succulent grapes. Most of the castle's leaders have a taste for fine wine (especially Yodfah) and have hired Fennis, a winemaker tasked genie with 22 hp. One of Fennis' conditions for employment was that he be given tireless gardeners to order about. To accommodate the mercurial genie, Jamal created two copper automatons who putter about this area constantly, fetching water from the well in the basement, pruning vines, harvesting grapes, etc.

Copper automatons (2): Int Low; AL N; AC 3; MV 9; HD 6; hp 25, 23; THAC0 15; #AT 2, Dmg 2-12/2-12; SA heated fists; SD standard golem spell immunities; SZ M; ML 20; AQ MC; XP 650.

7. Winery. After the grapes are produced in area 6, they are hauled here for conversion to wine. Fennis spends almost all of his time in this hall, either making wine or sleeping in a drunken stupor. One of the empty wine urns contains Fennis' secret treasure: three *potions of plant control*.

Fennis, a wine maker tasked genie: INT Avg (10); AL N; AC 8; MV 12; HD 2; hp 11; THAC0 19; #AT 1, Dmg: 1-6 or by weapon type; SA: trunk spray (save vs. paralyzation or be blinded for 1-3 rounds); SD: spell use; ML 10; AQ MC; XP 120.

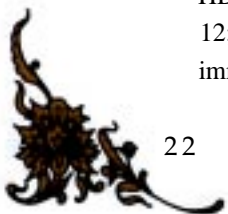
Spells: *water walk, purify food and water, create water, goodberry, speak with animals, detect poison (3/day), pass plant, sunshine, plant growth (1/week)*.

8. Jamal's Harem. Over a hundred women (all 0-level) languish about these rooms. Because of the magical potions and constantly-reinforced charms placed upon these ladies, each believes that she alone is Jamal's most beloved wife and carries his next heir. The dastardly fire mage has in fact fed each woman an evil potion, which caused her to conceive a hideous nasnas. When the time comes for one of these unfortunate women to give birth, she is sedated with yimna-laden wine and carried to a private cell in the dungeon. After the nasnas is born, Jamal tells the woman in a disapproving tone that the baby has died, and once again feeds her a tainted fruit, injected with the cursed potion.

Although this suite appears luxuriantly appointed, it is nothing more than a bare vault cloaked with a *permanent illusion*.

9. The Future Conquest. This room is decorated like area 8, and contains Dalida, a beautiful desert rider from the House of Hanif. She has not yet succumbed to Jamal's loathsome advances, and will gladly aid any party who frees her.

Dalida al-Jazarijja bint Adil (hff/dr/5): AC 10; MV 12; hp 36; #AT 1, Dmg by weapon; Str 16, Dex 12, Con





15, Int 12, Wis 13, Cha 16; AL NG; THAC0 16. Proficient in scimitar, long sword, jambiya, composite long bow, light horse lance.

10. Jamal's Quarters. Jamal's Quarters are decorated like the prelude to a seduction. Large silk veils hang from the ceiling to restrict vision and create a sense of intimacy. At the center of this pleasant maze lies a large sleeping mat, several incense burners, and vials filled with various aromatic oils. Jamal will rarely be found here, unless he is engaged in romance.

11. Sleeping Chambers. These three rooms contain the respective sleeping quarters of Uxad, Barzan, and Ali. They can rarely be found here, however, because of their busy schedules.

The chambers are austere decorated with white stucco walls and minimal furnishings: a few pillows, assorted weaponry, and a single sleeping mat.

12. Jamal's Wives. These two rooms contain the respective sleeping quarters of Najeeya and Qumasha. Najeeya can usually be found in her room, absorbed in euphoric dreams induced by her dreambliss addiction. Qumasha is too busy with her own plots and schemes to waste much time sleeping.

13. Yodfah's Quarters. Yodfah's Quarters are decorated with priceless furnishings and valuable objets d'art. All of the rugs, tapestries and pillows are woven from the costliest silks, and a locked, trapped chest (poison needle, Type D) is filled with the finest clothing. The chest has a false bottom, containing Yodfah's supply of poisons and emergency cash in the form of ten 1,000 gp sapphires.

14. Great Keep. This massive tower can be sealed off from the rest of the castle during a siege. It has an independent armory, food stores, and water supply. The first floor of the keep (14a) contains the sleeping quarters for the shig'harakhi while the second floor (14b) is a posh study where the novice wizards can study books from the nearby library (15) at their leisure. The third floor is an armory (A) and the top floor contains an astronomical observatory (14c), its

walls covered with star charts of all the major constellations. A *telescope of true vision* is mounted near one of the windows.

15. Students' Library. The walls of this chamber are lined with shelves containing standard works of astrology, alchemy, and magic from the fire and universal spheres. Shigharakhi spend most of their free time in this chamber and in area 14b.

16. Masters' Library. Similar in appearance to area 15, the secret location of this library is known only to Jamal, his wives, and Ali, who use it to store their standard spell books and a *tome of clear thought*. In addition, the arcane texts in this room can be used to research fire and universal spells of up to 6th level.

A variety of forbidden magical texts can also be found in this chamber on a high shelf, cloaked by a *vacancy* spell. Among them are two cursed scrolls, a *libram of ineffable damnation*, and a *vacuous grimoire*.

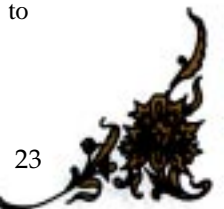
17. Great Hall. Richly appointed with bright red carpets, this is the large public meeting hall of the inner castle, where residents gather for meals.

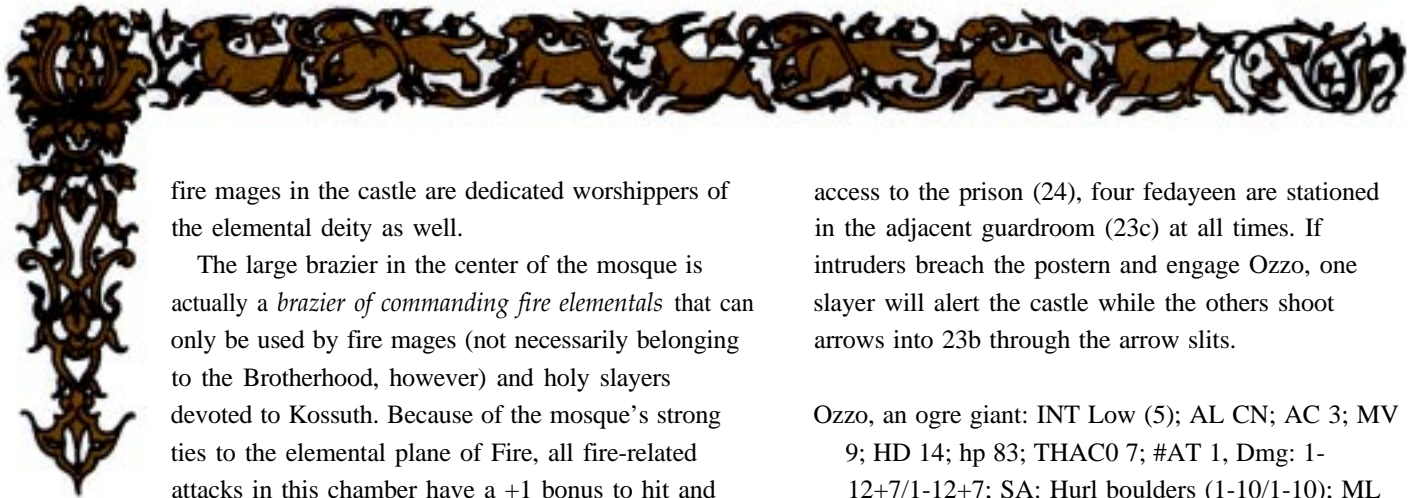
18. Private Hall, The leaders of the castle use this richly decorated chamber as their informal meeting room, dining hall, or private reading room.

19. Wine Cellar. The keys to this room are held by Yodfah, to prevent the tasked genie Fennis from drinking too much of his creation. Over 40 clay urns, sealed with red wax and containing exquisite wine, are stored in this chamber. Five additional urns, sealed with white wax, contain wine tainted with yimna for distribution to Jamal's enemies.

20. Slayers' Barracks. This hall is used as a living, sleeping, and recreation area for the fedayeen, when they are not standing guard duty or praying in the mosque.

21. Mosque. The air in this worship hall is laden with thick, aromatic incense, which emanates from the five flaming braziers in the corners and center of this tall, vaulted chamber. This mosque is dedicated to the cold elemental god, Kossuth, venerated by the fedayeen of the Flamedeath Fellowship. Most of the





fire mages in the castle are dedicated worshippers of the elemental deity as well.

The large brazier in the center of the mosque is actually a *brazier of commanding fire elementals* that can only be used by fire mages (not necessarily belonging to the Brotherhood, however) and holy slayers devoted to Kossuth. Because of the mosque's strong ties to the elemental plane of Fire, all fire-related attacks in this chamber have a +1 bonus to hit and inflict +1 pt/die of damage.

If holy slayers are encountered in their place of worship, they will not hesitate to summon a fire elemental from the brazier to aid them.

22. Secret Hall. Only secret meetings between the castle's leaders are held in this large vaulted hall, which is decorated with abstract, flamelike patterns. Sitting cushions and a long, low table cover the floor. On one wall of the echoing chamber rests a large, golden mirror which can be used to communicate with a similar device in the Brotherhood's secret stronghold in the Great Anvil. The mirror also functions as a crystal ball with clairaudience. Tampering with this mirror is certain to attract the attention of the Brotherhood's leader (the Bonfire). If it is stolen, he will personally see to it that the mirror is recovered and the thieves punished.

23. Postern. Like all good castles, Krak al-Niraan has a small rear exit or postern, through which a surprise attack or retreat can be launched. To prevent unauthorized access, the postern is hidden by an *illusionary wall* and overlooked by a guardroom in the castle above (23a), where two fedayeen are always prepared to throw greek fire on anyone attempting to enter the castle below.

Beyond the postern is a tall chamber (23b) where a charmed ogre giant named Ozzo has been graciously allowed to live by Jamal. Ozzo delights in bashing just about anything or anyone that sets foot in his "home" unless they are accompanied by Jamal, his best friend (at least while the charm lasts).

To keep a watch on Ozzo's activities and to regulate

access to the prison (24), four fedayeen are stationed in the adjacent guardroom (23c) at all times. If intruders breach the postern and engage Ozzo, one slayer will alert the castle while the others shoot arrows into 23b through the arrow slits.

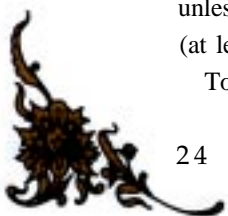
Ozzo, an ogre giant: INT Low (5); AL CN; AC 3; MV 9; HD 14; hp 83; THAC0 7; #AT 1, Dmg: 1-12+7/1-12+7; SA: Hurl boulders (1-10/1-10); ML 16; XP 4,000.

24. Prison. The castle contains an expansive prison with dozens of cells to hold captives and a large "interrogation area" in which to torture them. Almost all of the cells in the prison are filled, many with charmed women recovering after giving birth to a nasnas. The remainder are prisoners taken on the Brotherhood's extensive raids. Those that refuse to join Jamal's service are "interrogated" until they either submit or die.

To aide with the interrogation of prisoners, the central hall of the prison is filled with many monstrous and diabolical devices of torture, most of which involve fire. This is the unquestioned domain of Ali, who can extract the most obscure information from unwilling prisoners with a few applications of *fire truth* and *flames of justice* spells.

Four brutish ogres (see area 3 for stats) assist Ali in his interrogations by dragging prisoners from their cells and loading them into the various devices.

25. Counting Room. This underground chamber contains all records of the Brotherhood's finances, including their investments in other cities, all diligently maintained by Yodfah. Two locked trunks, each filled with approximately 10,000 gold pieces, contain the monthly payroll for the mercenaries in the castle. Four copper automatons stand in the chamber as well, assigned to transport the chests back and forth from the treasury. They will attack anyone who approaches the chests.





Copper automatons (4): Int Low; AL N; AC 3; MV 9; HD 6; hp 45, 39, 34, 28; THAC0 15; #AT 2, Dmg 2-12/2-12; SA heated fists; SD standard golem spell immunities; SZ M; ML 20; XP 650.

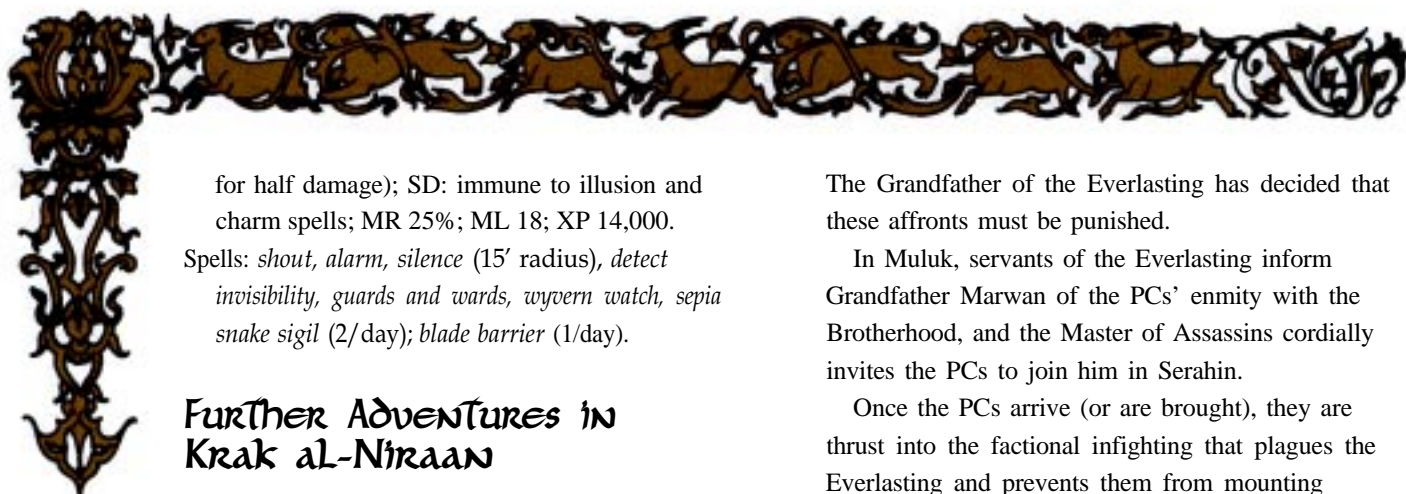
26. Treasury. Two dozen trunks, each filled with over 10,000 gold dinars, fill the chamber. Deep stone shelves have been sunk into the walls. These shelves are covered with the following treasures:

- nine exquisitely-carved jade statuettes depicting animals, griffons, and birds (1,000 gp ea);
- a coffer filled with 38 fire opals (500 gp each);
- eight unmarked crystal vials containing: *potions of animal control, human control, giant control, and delusion; an elixir of madness; oils of invulnerability and slipperiness; and a philter of glibness;*
- four scroll cases, containing a scroll of *protection from fire*; a priest scroll with *negative plane protection, raise dead, regeneration, and restoration* cast at 14th level; a wizard's scroll with *lightning bolt, dispel magic, teleport (x2), wall of force, and disintegrate* cast at 12th level; and a wizard's scroll with *conflagration and wish* cast at 20th level;
- ceremonial *banded mail +4*; a *ring of animal friendship*; a quiver with 24 *arrows +3* and an *arrow of elemental slaying*; a *rod of cancellation*; a *figurine of wondrous power (ebony fly)*; and a *wind fan*.

A guardian tasked genie named Three-Seeing Eye stands unrelenting watch over this fortune and will not allow anyone other than Jamal or Yodfah to touch a single piece. The genie is a gift from the Bonfire, who has invested much of the Brotherhood's resources into building Jamal's stronghold. Three-Seeing Eye will explain to any intruders that his orders are to destroy anyone who attempts to steal his master's treasure.

Three-Seeing Eye (guardian tasked genie): INT High (14); AL LE; AC -4; MV 15; HD 14; hp 94; THAC0 7; #AT 4, Dmg: 1-10 (x4) or by weapon +8 (great scimitar: 2-16 +8, x4); SA: -4 bonus to initiative; green fire breath weapon (14d6 dmg, save





for half damage); SD: immune to illusion and charm spells; MR 25%; ML 18; XP 14,000.

Spells: *shout, alarm, silence* (15' radius), *detect invisibility, guards and wards, wyvern watch, sepia snake sigil* (2/day); *blade barrier* (1/day).

Further Adventures in Krak al-Niraan

This section contains some suggestions to help the DM keep Krak al-Niraan in play, especially if the castle's villains survive "Endgame."

Jamal's Harim. While riding through the desert, the PCs stumble across the remains of an Al-Badia camp, recently put to the torch by one of Jamal's raids. Only one of the horribly charred bodies shows the slightest sign of life, barely identifiable as Sheikh Adil al-Jazarijja. With his dying gasp, he begs the party to rescue his beloved daughter Dalida, who was captured by Jamal and is currently imprisoned in area 9 in Krak al-Niraan.

If the party reaches Dalida safely, she informs them that she cannot leave without her sister Aisha, who was not strong enough to resist Jamal's advances. The younger sister currently lives in area 8 with Jamal's other tragic concubines and has been completely brainwashed by his charms and love potions. Aisha claims to be the fire mage's favorite wife and pats her tummy proudly, stating that she will be the first woman to bear him a strong, healthy son. Jamal's other "first wives" start an argument about who will actually bear the fire mage's first son. A cat fight in the harim ensues.

Through all this mess, it becomes clear that Jamal's entire harim needs rescuing. Perhaps the easiest approach would be to herd all of the pregnant women to the escape gate (T1). However, it will take some strong diversions to make this succeed!

Enemy of My Enemy. Brotherhood patrols and raids have of late entered the Everlasting's domains, capturing supplies and messengers bound for Serahin.

The Grandfather of the Everlasting has decided that these affronts must be punished.

In Muluk, servants of the Everlasting inform Grandfather Marwan of the PCs' enmity with the Brotherhood, and the Master of Assassins cordially invites the PCs to join him in Serahin.

Once the PCs arrive (or are brought), they are thrust into the factional infighting that plagues the Everlasting and prevents them from mounting organized resistance against Jamal. The Grandfather uses the PCs to draw out his enemies in the organization and unify the Everlasting under his iron fist, or to lead a team of holy slayers into Krak al-Niraan and leave a clear message for the Bonfire that he must cease his operations in the Haunted Lands.

Through the Magic Mirror. The mirror hanging in the secret meeting hall (area 22) has been enchanted by the Bonfire to open a gate to a similar mirror hanging in the communication center of the Brotherhood's main headquarters in the Great Anvil.

For an even more nasty and ambitious twist to "Enemy of My Enemy," the Grandfather of the Everlasting could inform the PCs of the mirror's existence, hoping that they will lead their team of holy slayers after the Bonfire himself.





Chapter 4

Nonmagical Novelties

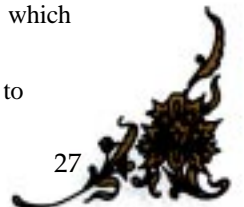
Many unusual items are available for sale in hidden shops and secret stalls scattered throughout the Free Cities of the North. This short section details the nonmagical goodies that are frequently used or carried by the major villains of *A Dozen and One Adventures*.

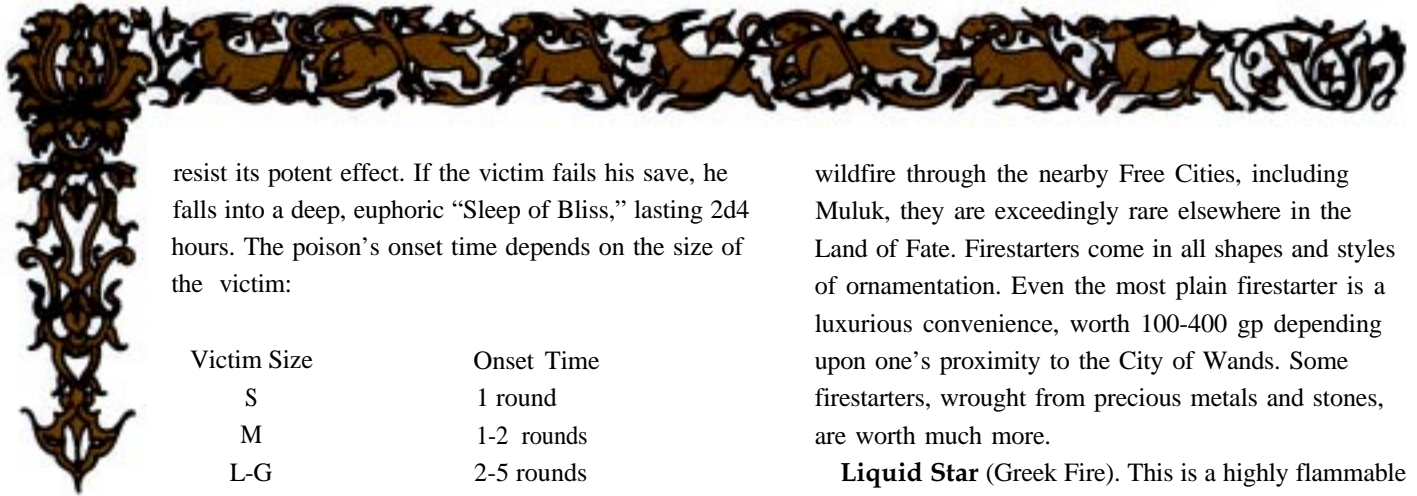
Most of the items listed in this chapter (except perhaps the fire starter) carry a negative stigma in Zakharan society. In particular, the use of poison is looked down upon as ignoble, dishonorable, and cowardly (especially among followers of Hajama and Najm). Liquid star and smoke spheres are also a favored weapon of disreputable characters, especially members of the Brotherhood of True Flame. Public use of these items should result in an immediate loss of 1d4 points of station. Frequent use should be accompanied by a gradual shift to neutral or evil alignment.

To bolster the mystique of these poisons and incendiaries, purchasing them should involve a mini-adventure in itself, bringing the PCs in contact with seedy and unsavory characters. Keep in mind that the listed price is what the roguish merchants charge trusted (and equally nefarious) customers. Characters under 7th level should be charged four times the listed price; higher level characters should be charged double the listed price (with the exception of rogues, who can obtain the item for the listed price provided they have Haggling nonweapon proficiency). Even after a vendor has been located, the merchant will only have a very small inventory (perhaps only one or two doses of the same item at a given time).

Dreambliss. Dreambliss is derived from the 'white sap of a thick-leaved plant that grows only in shaded valleys of the Furrowed Mountains. It is used in its natural state as a mild, sleep inducing narcotic among the unenlightened hill tribes that live there; but alchemists in many of the Free Cities have learned how to distill the sap into a powerful sleep poison which can be used to envenom weapons.

Victims struck by a dreambliss-coated weapon must save vs. poison to





resist its potent effect. If the victim fails his save, he falls into a deep, euphoric “Sleep of Bliss,” lasting 2d4 hours. The poison’s onset time depends on the size of the victim:

Victim Size	Onset Time
S	1 round
M	1-2 rounds
L-G	2-5 rounds

Upon waking from the poison-induced sleep, most victims remember happy, dreamlike visions that they long to re-experience.

Because of its potency, high demand, and low availability, dreambliss is an expensive poison, fetching a base price of 200-500 gp per dose, depending upon the season and availability of raw materials. Dreambliss is often used as a recreational drug in rich circles, but the addictive poison quickly drains its victims of all Wisdom (permanent loss of one point per month of repeated use) and wealth before long. The poison’s effectiveness against even large-sized creatures and monsters makes it popular among adventurers in the North.

Firestarter. This is a small mechanical device perhaps 4 inches long, encased in a sturdy ceramic jar or sphere. Firestarters weigh approximately one pound and are fueled by a small amount (1-2 ounces) of highly flammable greek fire, which is ignited by a sparkstone or flint mechanism. A firestarter can produce flame 1-100 times before its fuel needs to be replenished.

In the Burning World where tinder and kindling to start fires are exceedingly rare, these devices can be extremely handy, if only to quickly ignite a torch or lamp. They are also highly prized by tobacco smokers, who use the firestarters to ignite their water pipes and cigars.

Firestarters were invented several years ago by a team of mechanically-minded sages at the great university in Qadib. Although they have spread like

wildfire through the nearby Free Cities, including Muluk, they are exceedingly rare elsewhere in the Land of Fate. Firestarters come in all shapes and styles of ornamentation. Even the most plain firestarter is a luxurious convenience, worth 100-400 gp depending upon one’s proximity to the City of Wands. Some firestarters, wrought from precious metals and stones, are worth much more.

Liquid Star (Greek Fire). This is a highly flammable and explosive oil, used in military operations as a deadly weapon. Attacking with liquid star is a two-step process. A target must be soaked with the oil first (requiring a successful to hit roll in combat) and the oil ignited on a subsequent round. As a result, using liquid star often requires two successful attacks. A tufenk (see *Arabian Adventures* sourcebook, p. 96) is usually employed to deliver liquid star at a range of about 10 feet.

Once ignited, one pint of liquid star burns the target for three rounds, causing 2d6 points of damage in the first round and 1d6 points of damage in the second and third.

Ignited liquid star is so hot that it cannot be extinguished by immersion in water. Standard methods of smothering ignited liquid star (covering with sand or dirt, wrapping in a carpet, etc) have only a 50% chance of success. In the event of a direct hit, all items carried by a target must save against magical fire or be completely destroyed.

Liquid star can be obtained in most cities of Zakhara in sealed, pint-sized jars for as little as 7-15 gp. Although there are many ways to make this flammable oil, the most popular method in the Free Cities is to distill the essence of bannaples, a fruit that grows in abundance along the Northern coast.

Smoke Spheres. These small incendiaries are small, sulfurous black orbs, approximately one inch in diameter. When thrown forcefully against any solid object, the orb explodes in a burst of flame (1 point of damage to target) and generates a spherical cloud of black smoke 10 feet in diameter. The smoke obscures





normal sight and infravision within its area of effect and does not disperse for 1d4+3 rounds, depending upon the ambient wind conditions. Smoke spheres are sensitive to fire and will immediately explode if exposed to a naked flame.

These incendiaries are frequently employed by charlatan magicians and rogues (who use them to make a flashy exit) or to confuse and surprise opponents. They are standard issue for holy slayers and members of the Brotherhood of True Flame.

Smoke spheres can be purchased in rare alchemical shops for 12+4d6 gp each. They are easily obtained in Qadib, where they each sell for 5+3d6 gp.

Star Pots. These ceramic jars, also called fire pots, are filled with liquid star and fitted with a thick wick to facilitate ignition. For safety reasons, star pots are strong enough to withstand light impacts. They are typically loaded in siege engines, such as ballistas.

Once they have been ignited (a process which takes one round unless a fire starter is handy), star pots can be effectively hand-hurled as grenade-type missile weapons only by individuals with great Strength (16+) to a range of 20-40 feet. Otherwise, the DM should always roll an item saving throw to see if the pot breaks on impact (ceramic vs. crushing blow, +2 bonus to save for every point of Strength below 16).

After a successful hit, star pots inflict 3d6 points of damage (including fire and impact damage) and burn the victim for 1d6 points of damage during the two rounds following the impact,

Star pots that miss must land somewhere! See p. 63 in the *DMG* for rules on using grenadelike missiles. In the event of a miss, the wick continues to burn for 1-3 rounds, during which time a quick opponent may retrieve the pot and hurl it back (provided the pot doesn't break)! The wick does not extend inside the fire pot itself, rendering a fire pot with a burnt-out wick useless.

Use of star pots is typically reserved only for highly trained, elite units in the military. Possession of one is a crime in most Free Cities. They are sold on the black

market for 50+5d10 gp each.

Yimna. Yimna is an unusual northern medicine, derived from the pollen of wild cactus flowers. In small doses it can be a mild tranquilizer, but it can be a powerful sedative in concentrated form.

This ingested poison takes the form of yellow powder, which is inert unless added to an alcoholic beverage. It imparts a distinctive, bitter taste to alcohol, so it is typically added only to terribly sweet, cheap wine to better mask its flavor. However, if yimna is added to wine before fermentation, the distinctive taste of the poison becomes almost completely undetectable.

A small pinch of yimna, mixed with a cup of wine before sleeping, will ensure a deep and profound slumber lasting the entire night. Yimna in this form is sometimes used as a treatment for insomnia by healers in communities where alcohol is readily available.

One standard dose of yimna (about half a teaspoon) is enough to poison one gallon of wine or similar alcoholic beverage. If the poison is to be added during fermentation, only a quarter dose is necessary to achieve the same effect. A victim drinking the poison who fails his saving throw is unaffected for 1-4 turns. Then the victim quickly loses consciousness, collapsing into a deep slumber for 13-24 hours (d12+12). Those waking up from a yimna-induced stupor have a splitting hangover that results in a -2 penalty to all attack and proficiency rolls for 2-8 additional hours.

In the Free Cities, yimna costs 10-100 gp per dose. Elsewhere in Zakhara, the drug is likely to be two to five times more expensive.





Chapter 5

New Magical Items

The DM should note that those items manufactured by the Brotherhood of True Flame are typically for use by members of that order only. For these items, the listed price is what an agent of the Brotherhood is willing to pay in order to buy back the item (failure to sell will usually inspire robbery attempts and/or flat out attacks in order retrieve the coveted item). Most other Zakharans know about the Brotherhood's nasty reputation and will be unwilling to pay more than half the listed price for an item that they know is going to bring them trouble.

Astrolabe of Entrapment: Only a handful of these powerful items exist. They appear to be metal, spherical astrolabes, inscribed with the locations of the constellations and planets. Like all astrolabes, they are useful to wizards with the Astrology nonweapon proficiency, who can use the device to determine the hour, date, and location in terms of degrees latitude (each requiring a successful ability check). In addition, this item magically draws its power from the motion of the stars and planets in the heavens and uses this energy to imprison genies.

An *astrolabe of entrapment* contains 12 genie prisons arranged in an elaborate mechanism inside its metal sphere. As the constellations wind their paths across the night sky, the inner cycle of prisons slowly revolves. Only one genie prison in the device is active in any given month. During that time, the owner of the astrolabe can employ any or all of its three functions:

- Summon the genie trapped within the active prison. Roll on the following table to determine each of the twelve prison contents:

d100	Type of Genie
01-20	None. The trapped genie was released.
21-35	Djinni
36-55	Dao
56-75	Efreeti

- 76-90 Marid
- 91-96 Tasked Genie (DM's choice)
- 97-00 Noble Genie (DM's choice)

Once called, there is an 80% chance that the genie can be commanded to perform certain actions for the owner of the astrolabe, but there is a 20% chance that the trapped genie will be so enraged that it will attack whoever stands within reach for 2-24 rounds before the power of the astrolabe prevents further havoc. In these rare instances, the berserk genie may never harm the owner, though any nearby friends and family are fair game for the genie's retribution. A trapped (and obedient) genie can only be summoned from its prison once per day to perform a specific task for its master.

- Free the genie trapped within the active prison. This might be risky, for once the genie is free, nothing will prevent it from seeking revenge on its previous master, his friends, or family. Usually, fear of further imprisonment within the astrolabe will keep the genie from immediate, direct vengeance.
- Trap a genie within the active prison. This function can only be used on a single genie within 30 feet of the astrolabe. The victim is entitled to a save vs. spells at a -6 penalty. If failed, the genie is imprisoned and any genie previously trapped in the active prison is automatically released, with the provisions described above. If a genie makes its save, it is immune to the effects of the astrolabe for a full calendar month and will seek during that time to destroy both the device and its owner.

At the end of each month, the current prison deactivates for the next 11 months, trapping the genie inside with no chance for release until the clockwork prison mechanism inside the astrolabe has made another complete revolution. Most genies are aware of the 30 days of "parole" from their cyclical prison, and will seek to convince the astrolabe's owner to release them during that time by swearing oaths and promises of good behavior.

Although powerful divination spells might hint cryptically at an astrolabe's prisoners, the DM should

never reveal what genies are trapped within an astrolabe when it is discovered.

Fez of Disguise: This item operates as the magical hat of the same name described in the *DMG*.

Jellaba of Scintillating Colors: This item operates as the magical robe of the same name described in the *DMG*.

Roses of Forgetfulness: These enchanted flowers cause forgetfulness in all who inhale their magical fragrance. Spellcasters wandering within 5 feet of a *rose of forgetfulness* must save vs. poison or lose one randomly determined spell per round; the loss is not realized until the spell-caster attempts to use the spell. Those inhaling directly from a rose experience amnesia (complete loss of identity, memory, and memorized spells) unless they make a save vs. poison at a -4 penalty. The loss of memory and identity is permanent unless a *heal*, *wish*, or *restoration* spell is employed, though new spells can be memorized to replace erased ones. These roses are typically





discovered in bushes bearing 2-12 blooms and retain their potency for 1-6 weeks after being cut.

Rod of Smiting: In addition to the powers described in the *DMG*, this rod inflicts double damage (2d8+6) when wielded against a copper automaton or living idol, and will completely destroy the automaton or idol on a natural roll of 18-20.

Sash of Heat Endurance: This red silk sash, elegantly brocaded with gold thread to depict writhing flames, is made by the Brotherhood of the True Flame for use by the lesser members of the order. It cannot be worn over armor heavier than leather (AC 8), though it can be combined with less bulky protective magical items (such as *bracers of defense* and *rings of protection*) without ill effect.

The sash imparts a +2 on saving throws vs. fire-related attacks and allows the wearer to withstand the effects of small, normal fires (no larger than a lamp flame) without ill effect. The wearer is also comfortable in temperatures up to 130_F and does not suffer the ill effects of dehydration in the desert so long as the sash is worn. High temperatures inflict one point of damage per degree in excess of 130_F for each round the wearer remains in contact with the heat source.

Sash of Fire Resistance: This red silk sash, elegantly brocaded with platinum thread, is made exclusively by the Brotherhood of the True Flame for use by ranking members of the order after reaching 9th level. Like its lesser cousin, this sash cannot be combined with heavy armor.

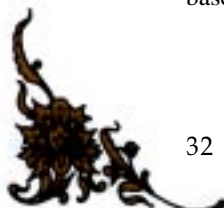
Donning the sash confers complete immunity to normal fires and fire-based warding spells, like *wall of fire* and *fire trap*. In addition, the wearer takes half or no damage from offensive fire-based spells (such as *burning hands*, *fireball*, *sunfire*, etc.) or attacks, as per a *ring of fire resistance*, described in the *DMG*. The sash imparts a +4 bonus on saving throws vs. these fire-based attacks.

Wand of the Sun: This wand discharges a shining golden ray up to 30 yards long, similar in effect to the 3rd-level fire spell *sunscorch*. The luminous beam strikes its target unerringly, baking the target for 6d4 points of damage plus an additional 2d4 if the target is wearing armor or touching any metal weapon or item larger than a sword. Each use of the wand expends two charges.

The *wand of the sun*, a favorite weapon among powerful members of the Brotherhood of True Flame, can be wielded by both fire mages and sorcerers skilled in fire magic. However, it can only be recharged by a fire mage of 12th level or higher.

Item	XP	GP
<i>Astrolabe of Entrapment</i>	10,000	*
<i>Roses of Forgetfulness (per bloom)</i>	500	*
<i>Sash of Heat Endurance</i>	750	1,500
<i>Sash of Fire Resistance</i>	1,750	2,500
<i>Wand of the Sun</i>	4,000	8,000

* What the market will bear.



19th Level Human Fighter (Desert Rider)
 STRENGTH: 18
 DEXTERITY: 16
 CONSTITUTION: 16
 INTELLIGENCE: 14
 WISDOM: 14
 CHARISMA: 16
 ARMOR CLASS: 0 (with magical boots) or 1
 THAC0: -3 (with great scimitar) or 1
 (with bow)
 MOVEMENT: 12
 HIT POINTS: 128
 ALIGNMENT: Lawful good
 SPECIAL ATTACKS: great scimitar, magic weapons
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Nil
 SIZE: 6'1"

Equipment: *lamellar armor +3, great scimitar (vorpal blade +3), ring of genie summoning, boots of striding and springing, composite longbow +1, quiver with 20 arrows +3, four arrows of slaying (dao, efreeti, giant, and elemental), three potions of extra-healing, miscellaneous equipment, and a light warhorse named Tempest (spirited charger with maximum hit points).*

Physical Appearance: Khalḍun is tall and powerfully built for a man in his late fifties. The aging desert warrior has a commanding presence and a proud, stern demeanor. His hair, moustache, and beard are touched with white and his handsome face scarred from past battles and adventures.

Background: Sheikhh Khalḍun is a legendary figure among the Al-Badia tribes of the Haunted Lands, especially to his own House of Hanif. He assumed the leadership of the tribe at the age of fourteen and was called to pay homage to the Enlightened Court in Huzuz when he was fifteen. At that early age, he swore to uphold the Grand Caliph's will in the Haunted Lands like his ancestors. Khalḍun has served his leige admirably in the past four decades by maintaining oases, protecting caravans, and sheltering travelers through his desert home.

Though most familiar with the Haunted Lands surrounding the Ghost Mountains and the Al-Akara Range, Khalḍun has widely traveled the desert in his youth and can give expert advice and guidance to any guests. He pays a visit to the Grand Caliph once a year and is full of tales about his travels to Huzuz and the Enlightened Court.

In addition to his knowledge of the Haunted Lands and Huzuz, the Sheikh is a master swordsman and rider. As his two sons Mu'awiya and Yazid have become older and taken on more responsibility in the tribe, Khalḍun has started teaching young pupils some of his impressive fighting and riding skills. Khalḍun is proficient in all bladed weapons, the composite longbow, and the light horse lance. He is specialized in the great scimitar, scimitar, longsword, jambiya, and in riding both horses and camels.

Khalḍun only teaches those who have performed a great service or quest for him to prove their worthiness. The Sheikh's rigorous training lasts one month, at the end of which time the pupil can gain one of Khalḍun's weapon or riding proficiencies with no cost of proficiency slots. If the pupil has already expended a slot in learning that particular skill, then he or she becomes specialized.



Role-playing Notes: Khalḍun is a wise and reasonable man. His pride and passion have been tempered by time and the growing realization that his days of rulership over the tribe are nearing their end.

The Sheikh's ring and great scimitar are family heirlooms that Khalḍun inherited with the leadership of the House of Hanif and which he will pass on to his appointed heir. His ring summons the pleasant and charming djinni Besper, who is full of tales about his homeland and the marvellous beauties he is fond of romancing there.

Besper, a djinni: Int Highly (13); AL CG; AC 4; MV 9, Fl 24; HD 7+3; hp 42; THAC0 13; #AT 1, Dmg 2-16; SA spells; SD spells; SZ L (10' tall); ML 13.

Magical abilities, usable 1/day: *create food and water; create soft, wooden and metal items; create illusion; become invisible; assume gaseous form; wind walk; or form a whirlwind.*

Khalḍun's great scimitar is a deadly weapon named Storm of Justice, with which he can attack five times every two rounds because of his specialization. The two-handed vorpal blade inflicts 2-16 +7 points of damage on a successful hit. If the DM uses the optional parrying rules described in *The Complete Fighter's Handbook*, Khalḍun devotes one of his attacks per round to parrying opponents' blows.

(*) Described in the Campaign Guide.

6th Level Pahari Sea Mage

STRENGTH:	15
DEXTERITY:	15
CONSTITUTION:	12
INTELLIGENCE:	16
WISDOM:	11
CHARISMA:	18
ARMOR CLASS:	6
THACO:	17
MOVEMENT:	12, Sw 18 or Sw 24
HIT POINTS:	15
ALIGNMENT:	Chaotic good
SPECIAL ATTACKS:	Spells; sea magic spells inflict +1 pt of dmg/die
SPECIAL DEFENSES:	+2 saving throw bonus against sea magic or water spells; water attacks inflict -2 pts of dmg/die (min. 0/die); polymorph to fish or human
MAGIC RESISTANCE:	25%
SIZE:	5'6"

Equipment: Salana has only a few possessions gathered during her life undersea. Her spellbooks are inscribed on a belt of purple sea shells around her waist and contain the few spells *charm person*, *friends*, *light*, *sea sight*; *fog cloud*, *mirror image*, and *converse with sea creatures*. She carries a small pouch of woven kelp decorated with small pink shells that contain her spell components. Both the pouch and belt are polymorphed also when she changes her form.

Physical Appearance: Salana's natural form is that of a human female from the waist up and that of a fish with ruby colored scales from the waist down. Salana is strikingly beautiful, with sea-green eyes and flame-red hair.

Because she is still young and her polymorphing power is not fully developed, Salana can only change form while bathed in the sea. She can change into a young human woman between the age of 15 and 18. In her human form, Salana has a muscular, perfectly formed body which she takes no pains to conceal (clothes are never worn in the ocean). If endangered in the sea, Salana will assume the form of a small (12 inches long) ruby-scaled fish to escape.

Background: Salana lives in a small pahari settlement south of Zarastro's Isle, which lies 30 miles northeast of Muluk. She has spent most of her six decades of life in the nurturing community of her sisters, cousins, aunts, and mother. Though many of the pahari have occasional encounters with surface dwellers, Salana has been forbidden from such contacts because of her young age. Like all youths, however, Salana is rebellious, and has taken many secret trips to the forbidden surface.

Unfortunately, Salana is indeed too young to be separated from the ocean for any length of time. She can only polymorph while immersed in the sea (a bath of salt water will not suffice) and loses 1 hit point each hour she is separated from her oceanic home by more than 100 feet. This handicap will disappear only after she has reached maturity (in about another decade).



Salana is knowledgeable in all matters relating to undersea life. She can converse with all types of fish, dolphins, whales, and zaratani, and can speak the language of reef giants as well. Salana can identify all types of aquatic flora native to her region of the sea and knows the locations of several oyster fields that contain fine pearls. Salana is more adventurous than other pahari and has explored the ocean floor for shipwrecks and undersea rums. Finally, like all pahari, Salana's kiss will bestow *water breathing* on the recipient for a full day. If a party is interested in aquatic adventuring, Salana would be an invaluable asset to their group.

Role-playing Notes: Salana should always be encountered near the sea (unless the naive pahari has been kidnapped and taken elsewhere). Though she knows very little about surface dwellers, Salana is incredibly bright and eager to learn all about their ways. She hungers for a life of adventure and romance heralded by bards and recorded in the legends. She is completely innocent of her fantastic beauty and oblivious to the demands of modesty or the need for clothes.

Although Salana is young and naive, she is by no means stupid. She is a headstrong, impulsive faerie creature, who voices her opinions loudly. Though not overly moralistic, she has a well-developed sense of right and wrong instilled by her mother and aunts; if a group she is accompanying makes a wrong decision, they will get an earnest plea to change their position. If the party ignores her advice too many times, she will leave and seek another group with more compatible personalities.

12th Level Human Fire Mage

STRENGTH:	17
DEXTERITY:	16
CONSTITUTION:	15
INTELLIGENCE:	18
WISDOM:	14
CHARISMA:	16
ARMOR CLASS:	2
THAC0:	16 (15 with Dexterity bonus)
MOVEMENT:	12
HIT POINTS:	48
ALIGNMENT:	Neutral evil
SPECIAL ATTACKS:	Spells, magical items; poisoned weapons; fire spells inflict +1 pt of dmg/die
SPECIAL DEFENSES:	+6 saving throw bonus vs. fire attacks; suffers -2 pts of dmg/die from fire attacks (mm. 0/die)
MAGIC RESISTANCE:	Nil
SIZE:	6'2"

Equipment: *wand of the sun* (66 charges*), *ring of genie summoning* (see below), *sash of fire resistance* (*), *firestarter* (*), *bracers of defense* AC 4, red kiffiyeh, fireproofed white aba with *deppockets* containing spell components, traveling spellbooks, six smoke spheres (*), four greek fire projectiles (*), *potion of extra-healing*, *philters of glibness and love*, vial of *Starella's aphrodisiac*, two poisoned jambiyas (type D), and 12 poisoned throwing darts (type O).

Physical Description: Jamal appears to be a strong, handsome man in his early twenties, with short black hair and dark, captivating eyes. He is well over four decades old, but has imbibed a few *potions of longevity* to preserve his youthful and handsome appearance. He always speaks in a calm, reasonable tone and has a disarming smile. Jamal proudly wears the traditional white aba, red brocade sash, and red kiffiyeh of the Brotherhood of True Flame.

Background: As a youth, Jamal always admired fire for its harsh, deadly beauty. When he studied magic at the universities in Qadib, it was natural for him to specialize in fire magic. Jamal has always considered himself devastatingly handsome and prized himself for his ability to captivate women. Not content simply with bewitching single ladies, Jamal felt challenged by the task of seducing the more tightly guarded—and supposedly more virtuous—wives of young mages in Qadib. His affairs were usually detected, but Jamal easily destroyed the jealous husbands in the sorcerous duels that inevitably resulted, often in full view of the unfaithful wife. With his nasty reputation, it was not long before the Brotherhood contacted Jamal.

Jamal has found his association with the Brotherhood a rewarding experience. Soon after he joined, the Grandmaster of the order, a mysterious figure known only as the Bonfire, gave Jamal a magical ring which commands the war-monger tasked genie Khaizuran. The Bonfire asked Jamal to take control of a stronghold near the Furrowed Mountains in the Brotherhood's name and use the fortress as a staging ground for military action in the Haunted Lands and Free Cities. Jamal easily cleared the strategically-located desert castle of its monsters with Khaizuran's assistance, and renamed the structure Krak al-Niraan, meaning "Castle of Fire."

The Bonfire has given Jamal complete dominion over the Brotherhood's military forces which are stationed in Jamal's stronghold and include a formidable horde of battle-hardened mercenaries, *nasnas*, and deadly holy slayers of the flamedeath fellowship. He has



recently cultivated a friendship with the merchant Yodfah (described on another NPC sheet), who has proved useful in Jamal's plans of conquest.

The wizard is advised in all military matters and devious schemes by his tasked genie, Khaizuran, who knows exactly how to flatter his master's vanity and thirst for power. The genie lives to inspire war, and in Jamal has found a perfect tool to his life's purpose. Khaizuran is short and heavily muscled. He wields a *scimitar of wounding* named Tears of Eternity.

Khaizuran, a warmonger tasked genie: Int Exceptional (16); AL LE; AC 4; MV 12; HD 7; hp 50; THAC0 12; #AT 1; Dmg 1-8 +5 (magic scimitar); SA spells (*cloak of bravery*, *suggestion*, and *enchanted weapon* 2/day, *fear* and *remove fear* at will); SD Raise morale; SZ M (5'1"); ML 18; AQ MC; XP 1,400.

Role-playing Notes: Jamal is an Arabian Don Juan with a taste for military conquest. Underneath his polite, charming facade lies a cunning and utterly evil personality. Nothing brings him more pleasure than the corruption of the innocent. If a beautiful woman will not respond to his advances, he uses a charm spell or one of his magic potions to win her affection. Jamal grows bored with his trophies quickly, and then abandons them, slaying any rivals with ruthless efficiency.

(*) Described in the Campaign Guide.

8th Level Human Ethoist Priest

STRENGTH: 12
 DEXTERITY: 9
 CONSTITUTION: 13
 INTELLIGENCE: 18
 WISDOM: 17
 CHARISMA: 12
 ARMOR CLASS: 8
 THAC0: 16
 MOVEMENT: 12
 HIT POINTS: 29
 ALIGNMENT: Lawful good
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Spells (see below)
 MAGIC RESISTANCE: Nil
 SIZE: 5'11"

Equipment: *ring of protection +2*, silver holy symbol worn as a medallion, staff, slippers, ceremonial dolman of Zannite clergy with large pockets (containing a magnification lens, small telescope, prism, purse, *gem of seeing*, and *potions of extra-healing* and *flying*).

Physical Description: Haroushin is a soft, pudgy man in his early thirties, with skin as pale as a woman's from spending so much time indoors at the public library in the Mosque of Zann. Haroushin's clothes are disheveled, his beard unshaven, and his hair is in dire need of a barber.

Background: Haroushin has loved books since his early childhood, so perhaps it was natural for him to join the priesthood of Zann when he reached his majority. Haroushin has spent his whole life reading, it seems, and his advancement in the priesthood has suffered for it. He has no patience for priestly politics: he only cares about books and his historical research.

Though somewhat lacking as an adventurer, Haroushin is an unparalleled scholar and linguist. He has turned down several prestigious appointments in the great universities of Huzud and Qadib because of his loyalty to his high priest, the library under his care, and the city of his birth. He is a master in the subjects of astrology, engineering, mathematics, literature, and priestly spellcraft. He has the knowledge of a sage in the subjects of Muluk's and Zakhara's ancient secular and religious history. In addition, Haroushin is fluent in many ancient and esoteric languages, including Old Anwahrn (used only in Muluk's ancient historical texts), Ancient Salamic (a dead language employed by some priests before the Enlightenment), Common (a heathen tongue spoken only by unenlightened visitors to the Land of Fate), and the ancient languages of Nog and Kadar. He can speak the common languages of genies and giants as well. With this impressive scholarly background, Haroushin is one of the most distinguished head librarians in the Zannite public libraries of Muluk.

Haroushin rarely goes adventuring anymore, as the responsibilities at the library and his research are too demanding. However, he is regularly in need of a good party's services, as his research frequently uncovers the location of ancient ruins, artifacts, and treasures. He is known to pay generously for the recovery of ancient texts and writings of historical significance.



Role-playing Notes: Haroushin will always be encountered in Muluk, though he may send messengers to distant cities to recruit adventurers for his expeditions, which are officially sponsored by the Mosque of Zann.

In private, the librarian always appears rushed and absent-minded. His discourse is rambling and he frequently looks out a window or at the floor when talking with someone. When the subject of ancient texts or languages comes up, however, his eyes widen with delight and his voice becomes impassioned. Haroushin has an incorruptible pure heart dedicated to the pursuit of knowledge and research.

Haroushin is not a warrior, and though he is proficient with a staff, there is a 50% chance he has misplaced or forgotten his somewhere in the library. He typically memorizes the following spells: *cure light wounds*, *command*, *detect magic*, *detect evil*, *protection from evil*; *augury*, *enthral*, *know alignment*, *silence 15' radius*, *withdraw*; *cure serious wounds*, *dispel magic*, *locate object*, *speak with dead*; *detect lie*, *divination*, *tongues*.

24th Level Lich Sorcerer	
STRENGTH:	12
DEXTERITY:	12
CONSTITUTION:	14
INTELLIGENCE:	20
WISDOM:	18
CHARISMA:	-3
ARMOR CLASS:	-5
THACO:	10
MOVEMENT:	6
HIT POINTS:	62
ALIGNMENT:	Neutral
SPECIAL ATTACKS:	Spells, magical items
SPECIAL DEFENSES:	As lich, <i>stoneskin</i>
MAGIC RESISTANCE:	Nil
SIZE:	5'6"

Equipment: black silk *aba* of protection +5 (*), ring of spell turning, ring of invisibility and inaudibility, fully charged staff of the winds (*), rod-sized soundstaff (as 7th level spell, fully charged), fez of disguise (*), portable hole containing his spellbooks, ring of wishes, crystal ball, two magical scrolls (protection from fire), and miscellaneous sorcerous equipment and texts.

Physical Description: Azaltin is not a typical lich. He appears to be a shriveled husk of a human, his sun-blackened skin drawn like cracked parchment over spindly bones. His mummified face has a perpetual expression of sadness and his eyes are completely white, even the irises. He speaks in a faint whisper.

Azaltin takes great pains to always hide his face and body within his black, hooded *aba*. When traveling in Zakhara, he often uses his magical fez to disguise himself as a nondescript wandering sage named Nerim.

Background: Azaltin was born 968 years ago into the ruling family of Al-Anwahr. The city now lies in forgotten ruins at the heart of the Haunted Lands, but Azaltin lives on, cursed with immortality.

When Azaltin was a naive young king nine centuries ago, the Loregiver visited Azaltin. Abusing his authority as her host, Azaltin convinced her to reveal the secret of immortality against her will. Against her strenuous objections, Azaltin used the forbidden knowledge, justifying his naive desire for immortality with the excuse that it would make him a better king. Azaltin became immortal, but at the price of his physical appearance and respect in the eyes of his subjects, who regarded him as a monster.

One of Azaltin's advisors, a treacherous vizier named Zeenab, saw an opportunity to seize power through Azaltin's weak-willed younger brother, Amakim. Zeenab persuaded Amakim to lead a revolt against his older brother and ultimately triumphed over Azaltin's loyal but disorganized forces. Azaltin watched in horror as his supporters were put to the sword, his beloved city sacked and ruined, and the survivors, led by Amakim, departed to the northern coast to found Muluk.

He witnessed the ruin of his own kingdom, and watched the fall of Nog and Kadar. These ancient tragedies, rather than embittering the immortal king, have led Azaltin to respect the power and wisdom of the Loregiver and her Laws. For centuries, Azaltin wandered Zakhara perfecting his sorcery of wind and sand. Like a grandfather, he has watched the growth of the Enlightened cities: Huzuz and Qudra, the Cities of the Pearl, and the Pantheon Cities. He has visited and explored them all, using his *fez of disguise*.



Role-playing Notes: Azaltin has an awesome arsenal of spells and magical items at his disposal, but he rarely uses these powers except in self defense or to accomplish a specific, noble purpose. He is careful to use fire protection scrolls in preparation for an upcoming battle and has cast a *stoneskin* to protect himself from up to 16 physical attacks. He always keeps a few limited and full *wishes* memorized (to heal fire damage, restore cast spells to memory, and other useful tasks). As an immortal, he does not need to worry about the aging effect of these powerful magics.

Azaltin has two immediate goals. First, he wants to see his name and city remembered accurately, his reputation recovered from the poison spread by his brother Amakim and vizier Zeenab. Second, he is concerned about the increasing power of the Brotherhood of True Flame, which he feels is detrimental to stability and lasting peace in the Land of Fate.

The immortal king considers himself a guardian of Zakhara's true history, destined to be an unrecognized protector of truth and justice in the Land of Fate. He is humble, tragic, and, above all, noble. His role in the adventures should be as a mysterious guide, advisor, and—if the PCs are ever in dire trouble—a last minute savior.

(*) Described in the Campaign Guide.

15th Level Human Fire Mage	
STRENGTH:	11
DEXTERITY:	14
CONSTITUTION:	13
INTELLIGENCE:	17
WISDOM:	7
CHARISMA:	12
ARMOR CLASS:	3 (adjusted for armor)
THAC0:	16
MOVEMENT:	12
HIT POINTS:	40
ALIGNMENT:	Chaotic Evil
SPECIAL ATTACKS:	spells, magical items; fire spells inflict +1 pt of dmg/die
SPECIAL DEFENSES:	+6 saving throw bonus vs. fire attacks; suffers -2 pts of dmg/die from fire attacks (min. 0/die); warded with armor, nondetection, and contingency spells
MAGIC RESISTANCE:	Nil
SIZE:	5'6"

Equipment: *wand of fire* (72 charges), *sash of fire resistance* (*), *ring of protection* +3, *ring of free action*, *bag of holding* (fireproofed) with spellbooks, treatises on arson and fire-starting, *firestarter* (*), 12 star pots (*), 12 smoke spheres (*), *potions of fire breath* and *flying*.

Physical Description: Ali appears to be a balding, middle-aged man with a bulbous nose and nervous, darting eyes. He smiles and talks absentmindedly to himself and uses the word "burn" in just about every sentence. He wears the traditional white aba, red brocade sash, and red silk kiffiyeh of the Brotherhood of True Flames. In public, he completely changes his appearance with a *seeming* spell, as he is a wanted arsonist in many cities of Zakhara.

Background: Ali was born 48 years ago to a rich family in Huzuz. His father Ishmael was a weak-willed silk merchant, and even young Ali could not help but notice how Ishmael was ruled by his two wives. By five he had developed an irrational and insane obsession with flames. Ali regarded flame as something alive, to be nurtured and fed. Ali spent his entire childhood starting fires, studying how they spread, devouring everything in their path. He learned to think like fire.

At the age of 12, when he could no longer tolerate the harsh words of his father's second wife, something inside him snapped. One night, while his father and mother were away, Ali waited until the second wife went to sleep. He crept into her room, splashed her with lamp oil, and set her on fire. Financed by a fortune stolen from his father's house before he burned it to the ground, young Ali disguised himself and joined a caravan bound for Qadib, the City of Wands, where he learned fire magic and soon joined the Brotherhood of True Flame. As he grew older, his hatred of women, especially in positions of authority over men, blossomed like a roaring fire. He advanced quickly in the study of fire magic and put his powers to the test for the first time with the arson of a female judge's home in Qadib. Only through the intervention of the Brotherhood was Ali able to escape.

Ali was whisked away to a secret stronghold in the Haunted Lands, where his powers were further tested and developed. Still, Ali often grew bored of the training and would occasionally teleport to a city and start a wave of arson, always directed against influential women.



Ali's most ambitious undertaking has been his recent attempt to incinerate the royal palace in Hiyal during a birthday party for the Sultana. Fortunately, his plot was foiled by a court sha'ir who put out the fire with the help of a marid. Ali was forced to flee Hiyal, but he learned from his mistake. Next time he will use more greek fire.

There is a fortune in bounties placed on Ali's head for arson in most major cities in Zakhara. The Sultana of Hiyal has offered 500,000 to any party who delivers Ali (or his body in good enough condition to be raised).

Role-playing Notes: Ali has lived this long by a combination of luck, cunning, skill, and nondetection spells. He is further warded by armor (which can sustain 23 hp of damage) and has a contingency to put up a *fire shield* if he is physically attacked. He always keeps a few illusionary and escape spells memorized, and his most prized weapon is his wand, which he uses (and recharges) constantly.

Ali is evil, twisted, and insane. He views the world and people as nothing more than fuel for his fires. Though he has an irrational, chaotic personality, Ali's arson plots have a pattern of female targets that is becoming increasingly obvious with each crime. Ali has an insane hatred of all women and will always seek to destroy them in combat using fire spells (even to the point of ignoring more powerful male adversaries).

(*) Described in the Campaign Guide.

13th Level Human Merchant Rogue

STRENGTH:	12
DEXTERITY:	17
CONSTITUTION:	13
INTELLIGENCE:	15
WISDOM:	10
CHARISMA:	15 (18 with ring, see below)
ARMOR CLASS:	1
THAC0:	14, 13 with dagger, 12 with blowgun
MOVEMENT:	12
HIT POINTS:	68
ALIGNMENT:	Neutral evil
SPECIAL ATTACKS:	surprise backstab, poison (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	5'4"

Rogue Skills:

PP: 99%	OL: 82%	F/RT: 80%	MS: 95%
HS: 80%	DN: 70%	CW: 95%	RL: 95%

+4 to hit, x5 damage with surprise back stab

Equipment: *ring of spell storing* (containing *teleport*, *invisibility*, *knock*, and *wizard lock*), *ring of human influence*, *bracers of defense AC 4*, ebony blowgun, 12 barbed darts (hollowed for *dreambliss** poison), dagger of venom (filled with type E poison), brocade silk aba, red fez, 1-20 items of gold jewelry, pouch with 10 flawed sapphires, 5 small diamonds, and 5 small sapphires for use as bribes.

Physical Appearance: Yodfah is a bald, cherubic man in his early forties. He wears only the most expensive silk clothing, brocaded with gold thread and sewn with small jewels. All of his weapons are carefully concealed, but can be readied at a moment's notice. Yodfah is naturally charismatic (though not very handsome), which is greatly enhanced by his magic ring. Yodfah uses his charisma to his advantage in all business dealings. He has a deep, full-bodied laugh that he uses constantly to foster an image of friendliness and disarming joviality.

Background: Yodfah grew up in Muluk and earned a fortune before he was thirty as a gem merchant. By all outward appearances, he has been an honest and law-abiding citizen, but that is because he only cheats foreigners and reveals his malignant personality in private. Yodfah maintains a number of illegal businesses in Muluk and conceals all of his earnings from the Caliph's tax collectors. He manufactures wine for distribution at his private bath houses and has ruthlessly murdered any who threatened to expose his lucrative secret.

A few years ago, Yodfah was contacted by Jamal, a representative of the Brotherhood of True Flame, for the purpose of making large quantities of drugged wine (Jamal is described on another NPC sheet). Yodfah soon became involved in Jamal's plots to subvert the Al-Badia House of Hanif in the Haunted Lands.

Yodfah views Jamal as a kindred spirit, a villain with a grand vision. When Jamal extends the Brotherhood's military power throughout the Haunted Lands and the Free Cities, Yodfah wants to be at hand to help them manage their considerable finances. As a gift for his efforts on the Brotherhood's behalf, Jamal gave Yodfah a *ring of spell storing* and recharges the stored spells when they are expended.



Yodfah has an incredible business sense. Whatever business he touches, whether it involves gems, wine, silk, carpets, or horses, makes a healthy profit. He could sell a snow-covered mountain to the yak men or a cup of water to a marid—all at a profit. Yodfah is an unbeatable haggler and has an uncannily accurate appraising eye. He has mastered five languages and knows the greeting customs of most major cities in the Land of Fate. In short, Yodfah is a master communicator, a shmoozer, a con artist supreme.

Role-playing Notes: Yodfah will almost always be encountered with a powerful member of the Brotherhood of True Flame on a sinister mission for the evil society. He acts as the Brotherhood's ambassador and uses his disarming charisma to get his target to relax. Once his victims' have let down their guard, Yodfah uses his ring to charm and suggest concessions that might be favorable to either his or the Brotherhood's ends.

Although he appears completely defenseless, Yodfah is at heart as ruthless as a snake in combat. He uses a blowgun and poisoned darts to knock out opponents with *dreambliss** poison. Yodfah will then slay his drugged and helpless victims in cold blood with his dagger. Yodfah is no hero. If clearly outclassed and outnumbered, he will not hesitate to use the *teleport* spell stored in his ring to escape to safety.

(*) Described in the Campaign Guide.

9th Level Human Sha'ir	
STRENGTH:	12
DEXTERITY:	18
CONSTITUTION:	15
INTELLIGENCE:	17
WISDOM:	15
CHARISMA:	16
ARMOR CLASS:	4
THACO:	18
MOVEMENT:	12
HIT POINTS:	33
ALIGNMENT:	Chaotic Neutral
SPECIAL ATTACKS:	Spells, magical items
SPECIAL DEFENSES:	Fire, water, and air attacks have -2 penalty to hit, inflict -2 pts of dmg/die; +2 saving throw bonus against fire, water, and air attacks; +/-4 bonuses/penalties to hit, dmg, and saving throws against sand attacks; <i>contingency</i> , <i>stoneskin</i> , <i>cool strength</i> , and <i>armor spells</i>
MAGIC RESISTANCE:	Nil
SIZE:	4'11"

Sha'ir Abilities (base chance to request spells):

1st: 85%	4th: 55%	7th: 25%
2nd: 75%	5th: 45%	8th: 15%
3rd: 65%	6th: 35%	9th: 5%

Wizard spells 1st-5th level are located in d6+1 rounds, 6th-9th level in d6+1 turns. All priest spells take d6+1 hours.

Shafazal can detect invisible, disguised, or polymorphed genies and recognize genie work (45% chance).

Equipment: *astrolabe of entrapment* (*), *jellaba of scintillating colors* (*), *wand of magic missiles* (39 charges), *wand of polymorphing* (21 charges), scroll of *protection from genies* (*), two *potions of healing*, miscellaneous gold jewelry (1-4 necklaces, 2-5 rings, 1-3 bracelets, a pair of earrings, and a pair of anklets, each worth 50-500 gp).

Physical Appearance: Shafazal is a short, overweight lady in her late thirties, with a melodious voice and veiled, mysterious eyes. She wears silk slippers, layered veils, at least a dozen pieces of jewelry, and a bright, multicolored jellaba, which covers her rotund form like a tent. Shafazal's every movement is heralded by the pleasant jingling of her gold anklets and she smells of exotic, luxuriant perfume.

Background: Shafazal comes from Huzuz, where corpulence in women is fashionable. After years of study, adventuring, and research, she has decided to settle down and build herself a tower of unrivaled beauty to reflect her own beauty and professional prestige.

With the funding of her rich family and her wizardly talents, she hopes to attract an architect-builder tasked genie to her service. Until he arrives, she is interested in enlisting all the help she can charm to serve as laborers and servants (see "The Djinni's Lover" in the adventure booklet).

In addition to any followers she might have charmed into her service, the sha'ir is always served by a fanatical sand gen. Abul is proportioned exactly like his mistress: nearly a foot tall and almost as wide. He has tan skin, black, stringy hair, and prefers to wear an indecent loin cloth that shows off the rolls of flab in his belly. Abul is malicious, rude, and stupid, but he never wanders far from his mistress.



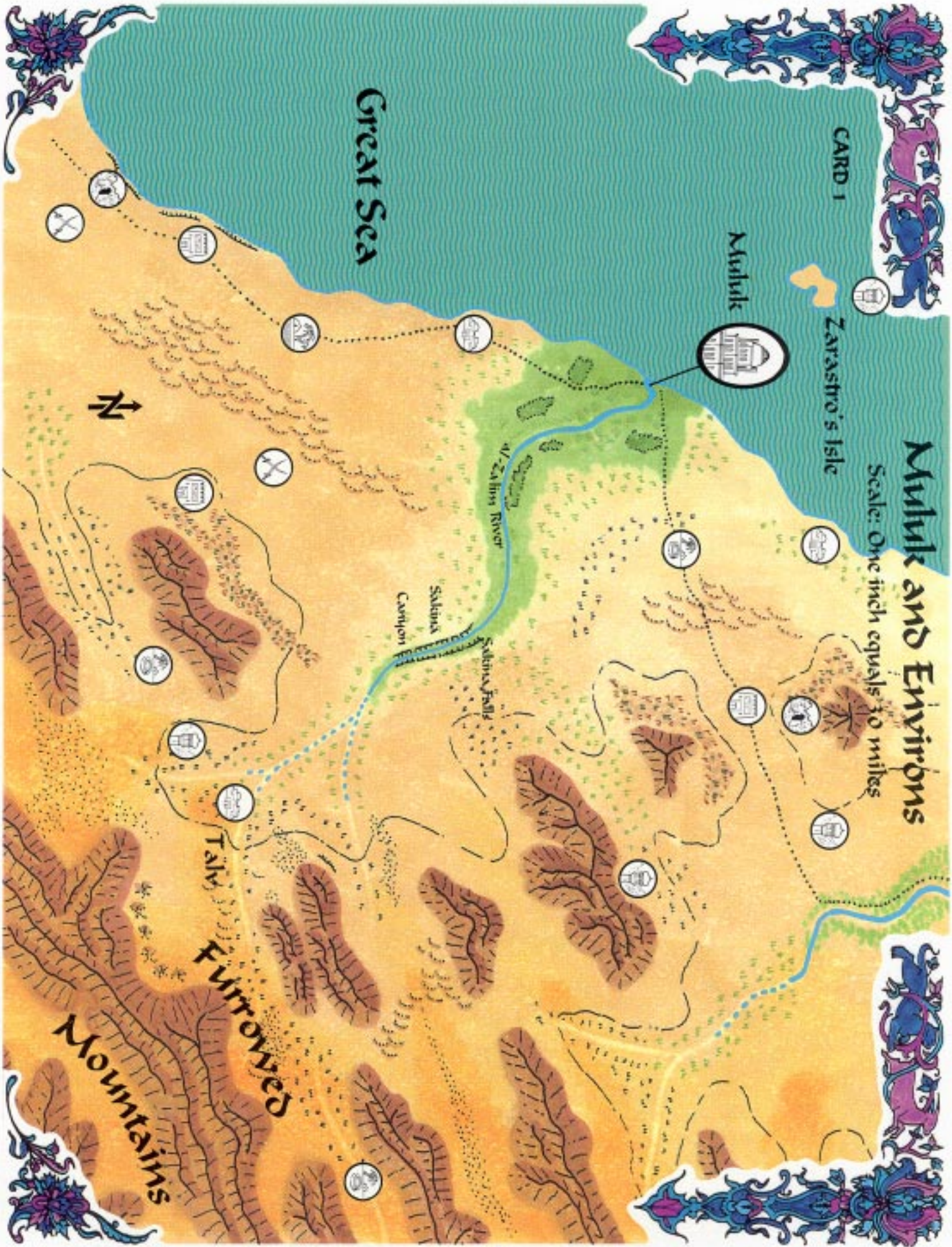
Abul, a sand gen: Int Low (7); AL CE; AC 5; MV 9; HD 4; hp 22; THACO 17; #AT 1, Dmg 2d6; SD Save as 18th lvl wizard; SZ S (1' tall); ML 18; XP 420. Any attacks directed against Abul that involve sand are at -2 to hit, inflict -2 pts/die, and entitle the gen to a +2 bonus to his save.

Role-playing Notes: Shafazal will almost always be encountered in the desert, where she is planning to build her new tower. If encountered in the city, she will be gathering research materials to summon a tasked genie.

Shafazal always wards herself with a *stoneskin* (which can deflect up to 7 attacks) and an *armor* spell (which can withstand 18 points of damage). While in the desert, she likes the comfort of a cool strength spell. She has a contingency that invokes a *fly* spell if she snaps her fingers. At the first sign of trouble, Shafazal activates her magical jellaba. She has previously ordered her allies not to look at her while the jellaba is functioning, so they are unaffected by its scintillating colors.

Even with all these precautions, the sha'ir is not a front-line fighter and will always try to keep enemies at a distance with her charmed allies and wands while Abul searches for spells. In the heat of combat, she will never request anything other than a 1st-5th level wizard spell, as other enchantments take much too long for Abul to return (with no guarantee of success). If things go too badly for her forces, she will invoke her *contingency* to escape and plan a nasty surprise in the future for her adversaries.

(*) Described in the Campaign Guide.



CARD 1

Great Sea

Muhuk

Zarastro's Isle

Muhuk and Environs

Scale: One inch equals 30 miles

Al-Zahir River

Sahana Canyon

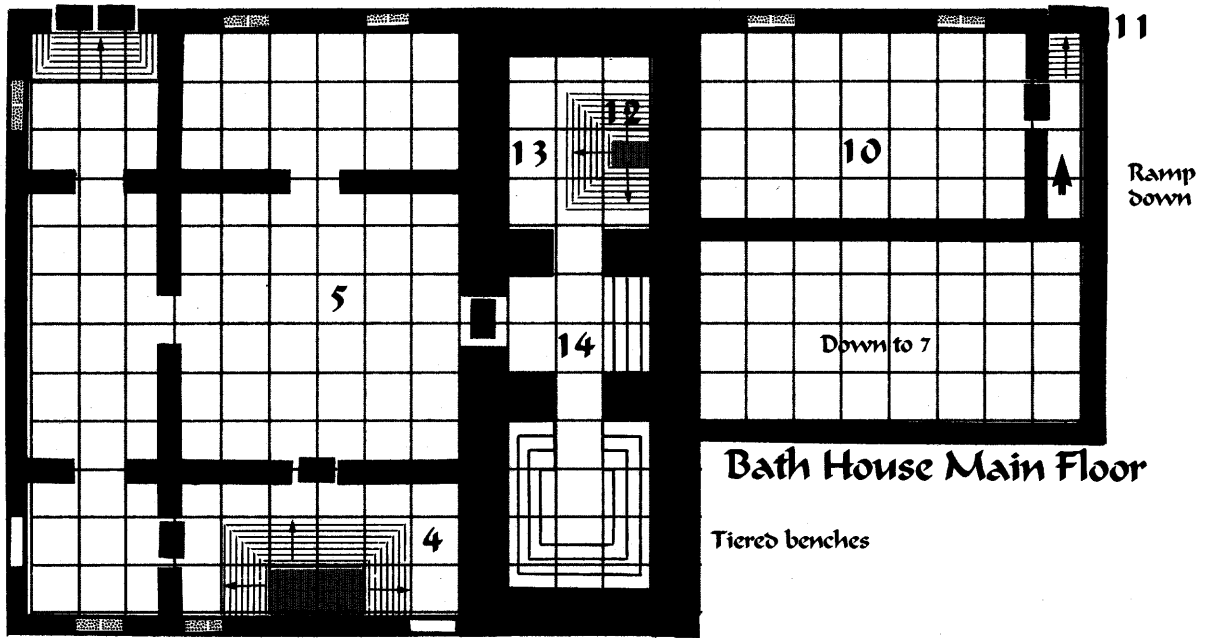
Sahana Falls

Tavern

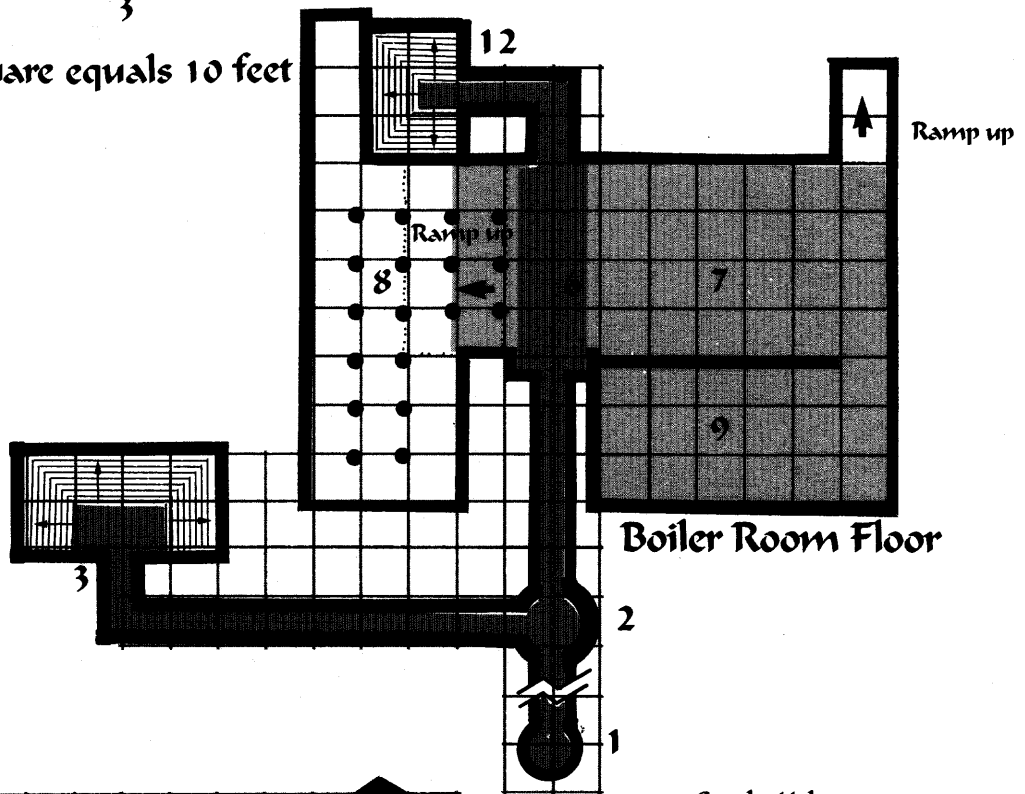
Furrowed Mountains

Muhuk

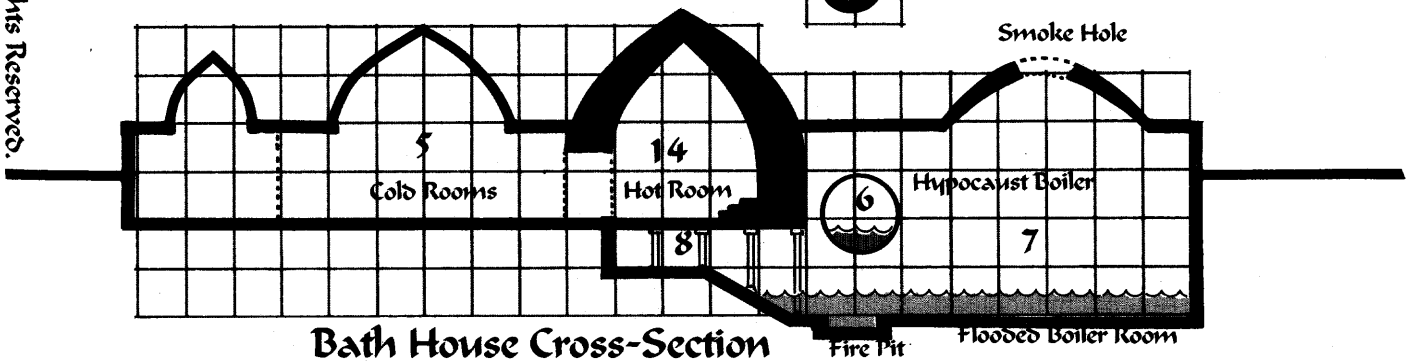
Abandoned Bath House

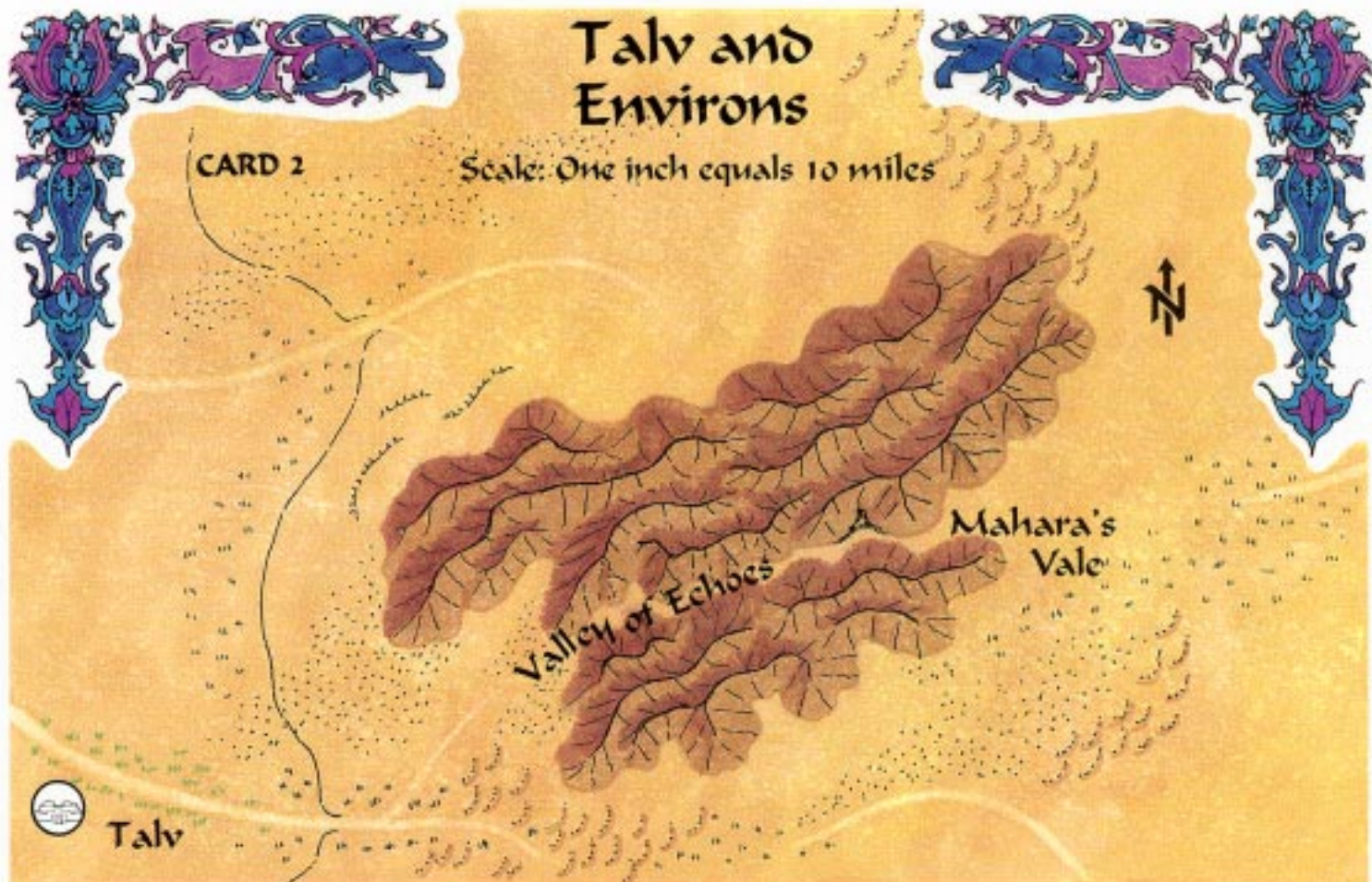


Scale: One square equals 10 feet



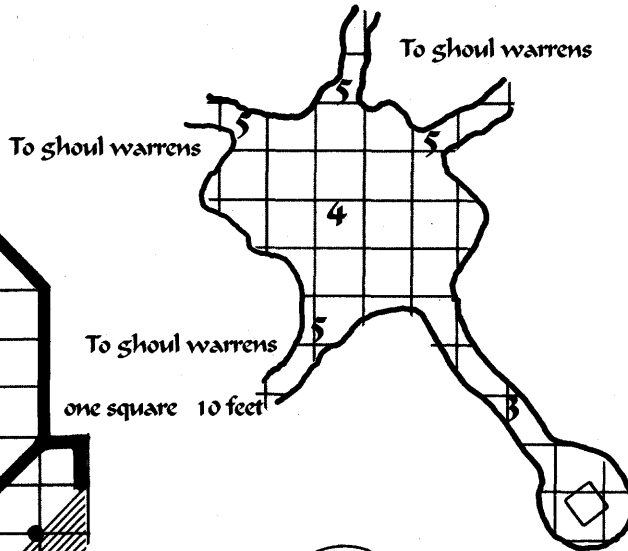
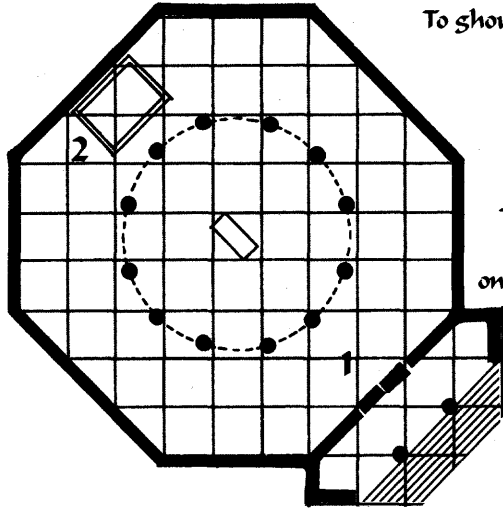
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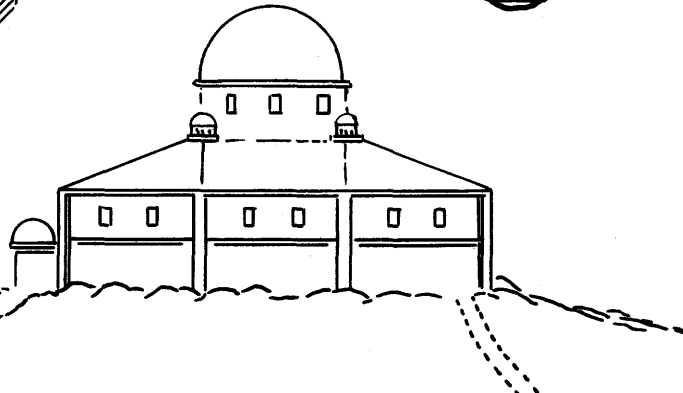


Funeral Hall

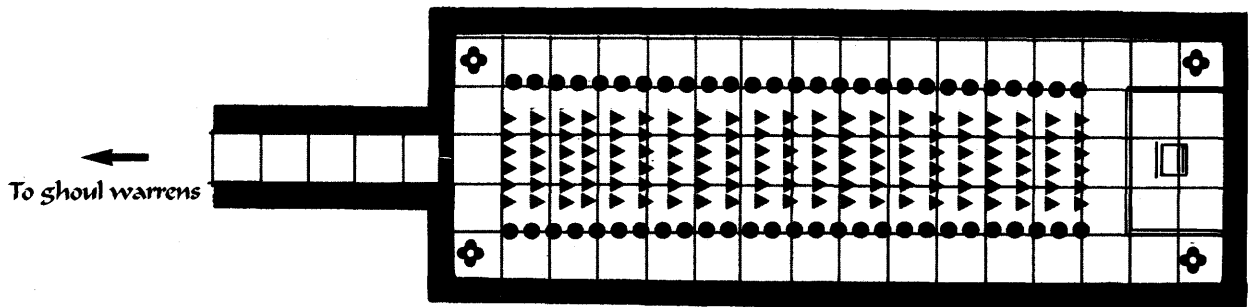
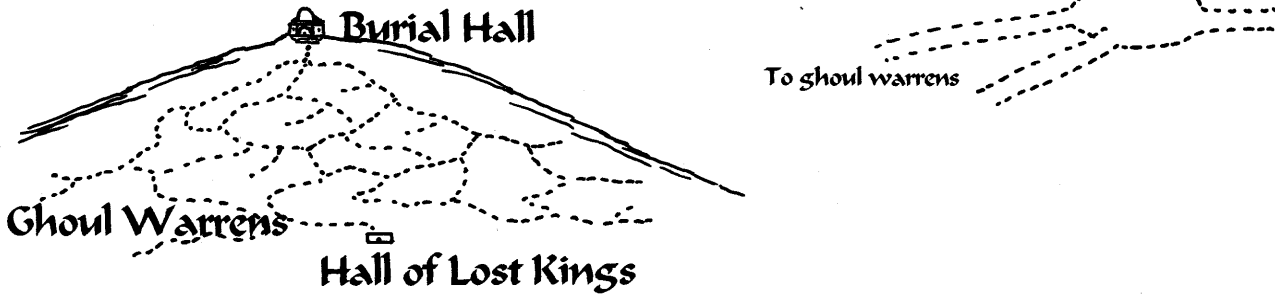
(Invitation to a Funeral)

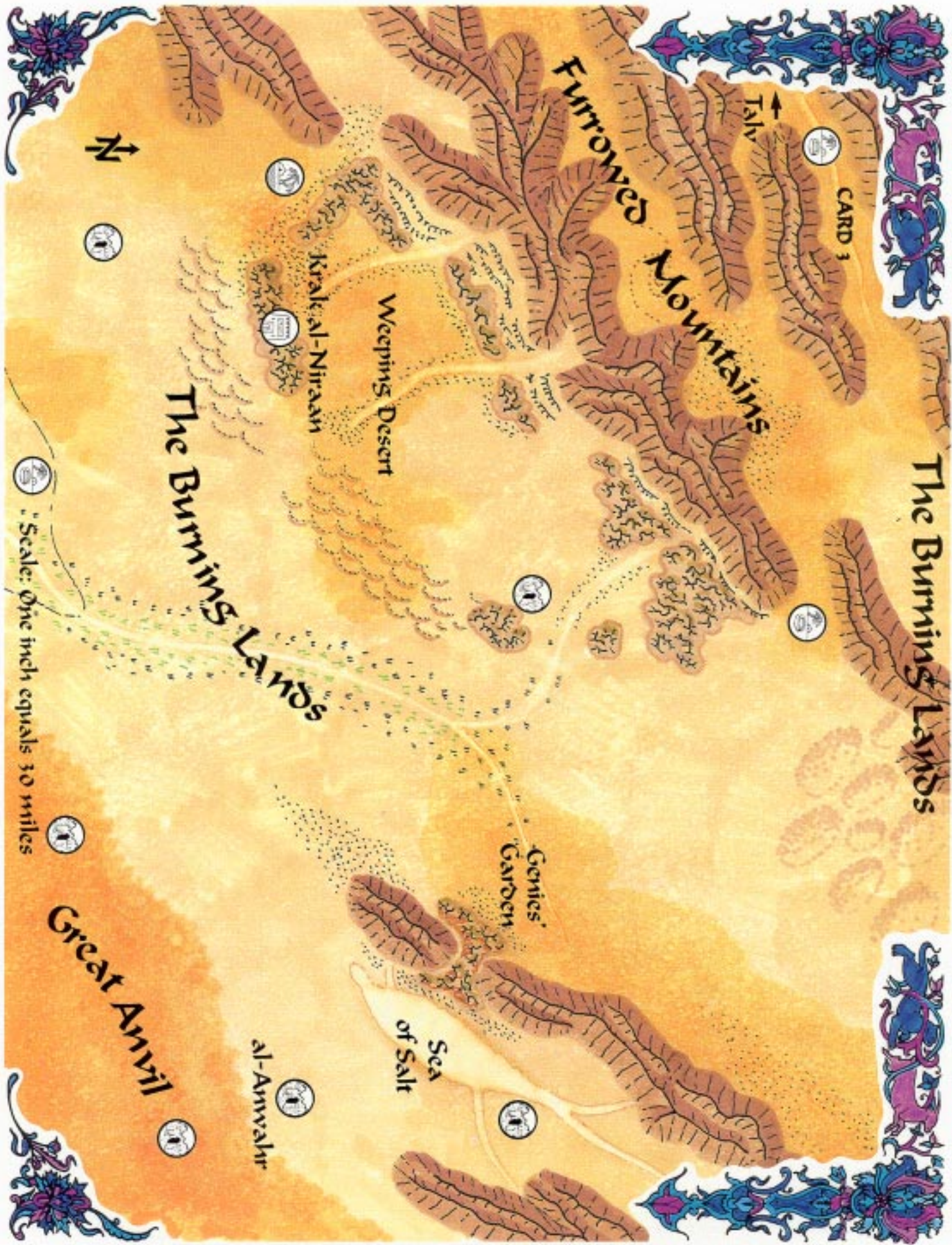


Scale: One square equals 10 feet



Mount of Forgiveness: Cross-section





The Burning Lands

CARD 3

Furrowed Mountains

Weeping Desert

The Burning Lands

Great Anvil

Sea of Salt

Krakal-Nirraam

al-Anwahar

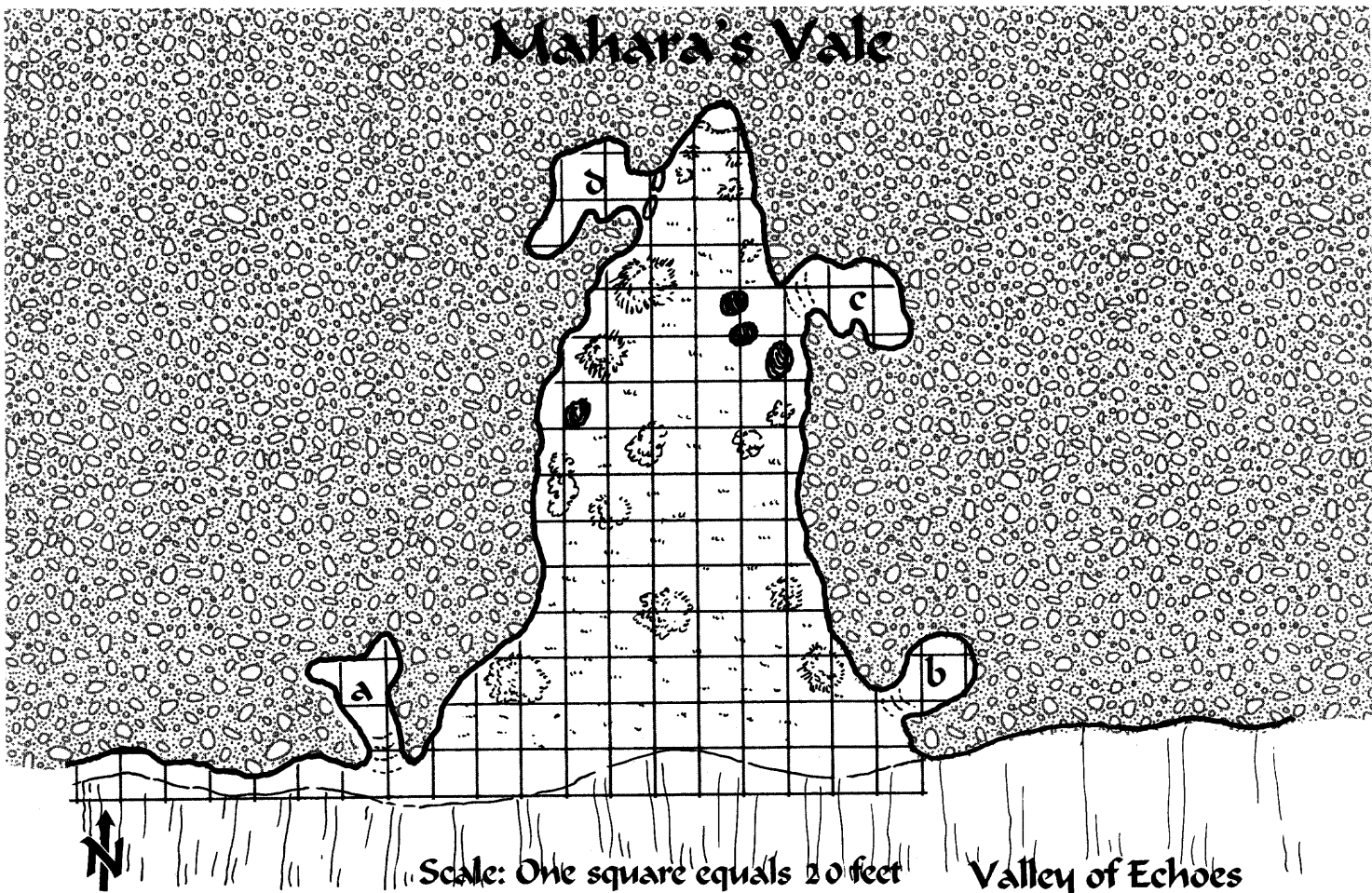
Genies' Garden

TAV →



Scale: One inch equals 30 miles

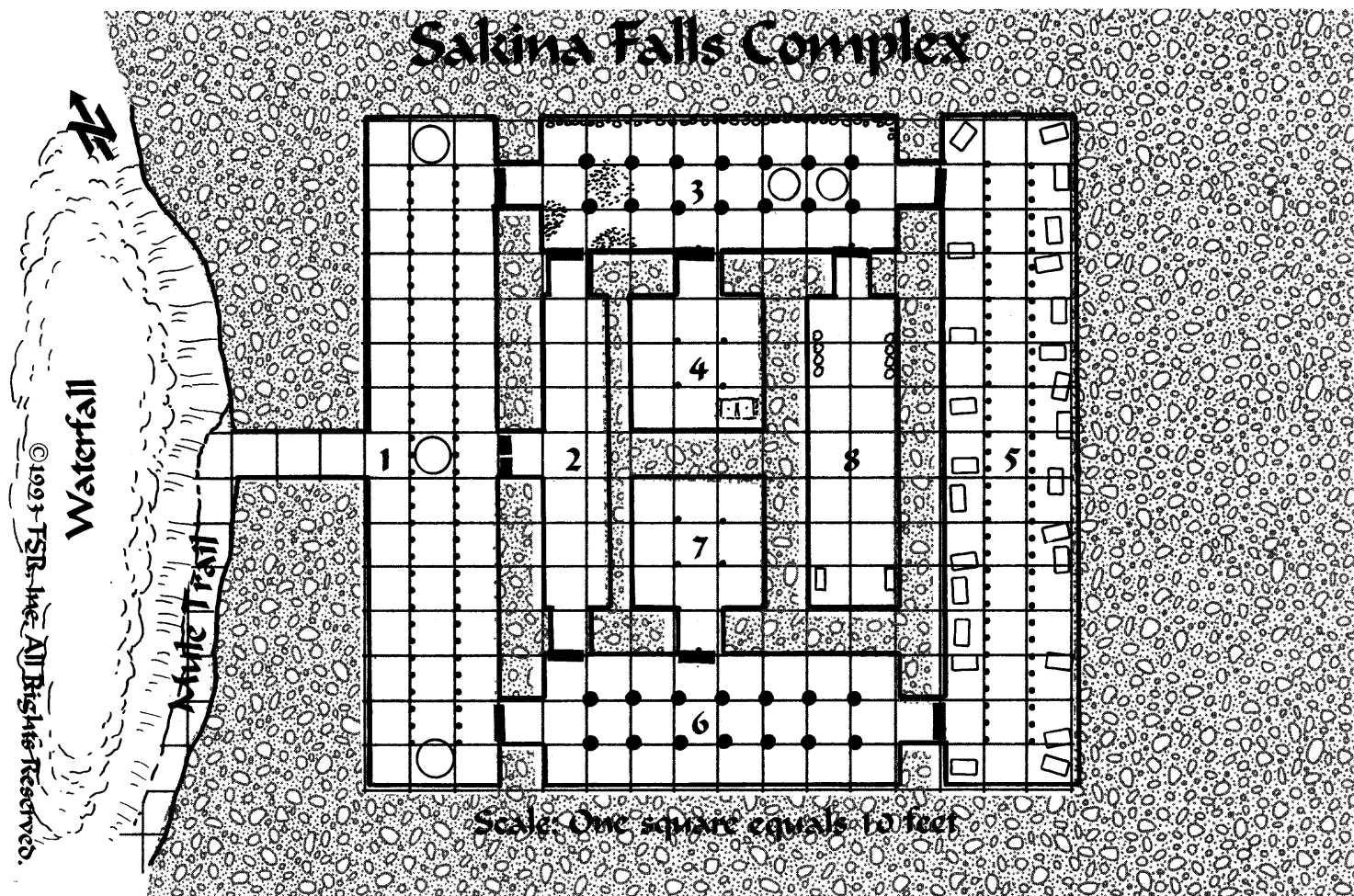
Mahara's Vale



Scale: One square equals 20 feet

Valley of Echoes

Sakina Falls Complex



Scale: One square equals 10 feet

Waterfall

Fall Trail

Ruins of al-Anwahr

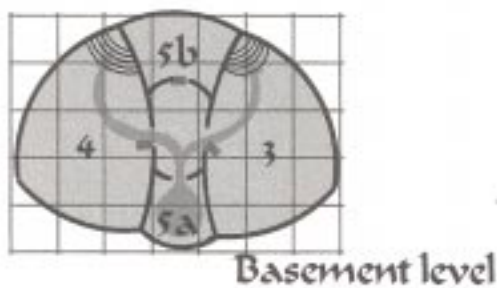
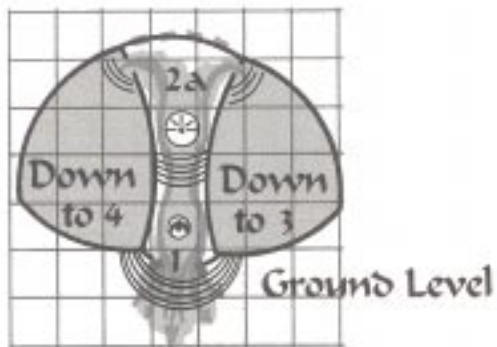
CARD 4



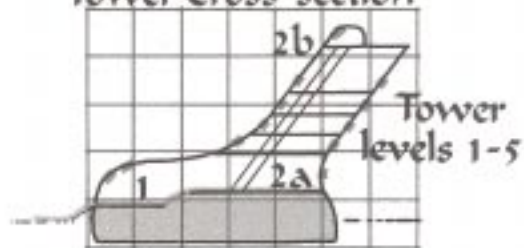
Scale: One inch equals 400 feet

Zarastro's Keep

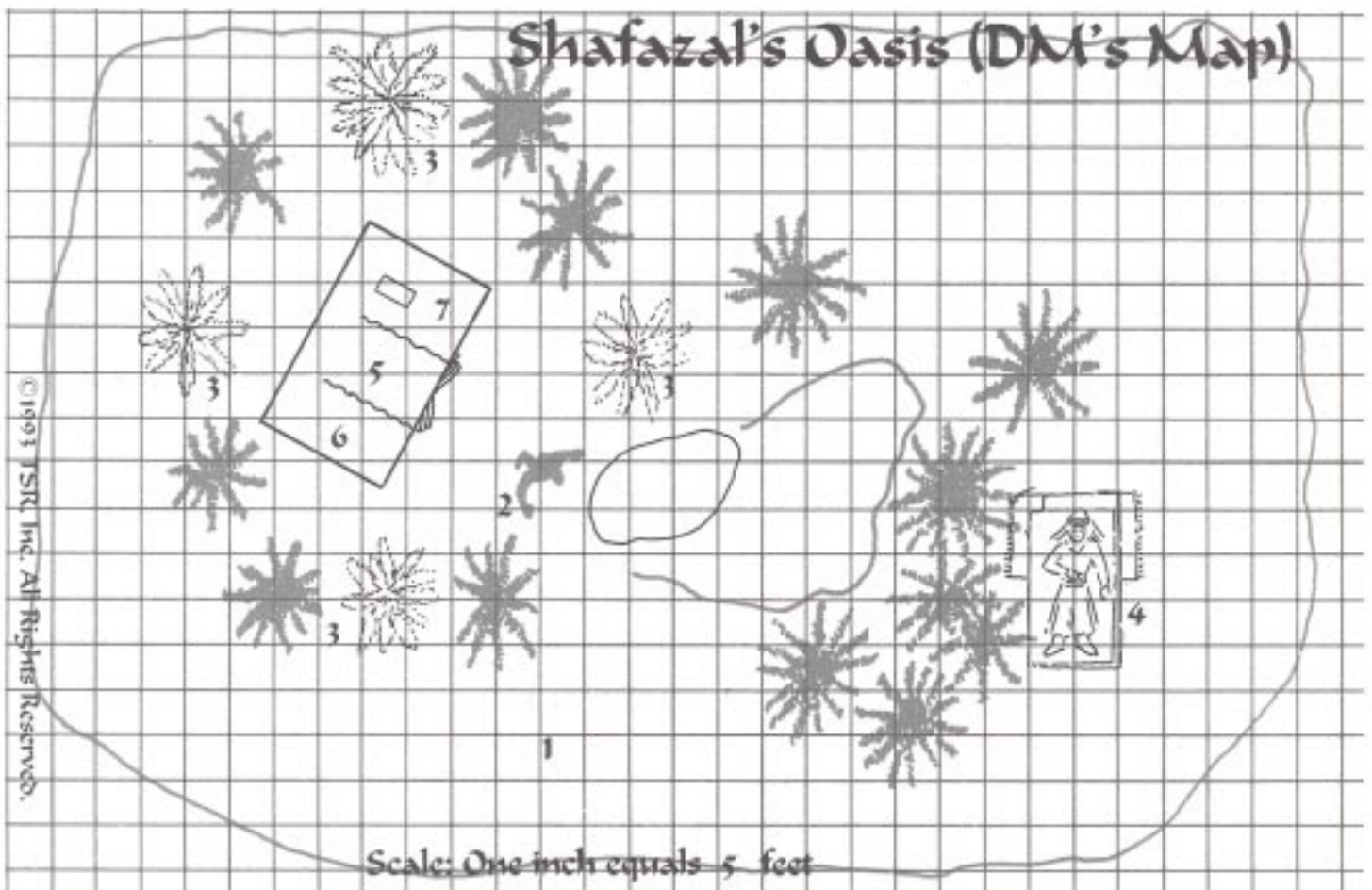
Scale: One square equals 20 feet



Tower Cross-section



Shafazal's Oasis (DM's Map)



Zarastro's Isle

CARD 5

Zarastro's
Keep

Scale: One inch
equals 2 miles

Great Sea

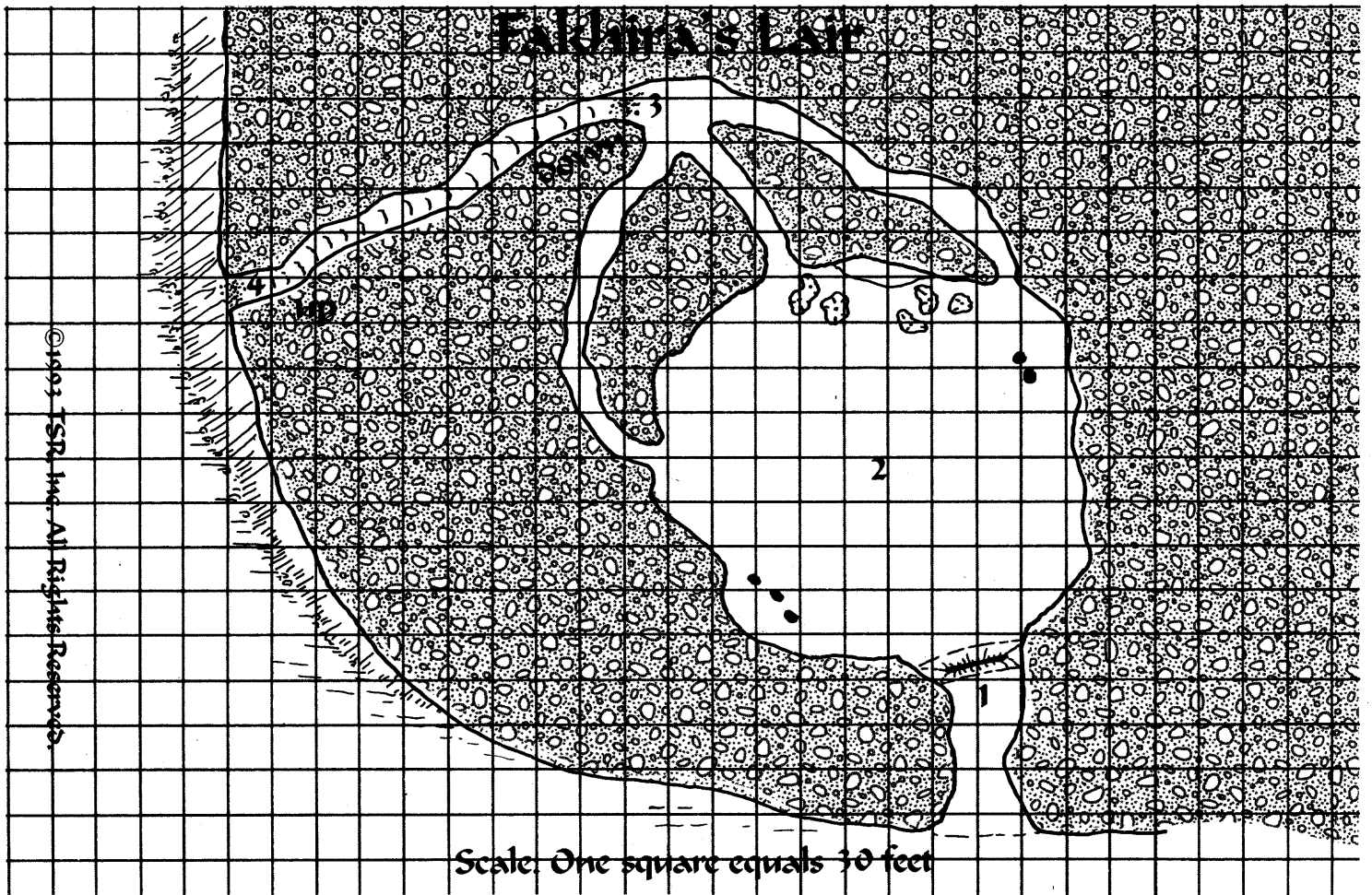
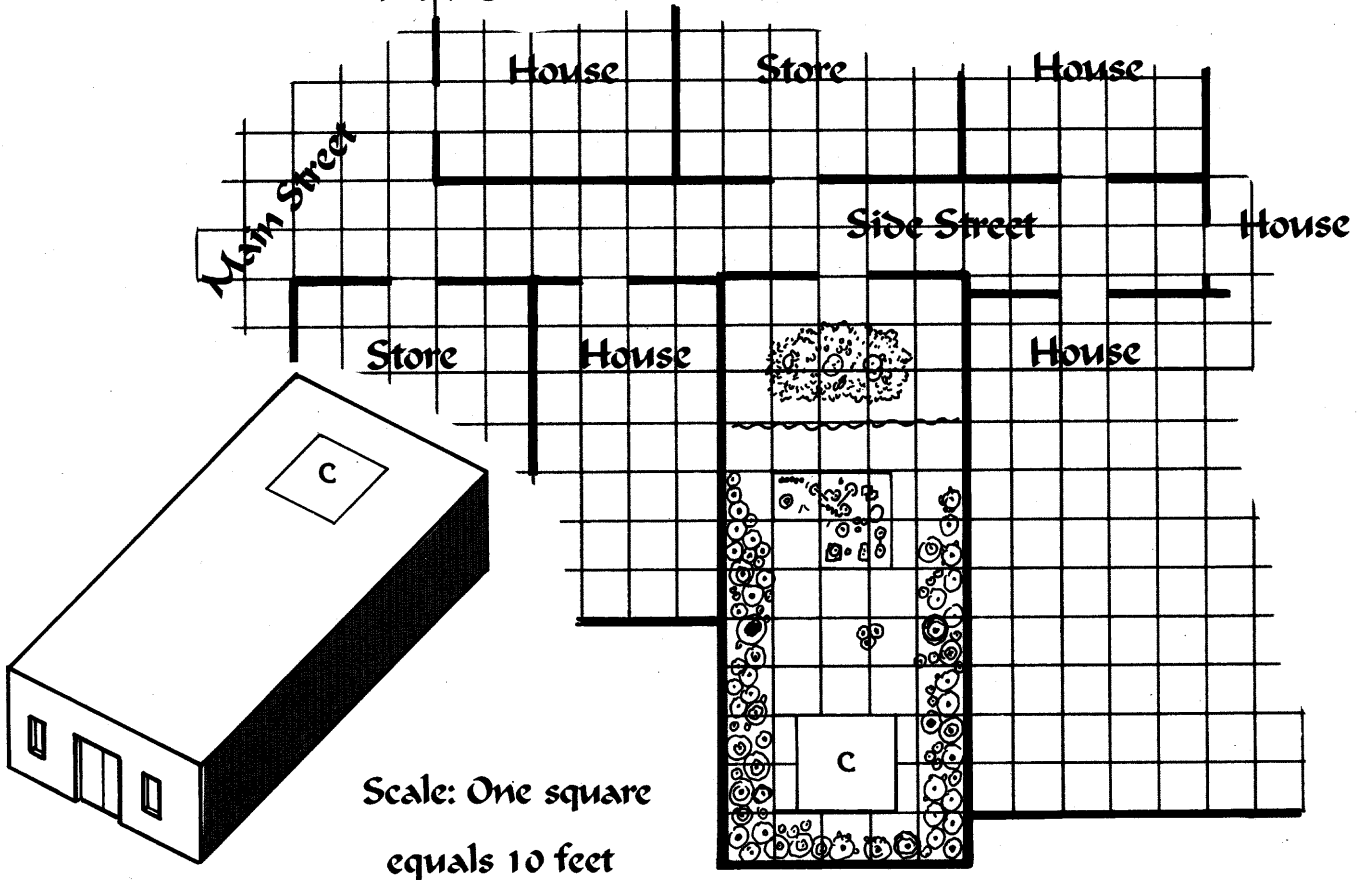
Pahari
Settlement

Shafazal's Oasis

Scale: One inch equals 20 feet



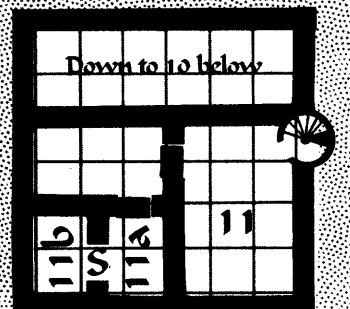
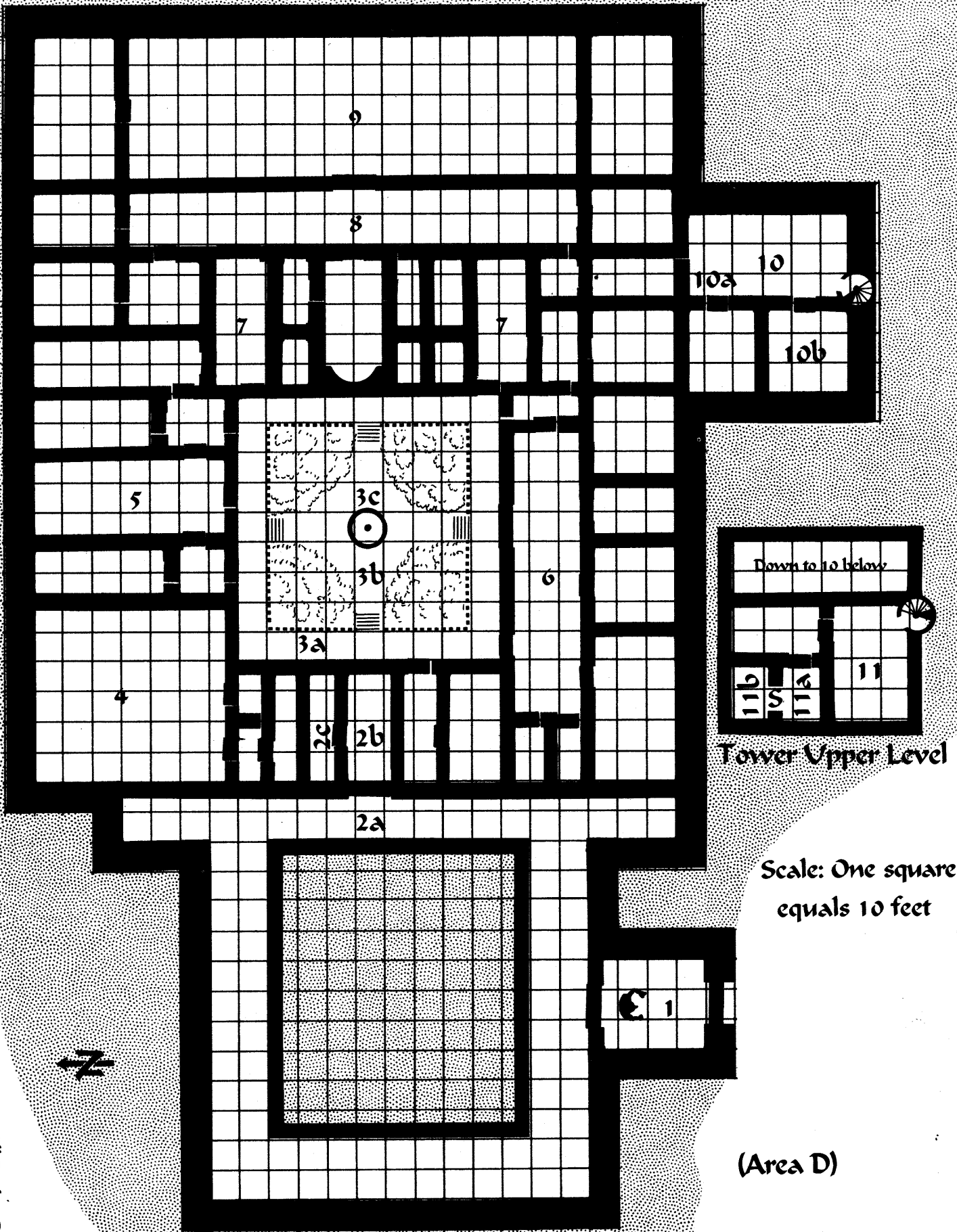
Ali's Warehouse



Krak al-Niraan



CARD 6



Tower Upper Level

Scale: One square equals 10 feet

(Area D)

Azaltin's Palace in al-Anwahr

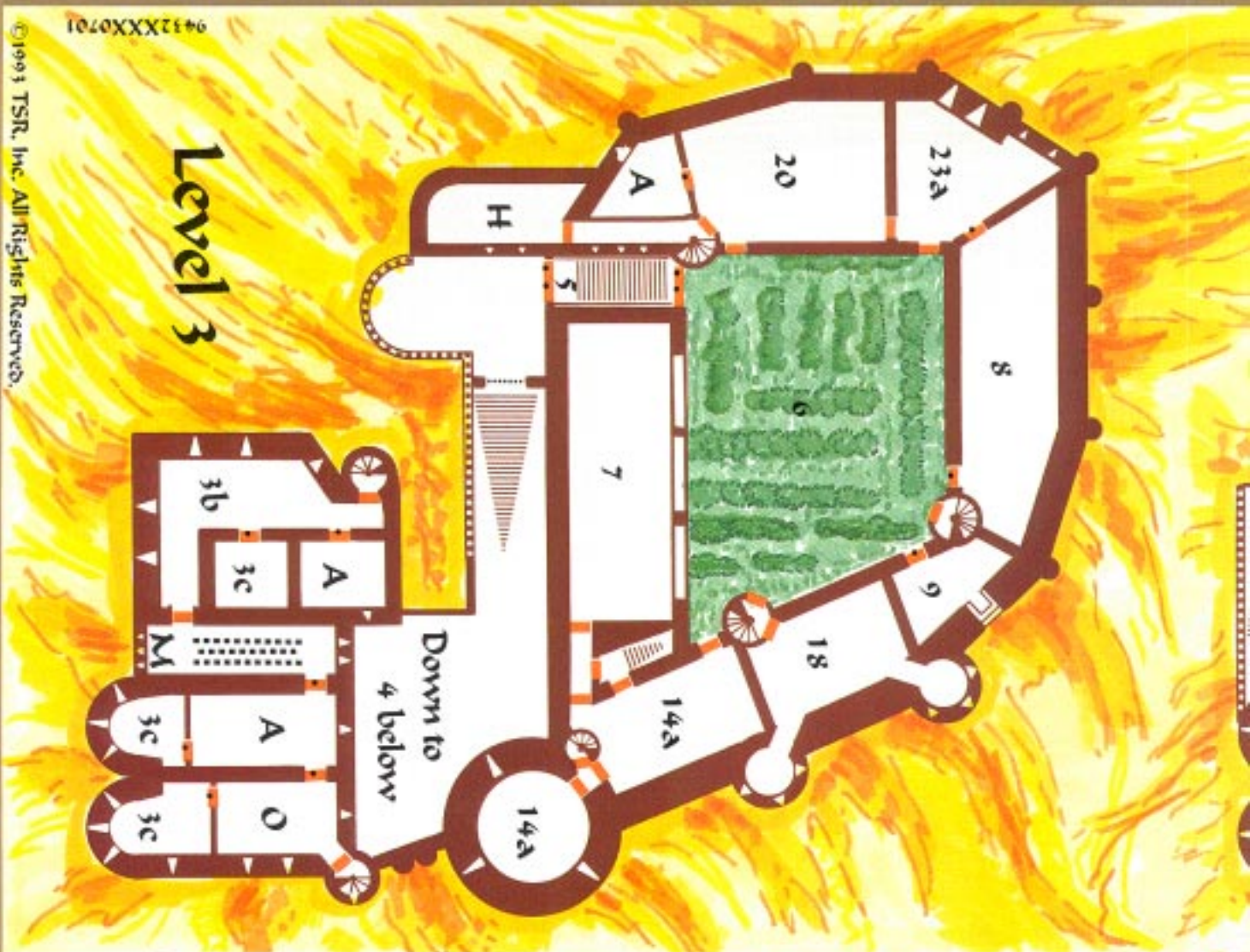


Krak al-

Castle of

	Door		Portcullis
	Double Door		Stairs
	Locked Door		Spiral Stairs
	Secret Door		Battlement
	Cell Door		Arrow

1 inch = 4 feet
 0 20



Level 3

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Great Sea

Al-Zalim River



16

21

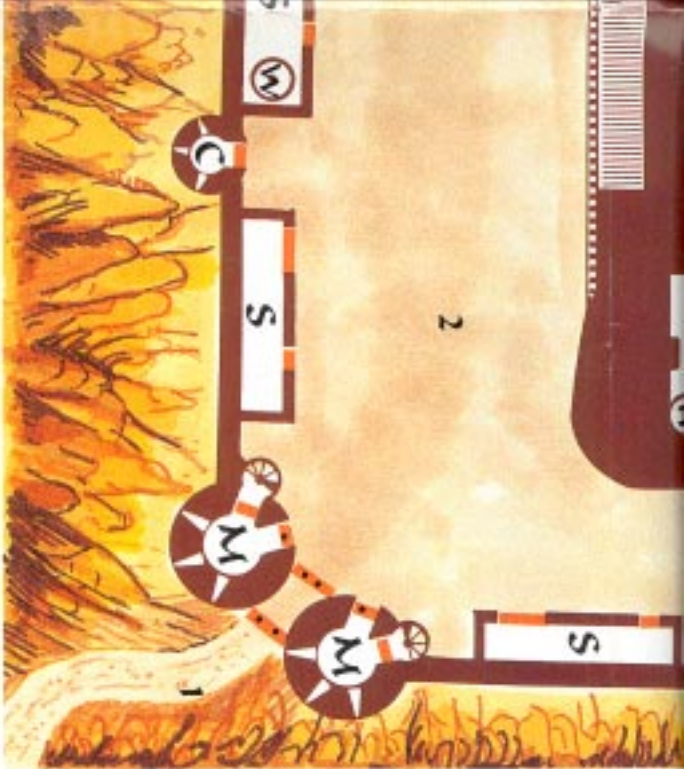
22

4

Map Key









- 1 Caravanserai
- 2 Grand Bazaar
- 3 Cloth Bazaar
- 4 Covered Bazaar
- 5 Fish Markets
- 6 Slave Market
- 7 Royal Lagoon
- 8 Grand Palace
- 9 Krak al-Yinangi
- 10 Halls of Justice
- 11 Citadel of the Respected
- 12 Gate of Lions
- 13 Gate of Elephants
- 14 Gate of Eagles
- 15 Gate of Dragons
- 16 Mosque of Jisan
- 17 Tower of the Moon
- 18 Mosque of Honored Elders
- 19 Plaza of the Ancients
- 20 Public Hospital
- 21 Mosque of a Thousand Fountains
- 22 Public Library
- 23 Mount of Forgiveness
- 24 Funeral Hall

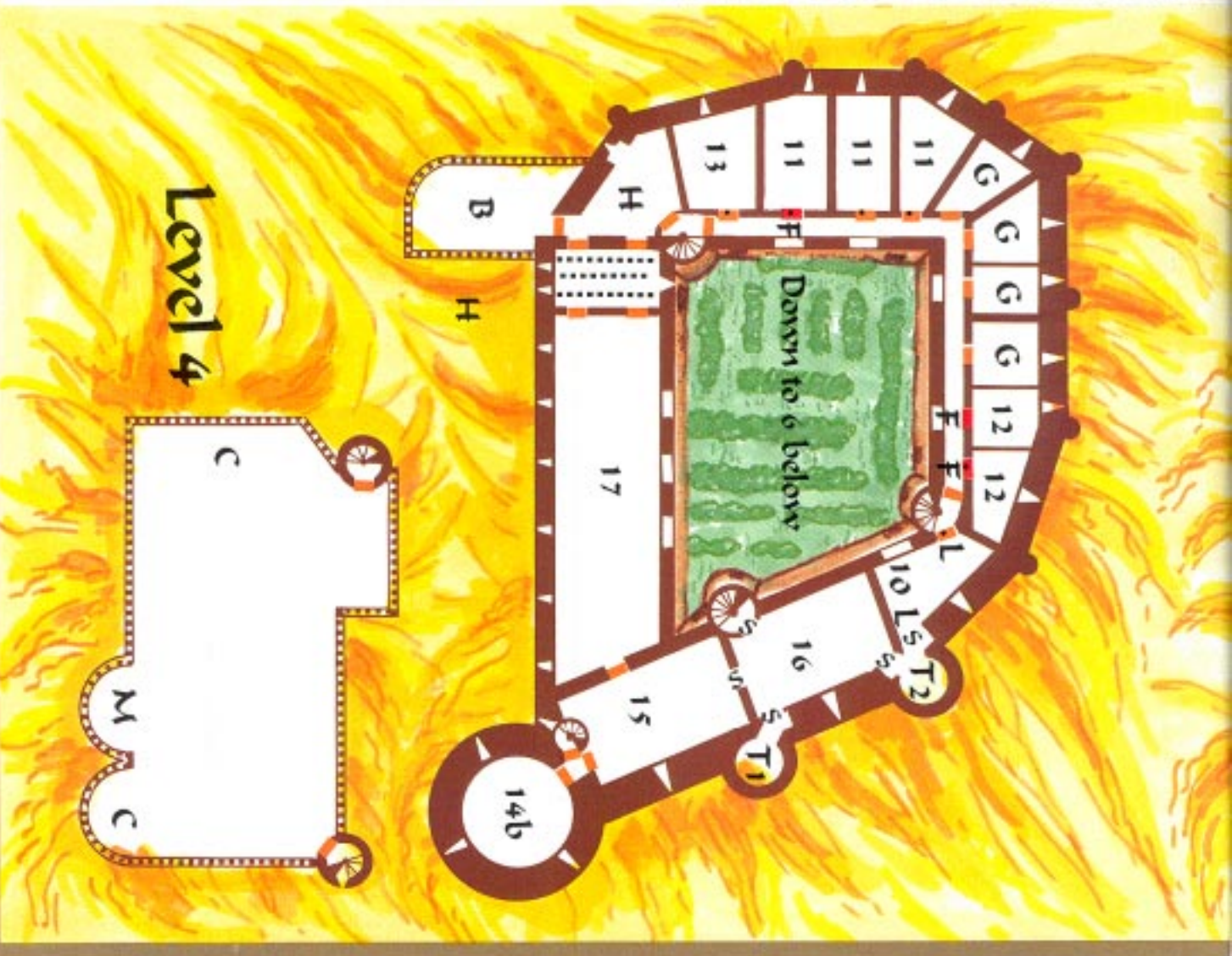




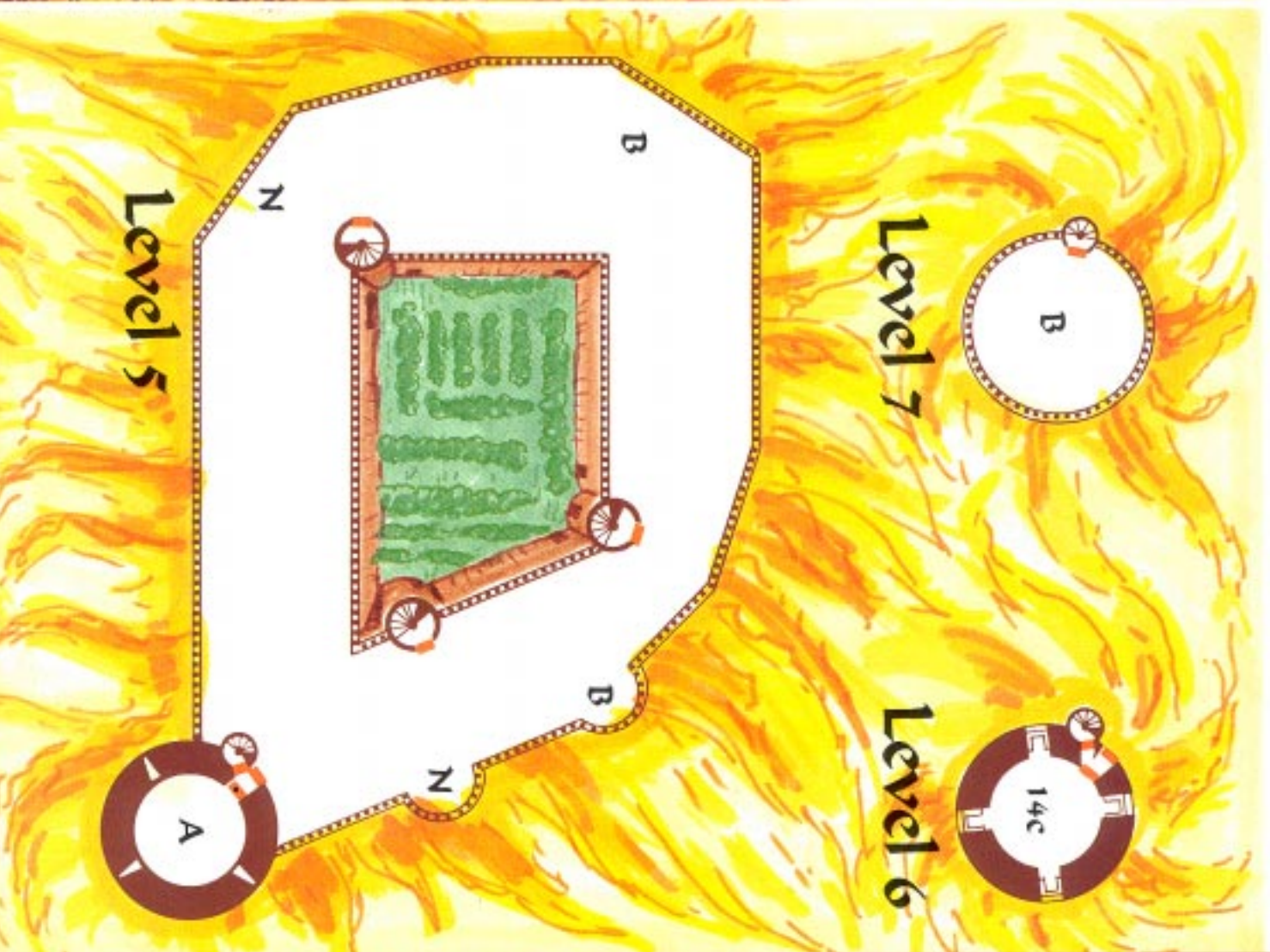
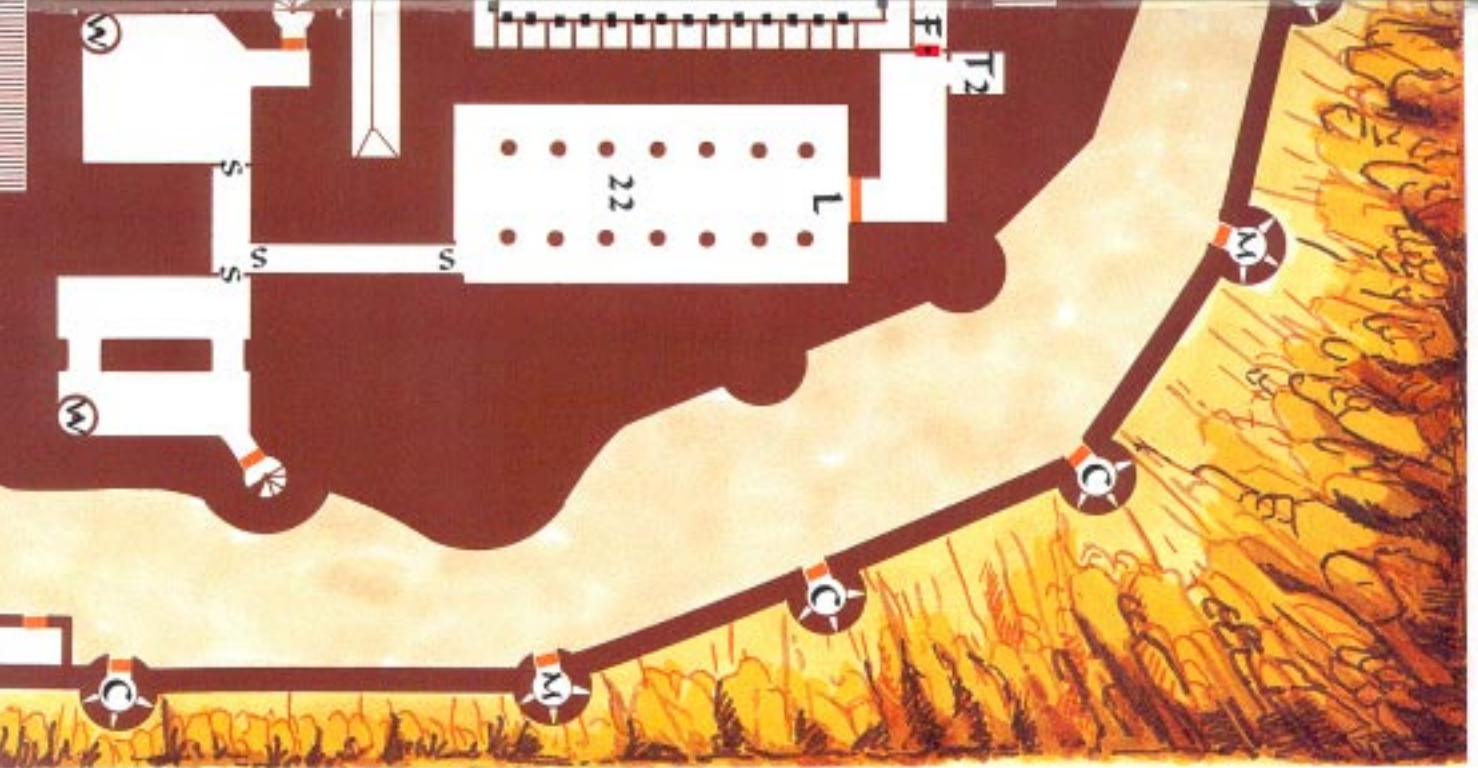
-Niraam of Flame

20 40
40 feet

	Skullis		Murder Holes
	Stairs		Window
	Stair Stairs		Window Seat
	Stair Stairment		Pillar
	Stair Stairment		
	Stair Stairment		



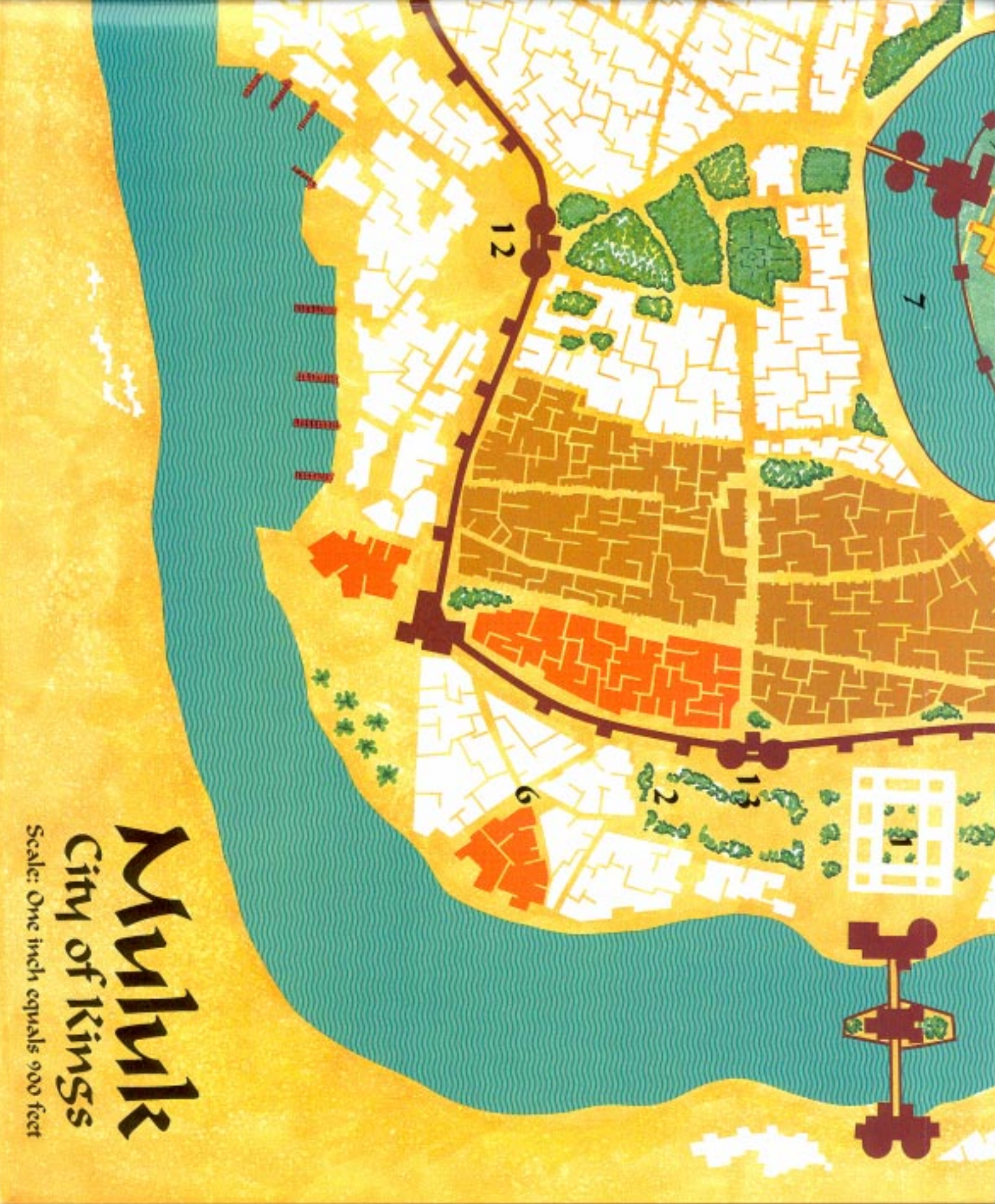
Level 4



Level 5

Level 7

Level 6



Muluk

City of Kings

Scale: One inch equals 900 feet





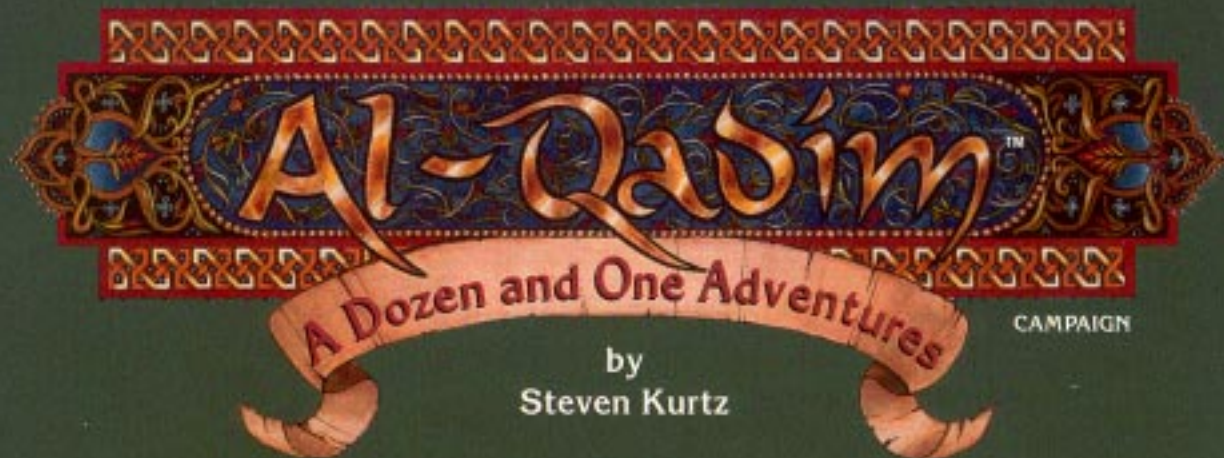
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9

8



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