



Al-Qadim™ Conversion Manual

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The Seven Voyages of Sinbad,” “Ali Baba and the Forty Thieves,” “Aladdin and His Magic Lamp”— these and other classics fill the pages of the Arabian Nights. Each story is told by a very wise and beautiful young woman called Scheherazade, who reveals them night after night to a king with a murderous heart. The first of the thousand-and-one tales is Scheherazade’s own . . .

These are the words that first introduced us to TSR’s *Arabian Adventures*, a product that took a radical departure from the culture portrayed in most fantasy products. The AL-QADIM® Campaign Setting allows players to experience the mythical beauty of the Arabian Nights fantasies. This setting lives on, long after its scheduled demise, in the hearts of those who simply couldn’t bear to let something so wonderful fade away into nothingness. We’re few in number, but loyal. What lies ahead for AL-QADIM®? The same thing that any conquered nation faces: adapt or perish. Adapting may see a rebirth, of sorts, for our beloved setting by allowing new players of the D20 rules system to experience AL-QADIM®.

This manual has been designed to help DMs and players make the transition to the D20 rules. The published AL-QADIM® Campaign Setting material, the 3rd edition *Dungeons and Dragons® Players Handbook* (PHB), and the 3rd edition *Dungeon and Dragons® Conversion Manual* (http://www.wizards.com/dnd/DnD_CYC_intro.asp) are required to use this document.

If you have any suggestions or comments, please contact either Jonathan @ webmaster@al-qadim.com or Matthew at webmaster@zakhara.com



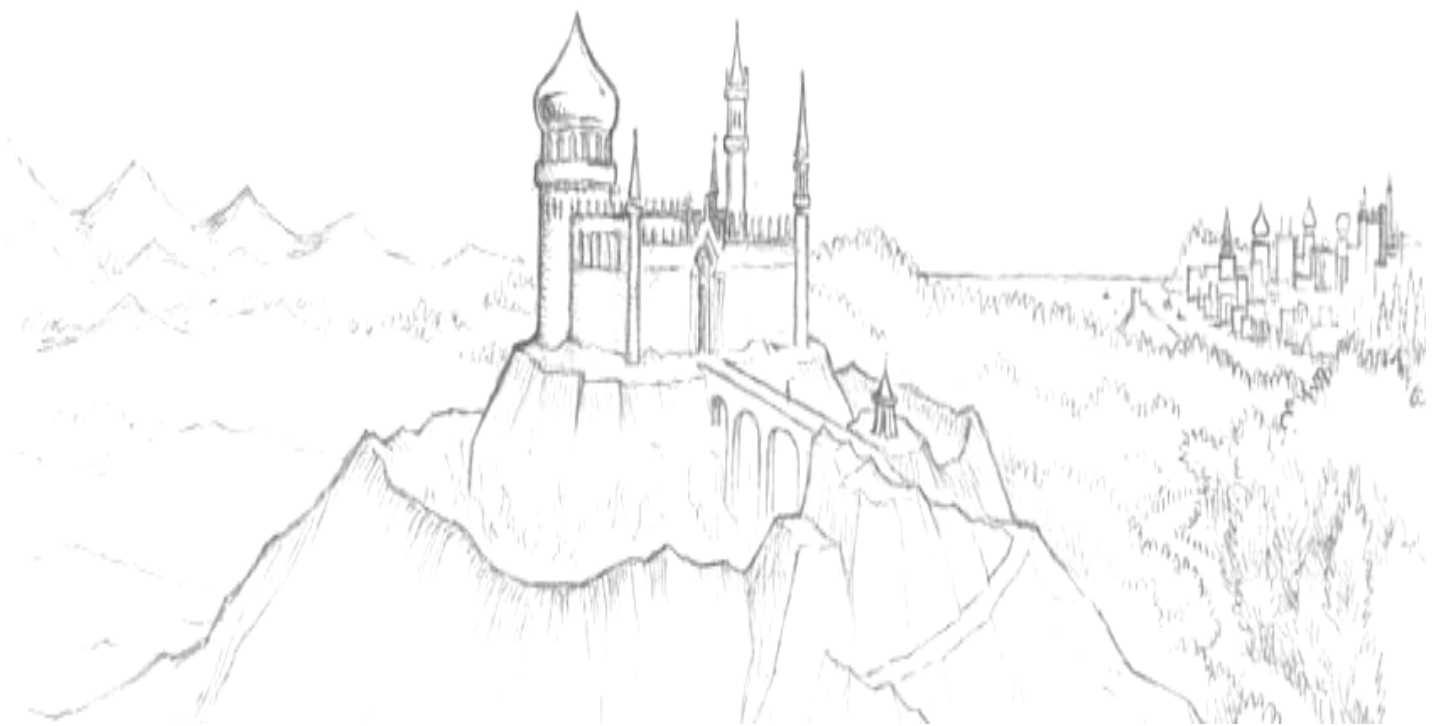
Please Visit the Authors @ <http://www.al-qadim.com/>

Special thanks to Håkan Ackegård. His artwork brought the conversion manual to life. Please go check out his gallery at <http://my.homeip.net/hack/>

With this guide to *Third Edition Arabian Adventures* Al-Qadim will be able to live on. In the words of the original Arabian Adventures by Jeff Grubb:

“Your magic carpet awaits. Let your magical journey begin, and may Fate be with you, for we have no Fate but the Fate which we are given.”







NEW SKILLS

SKILL NAME ([KEY ABILITY]; TRAINED ONLY)

The skill name line includes the following information:

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If “Trained Only” is included in the skill name line you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0).

Check: What you can do with a successful skill check, how much time it takes to make a check, and the check’s DC.

Retry: Any conditions that apply to successive attempts to use the skill successfully. If this section is omitted the skill can be retried without any penalty.

Special: Any extra facts that apply to the skill.

BLUFF: BEGGING [CHA]

Normal Use: The traditional use of the bluff skill is to allow a character to persuade another that something is true whether it actually is or not. The traditional uses of the bluff skill are fully described in the *Player’s Handbook*.

New Use: Begging. The bluff skill allows a would-be beggar cannot only pick up extra coin, and also disappear into the anonymity offered by their false profession. A bluff check in this situation determines if you can manage to pass yourself off as someone worthless enough to garner some extra coin from a passerby. Before attempting to beg you needs to spend 1d3x10 minutes in preparation (as described in the Disguise skill).

Check: While begging you are able to mask your station and your identity. So few people think anything of beggars that unless they examine you closely they will be unable to differentiate you from any other beggar.

A character must make an opposed Bluff check against the average Sense Motive of the local population. The location determines how difficult it is to beg and the amount one can earn. Additionally, the appearance of the beggar can make begging more difficult. Even modest clothing incurs an increase of 5 to the DC for the skill.

DC	Location	Amount
10	Average City	2d8 sp
15	Small Town	1d4+2 sp
20	Trade Route	1d4 sp

Retry: A character can usually not attempt to retry this skill. In especially large towns (Golden Huzuz, for example) the character might be permitted to retry by attempting to beg in another part of the city. Each repeated attempt increases the DC by at least 2.

Special: A successful Bluff grants the character a +2 situational bonus for Gather Information checks from fellow beggars.

CRAFT (METALWORKING) [INT]

Characters who have mastered this craft can work wonders with silver, copper, gold, brass, and other such soft metals. They can produce the beautiful items found in a Zakharan bazaar such as oil lamps and coffee pots. For more information consult *Arabian Adventures*.

Check: As described for the craft entry in the Player’s Handbook.

Retry: Yes, but with the restrictions described in the Player’s Handbook.

Special: As described in the Player’s Handbook.

DIPLOMACY: DEBATE [INT]

Normal Use: The traditional use of the diplomacy skill is to allow a character to give others the right impression of the character, to negotiate effectively, and to influence others. The traditional uses of the diplomacy skill are fully described in the *Player’s Handbook*.

New Use: Debate. Characters skilled in the art of diplomacy have also picked up some skill at the diplomatic art of debate. Characters can use their Diplomacy skill in order to engage other characters in rigorous debate.

Check: A successful Debate check allows a character to preoccupy other people with whom he or she is debating. This skill doesn’t allow a character to force another individual into a debate, but it can keep them distracted (disregarding extraordinary circumstances, they suffer a –5 penalty to listen and circumstance checks. Alternatively the debater can attempt to enrage a character, resulting in a drop of one level on Table 5-4 in the DMG, Influencing NPC Reactions.

The difficulty of either engaging a person in debate or attempting to enrage them is as follows:

DC	Individual
10	Surly Beggar
15	Average Peasant
30	Serene Monk

Retry: Yes.

Special: In a formal debate characters make opposed debate check to determine who succeeds at the debate.

KNOWLEDGE (BUREAUCRACY) [INT; TRAINED ONLY]

This skill represents a course of study that has left an individual with a keen insight into the working of government. This can allow one knowledgeable about such matters to avoid the red tape that plagues so many government actions.

Check: A successful check means that you have been able to weed your way through the governmental system, using your understanding of government as well as you mental quickness. This means that waiting time for papers is cut in half and any cases that are up for review will be dealt with quickly. The difficulty of this depends on the size of the bureaucracy. It is actually easier to move you agenda through





a convoluted city government than it is the efficient ruling council of a small town. This has a DC of 10 (large cities), a DC of 15 (moderately sized towns), to a DC of 20 to 30 (small villages.)

A character can also try to use the government to bring trouble to their enemies. Trials can be put off, information mismanaged, etc.. This requires a DC of 10 plus the station of the person being targeted.

Retry: Yes, for governments in cities and towns, in government there are always more than one way to get something accomplished. An attempt to bypass or circumvent the government of a small town, however, will only anger the rulers there.

Special: An untrained knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

KNOWLEDGE (GENIE LORE) [INT; TRAINED ONLY]

Characters possessing the knowledge of genie lore are versed in the nature and background of all genies. The character is fluent not only in the nature of genies and geniekind but also in their customs and habits. This skill can also allow characters a chance to discover if a genie is masquerading in human form and to discern whether or not some physical manifestation is a result of genie work. For more information consult *Arabian Adventures*.

Check: Knowledge of genie customs and habits are made as directed in the *Knowledge* skill entry of the PHB. Attempts to identify a possible subject as a genie in disguise is made with a DC of 15 (for lesser genies) or 20 (for greater genies). Attempts to discover if certain objects or enchantments are the works of genie kind are made with a DC of 10.

Retry: No. See the Player's Handbook.

Special: An untrained Knowledge; Genie Lore check is merely an intelligence check. Even a Zakharan child has heard stories of genies and their kind.

PROFESSION (BARBER) [WIS, TRAINED ONLY]

Barbers are experts at making another individual look his or her best this skill usually the province of barbers. For more information consult *Arabian Adventures*.

Check: As described for the Profession skill entry in the Player's Handbook. Additionally, a barber's patron can interact with individuals of his or her own race and members of geniekind as though he or she had an additional +2 to his or her charisma. The bonus is a perceived one, not an actual increase. The bonus applies to checks that are based on perception where a positive appearance can be beneficial – such as Perform and Diplomacy skill checks. It does not affect spellcasting and can even have a detrimental effect on some checks (well groomed beggars rarely succeed at their bluff checks). DM's judgment applies.

Retry: Depends, see Player's Handbook.

Special: As described for the Profession skill entry in the *Player's Handbook*. Additionally, when coupled with the Disguise skill this skill allows an individual to disguise others just as well as they can disguise themselves (one can attempt to use the disguise skill on other individuals).

SENSE MOTIVE: HAGGLING [WIS]

Normal Use: The traditional use of the sense motive skill is to detect body language, speech habits, and mannerisms of others. The traditional uses of the sense motive skill are fully described in the *Player's Handbook*.

New Use: Hagglng. The sense motive skill allows a character to get into the mind of another and tell them exactly what they want to hear. From a roleplaying perspective, a successful hagglng roll that results in a bargain price for the player character might describe the character noticing that the merchant selling some fresh dates seems a little desperate, there is a tremor to his voice and some sweat on his brow. Using this knowledge to his advantage the character convinces the desperate date seller to let him have a handful of dates at a price that nearly anyone would consider a bargain.

Check: A check for hagglng. A successful check results in the merchant lowering the price for the item. Only characters with the Appraise skill can be sure that they are actually paying what the item is worth. Of the three prices listed for an item in the equipment chapter in *Arabian Adventures*, the asking price is exactly what it implies. This is the price the merchant want the player character to pay for an item. The normal price is how much the item usually goes for or how much the item is worth. The bargain price is a price in the player character favor.

If the buyer's check exceeds the seller's check by 5 or more, the merchant will sell the item for the bargain price.

If the seller's check exceeds the buyer's check by 5 or more, the merchant will not sell for less than the asking price.

If a tie results, or if the difference is less than 5, then the merchant will sell at the normal price.

Retry: No. The price set for an item as a result of a Sense Motive check holds firm throughout the day. The character may attempt to haggle over the price the following day, however.

SPEAK LANGUAGE (JANNITI) [NONE; TRAINED ONLY]

This skill allows the character to learn Jannti, the language of genies and their kind.

SPEAK LANGUAGE (MIDANI) [NONE; TRAINED ONLY]

This skill allows the character to learn Midani, the melodious dialect that is the common language of Zakhara.





NEW FEATS

FEAT NAME [TYPE OF FEAT]

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables you (the character) to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether or not to acquire the feat.

DISPLAY WEAPON PROWESS [GENERAL]

You can display your weapon skill in a way that demoralizes your opponents.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher

Benefit: With a weapon you are proficient in (that must be chosen when this feat is selected and may not be modified later), you may make a full-round action that displays your incredible skill with the weapon. This is not an attack, but rather a stunning display of your ability. Any opponents with a lower base attack bonus than you must make a Will save against a DC equal to 10 + your attack bonus with the weapon. If they fail, they will get a -2 morale penalty on all attacks against you for the rest of the encounter. (Repeated failures against this ability do not produce additional penalties.) If used against opponents with a base attack bonus equal to yours or better, this ability has no effect.

Special: Fighters may take this as one of their bonus feats.

ELEMENTAL PROVINCE [SPECIAL]

You can cast wizard spells from one of the four elemental provinces.

Prerequisite: Wizard with the Saher or Elemental Mage Template.

Benefit: Your selection of spells is extended to include one element province of your choice. You can *select* this feat only once. Selecting this feat does not create opposition provinces.

Special: For more information on spellcasting in Zakhara, see Zakhara Spellcasters in Chapter 7: Spells and Spellcasters.

ELEMENTAL RESISTANCE [SPECIAL]

You are resistant to one of the four elements.

Prerequisite: Elemental Province (of the appropriate element)

Benefit: You gain a +2 on all saves against a given elemental province, and damage dealt by attacks of that element are reduced by 2 points (minimum of 1 point of damage). You can gain this feat multiple times; each time you take the feat, it applies to a new elemental province.

Special: Sha'irs gain this feat applied against their Gen's elemental type whenever the Gen is within arm's reach.

EVIL EYE [GENERAL]

You can invoke the Evil Eye upon another, or remove its baleful effects.

Prerequisite: Spellcaster level 1st+

Benefit: Once per day, you may either remove the effects of the evil eye or call it to fall upon another. You may only do one or the other. If you choose to remove the evil eye's attentions, you must roll d20 + your Wisdom modifier against a DC of 15. You may not remove the evil eye from yourself.

To attract the evil eye to someone, the DC is an opposed roll against the target's d20 + Wisdom modifier. If the target is truly deserving of the evil eye, you gain a +4 situation bonus; if the target is innocent he receives the +4 situation bonus. (There may be cases in which the situation bonus applies to neither side.) The person losing the opposed roll is inflicted with the evil eye.

SERVANT OF FATE [GENERAL]

You have devoted your life to following the ways of enlightenment, and Fate looks favorably upon you.

Prerequisite: Enlightenment

Benefit: When you call upon Fate, your base chance of success is 20% minus your character level, to a minimum of 2%. (Fate favors the young.) If the result is 98 or more, the hand of Fate turns against you. If you escape with your life, you would be wise to donate extra funds to an enlightened church; an amount totalling your character level times 1,000 should suffice.

Normal: Without this feat, a character has only a 2% chance to successfully call upon Fate, and on a 96 or higher, Fate turns against the caller.

Special: Only enlightened characters who worship enlightened gods may choose this feat.







UNDERSTANDING TEMPLATES

The Third Edition Monster Manual introduced a concept called templates. Specifically the templates in the Monster Manual are Creature Templates. The idea is that they modify a given creature to create something that has a different feel to it, while still retaining the same aspects of the original creature. For example, a vampire bugbear is still a bugbear (with nearly all of the features of a bugbear) except that it now exhibits the qualities described under the “vampire” template. This includes vampiric benefits (superhuman strength), as well as hindrances (destroyed by sunlight).

The Templates described in this manual are similar in intent, although they do differ slightly in structure. These are Class Templates. The idea is that they modify the feel of a class, while still retaining the same basic elements of that class.

Templates are all about choices. They are collections of decisions that created a character whose class has a specific feel. The barber template (for example) helps focus on healing and medicine, representing the barbers medicinal bent. It also gives the barber access to the razor weapon proficiency. This doesn't change the base class, it points it in a new direction. The form for character templates is fully outlined below.

TEMPLATE NAME [APPLICABLE BASE CLASSES]

Flavor text. This text usually serves as a colorful introduction to the template, helping to describe the idea and focus behind the template.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: This describes the changes to the weapon and armor proficiencies available to the base class. Sometimes templates offer additional weapons and armor while sometimes they offer less.

Template Skills: This section outlines skills available to the template in addition to those offered by the base class as well as those skills from which characters are prevented from choosing.

Required Feat: Templates have feats that the character must choose when selecting the template, these feats represent abilities appropriate to the template. Often more than one feat is given, in this case only one feat must be selected when the template is chosen. It is encouraged that the other feat be selected later, but this is not required.

Additional Benefits: These additional benefits allowed to character selecting the template are balanced by the limited feat selection and possibly by additional hindrances, described below.

Additional Hindrances: These are additional hindrances that affect characters selecting the template.

Sometimes additional notes follow the template.

NATIVE ZAKHARAN TEMPLATES

ASKAR [FIGHTERS, PALADINS, AND RANGERS]

Askar (AH-skar) are the most common warriors of the Land of Fate, native to permanent settlements of any size. Intelligent and social, they are the backbone of defense, protecting their families, homes, and eventually even their countries.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: An Askar's armor and weapon proficiencies are unchanged from the base class.

Template Skills: Additionally: Diplomacy (Cha), Gather Information (Cha), Knowledge (local) (Int), Profession (any) (Wis)

Required Feat: Skill Focus (Profession or Craft, player's choice)

Additional Benefits: Home Town (as described in Arabian Adventures)

Additional Hindrances: None

The hometown bonus relates to any applicable skill checks.

CORSAIR [FIGHTERS AND PALADINS]

Corsairs are male and female warriors born to the sea, unencumbered by bulky armor, accustomed to swift moves and running battles over open water. She is the daring merchant-princess, he the cunning rogue; together they are bold explorers. While the early Zakharan peoples were born to the desert, they soon became practiced in the ways of the sea, and dominated trade (and piracy) in the waters surrounding their empire.

For more information, please consult Arabian Adventures.



Armor and Weapon Proficiency: Corsairs are proficient with light and martial weapons, and with only light armor.

Template Skills: Additionally: Appraise (Int), Balance (Dex), Climb (Cha), Hide (Dex), Jump (Dex), Move Silently (Dex), Profession; Sailor (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex); Restricted: Profession; All others, Ride

Required Feat: Two-Weapon Fighting or Weapon Finesse (choose from short sword, cutlass, or scimitar)

Additional Benefits: None (Two weapon benefit & rogue proficiency bonus replaced)

Additional Hindrances: Social penalty (-2) (as described in Arabian Adventures). (Armor Class restrictions replaced).

DESERT RIDER [FIGHTERS, PALADINS, AND RANGERS]

Desert riders represent the classic Arabian warriors: well-trained, mounted fighters sweeping out of the barren wastes. They are the romantic heroes of a nomadic people,



living their lives and fighting their battles from the saddle. Desert riders are primarily horsemen, but some are more adept at riding camels.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Desert Riders have proficiency with light and medium armor, all shields, and light and martial weapons.

Template Skills: Additionally: Wilderness Lore (Wis); Restricted: Profession; Non-desert professions, Swim

Required Feat: Mounted Combat or Skill Focus; Ride

Additional Benefits: Mount care

Additional Hindrances: Penalty to skill checks outside of the desert (-1) (as described in Arabian Adventures).

A desert rider's mount care ability allows him to increase the quality of a mount under his care. For more information on a mount's quality see "Horse Quality" elsewhere in this manual.

FARIS [FIGHTERS, PALADINS, AND RANGERS]

A holy war is more than just a mobilization of an army in a religious fervor. In Zakhara, it is also an opportunity for spiritual redemption for those fighting the war; if they fight the good fight, their souls will be redeemed, regardless of any past sins. Since no mortal is without sin, the opportunity for a free pass to the paradisiacal afterlife is hard to pass up. A holy war is thus a "good war," one which enjoys the popular support of its people. Warriors engaged in it are not mindless slaves blinded by literal adherence to holy texts; rather, they are popular, living champions of their people and their faith.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: A Faris' armor and weapon proficiencies are unchanged from the base class.

Template Skills: Additionally: Diplomacy (Cha), Knowledge; Religion (Int), Perform (Cha)

Required Feat: Iron Will or Servant of Fate

Additional Benefits: Social bonus (+4) (as described in Arabian Adventures)

Additional Hindrances: Obedience to faith (as described in Arabian Adventures)

MAMLUK [FIGHTERS, PALADINS, & RANGERS]

Rearing a cadre of professional warriors is a historical tradition in the Arab world. These male professionals began their training at a young age as slaves, either purchased for that purpose or captured in raids and combat. The slaves then underwent rigorous training, not only in combat and tactics, but also in government. Such slave warriors became the professional infrastructure of Turkey in the 16th century, where they were called janissaries. They achieved the same stature in Egypt during the 13th and 14th centuries, where they were given the name mamluks.

For more information, please consult Arabian Adventures

Armor and Weapon Proficiency: Unchanged from the base class.

Template Skills: Additionally: Diplomacy (Cha), Knowledge; Bureaucracy (Int), Knowledge; History (Int), Restricted: Craft; Any, Profession; All

Required Feat: Weapon Focus (khopesh sword) or Expertise

Additional Benefits: Chain of command (as described in Arabian Adventures).

Additional Hindrances: Chain of command (as described in Arabian Adventures)

This template can only be taken when a character is created.

SA'LUK [ROGUE AND BARD]

Sa'luks (sah-LUKES) are free adventurers, owing ties to no one and nothing. They pass freely from the wild cultures of the desert and the steppe to those of the city and the sea and back again with ease. They tend no herds, raise no crops, and produce no craft. They are freebooters, con artists, and swindlers. They survive by tricking, robbing, or simply outsmarting those who have greater riches.

For more information, please consult Arabian Adventures.



Armor and Weapon Proficiency: Unchanged from the base class.

Template Skills: Unchanged from the base class.

Suggested Feat: Dodge or Lightning Reflexes

Additional Benefits: None

Additional Hindrances: None

These generic rogues or bards are unchanged from straight 3e.

BARBER [ROGUE AND BARD]

The roguish barber is a tradition in the Land of Fate. One or more of them may be found in any bazaar, flashing their blades as well as their wit. Boldly they hawk their abilities and prowess—often while performing said tasks on their customers.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Unchanged from base class.

Template Skills: Additionally: Alchemy (Int), Heal (Wis), Innuendo (Wis), Knowledge; Local (Int), Profession; Barber (Wis), Sense Motive (Wis)

Required Feat: Exotic Weapon Proficiency; Razor

Additional Benefits: Rogue Barbers may make Bardic Knowledge checks

Additional Hindrances: The maximum rank at first level for skills not listed under Template Skills is 2. This represents





the barber's time spent on the extra medicinal background required for barbering. (Skill penalty replaced.)

BEGGAR [ROGUE]

The cities of Zakhara include all levels of society, but among the lowest are those who have no home and hearth, no natural family or clan, and no money for food and drink. These are the ragged, tattered beggars.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Beggars are limited to the following weapons: club, dagger, dart, knife, sling, jambiya, and staff. They are proficient only in the use of light armor and no shields.

Template Skills: Additionally: Knowledge; Local (Int), Restricted: Craft; Any, Profession;

Required Feat: Skill Focus (player's choice)

Additional Benefits: Ability to blend in (as described in Arabian Adventures)

Additional Hindrances: Social penalty (-4) (as described in Arabian Adventures)

MATRUD [ROGUE]

Matruds (mah-TROODS) are desert thieves, outcast from their tribes, shunned by former comrades and family, surviving at the margins of their former society. The cause of their rejection may or may not have been just, but in any case matruds have lost both their possessions and their former position. As a result, they live for survival and for revenge. They have become rebels and raiders, striking against both the desert tribes and the settled folk, seeking to grab a slice of what they feel is justifiably theirs.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Matruds have proficiency with simple and martial weapons, and light armor.

Template Skills: Additionally: Handle Animal (Wis), Ride (Dex), Wilderness Lore (Wis)

Required Feat: Mounted Combat or Toughness

Additional Benefits: None

Additional Hindrances: Social penalty (-2) (as described in Arabian Adventures)

RAWUN [BARD]

Rawuns (rah-OONS) are the bards of the desert tribes—the tale-spinners, the lore-keepers, and the entertainers. Each is entrusted with the legends of his or her own tribe, as well as other tribes contacted. Rawuns are the master poets of their peoples, and most of their knowledge is repeated through epic poems.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Unchanged from the base class.

Template Skills: Additionally: Ride (Wis), Wilderness Lore (Wis)

Required Feat: Evil Eye or Skill Focus (Use Magic Device)

Additional Benefits: None (Magic item bonus & evil eye abilities replaced)

Additional Hindrances: None

CLERIC OF THE FAITH: PRAGMATIC, ETHICAL AND MORAL [CLERIC]

Clerics of Order do not always share the same religious views—far from it. They worship a number of different gods, many of which are in open conflict. But regardless of the god or gods venerated by a given faith, all clerics within it belong to one of three philosophical groups: pragmatists, ethoists, and moralists. Each group shares certain powers and abilities that transcend the boundaries of faith.

For more information, please consult Arabian Adventures.

This is actually three different templates as clerics of the faith all share some similarity in their conviction and faith in the god(s) they follow. They differ in the way they approach their faith. Considering their approaches Zakharans would describe pragmatists as being more freethinking and liberal with very few ties to an organized church, moralists as being staunch and conservative with strong ties to a church organization and ethoists as being somewhere in between the two.

Armor and Weapon Proficiency: Unchanged from the base class.

Template Skills: Additionally: Gather Information (Cha), Knowledge; History (Int); Restricted: (Moralist only) all cross craft skills

Required Feat: Servant of Fate or Extra Turning

Additional Benefits: Social (as described in Arabian Adventures)

Additional Hindrances: Social (as described in Arabian Adventures)

For more information on the Gods of Zakhara and their domains, see Chapter 4: Gods and Faiths.

KAHIN [DRUID]

Kahins are idol-preists, believing that divinity is found in all things, and that through worship of certain items of power, they may come to understand the ebb and flow of mystical power and divinity in the universe. Their beliefs apparently predate the worship of the known gods of Zakhara, though their records are primarily verbal as opposed to written, kept for generation by other kahins and sympathetic rawuns.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Kahins are limited to the following weapons: club, dart, spear, jambiya, scimitar, and staff. Kahins may use (only) hide armor.





Template Skills: Additionally: Knowledge; Local, Religion, History (Int)

Required Feat: Great Fortitude or Endurance

Additional Benefits: None (Aged Master benefits replaced)

Additional Hindrances: Kahins have some limitations on their druidic abilities. Kahins do not possess the druidic bonus languages, the ability to transform into elementals, and the Timeless Body ability.

In addition, several of the kahin's Druid abilities function differently in the land of fate. Woodland Stride allows the kahin to move through natural impediments in a desert climate. Rocky hills and slippery sand dunes, for example, are no obstacle for the kahin. Resist Natures Lore affects those creatures native to the deserts of Zakhara, who have ties to the land (a kahin would receive the +4 bonus against the powers of Jann, for example, but not those of the Yikara).

Kahin are now druids and not clerics, as they were always suggested as a type of "Zakharan druid." The Aged Master prestige class is especially fitting for Kahin characters.

MYSTIC [CLERIC]

Lone figures who stride out of the desert, mystics are strange and flamboyant Free Priests whose words have moved armies and are said to have moved mountains. They require no conventional church to hear the gods' words and they shun the 'convenience' of an orthodox hierarchy.

For more information, please consult Arabian Adventures.

Armor and Weapon

Proficiency: Unchanged from the base class.

Template Skills:

Additionally: Perform (Cha), Wilderness Lore (Wis)

Required Feat:

Martial Weapon Proficiency, Exotic Weapon Proficiency, or Weapon Focus (player's choice)

Additional Benefits: If the Leadership feat is taken when it becomes available after a character reaches level 6, mystics receive a follower-only leadership modifier (+2) (fanatical followers replaced)

Special Hindrances: Spell recovery (as described in Arabian Adventures), Social penalty (-2 / -4) (as described in Arabian Adventures)

For more information on the Gods of Zakhara and their domains, see Chapter 4: Gods and Faiths.

ELEMENTAL MAGE [WIZARD]

Elemental wizards are rare in the Land of Fate, and a great deal of mystery and suspicion accompanies them. Upon encountering spellcasters, most folk assume them to be standard sahers, or perhaps even the more unpredictable sha'irs. Once a caster is known to be one of the purely elemental wizards, distrust and suspicion grow.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Unchanged from the base class.

Template Skills: An Elemental Mage's additional skills depends on his or her provincial speciality: Flame; Intimidate (Cha), Sand; Move Silently (Dex), Sea; Swim (Str); Wind; Intuit Direction (Wis)

Required Feat: Elemental Province

Additional Benefits: Elemental Mages receive the Elemental Resistance feat as a bonus feat for elemental province they select. Additionally, Elemental Mages function as *specialists* in their elemental province. They receive the specialist benefits of one extra spell per level from the appropriate province and +2 on Spellcraft checks to learn a spell from their province. (All other benefits as per *Arabian Adventures* are replaced.)

Additional Hindrances: Elemental Mages can select metamagic feats, but they *only* apply to the specific element chosen by the Elemental Mage. Additionally, the increase in spell level for using a metamagic feat is reduced by one (to a minimum of zero increased levels) on spells from the chosen elemental province. (All other hindrances as per *Arabian Adventures* are replaced.)

For more information on spellcasting in Zakhara, see Zakharan Spellcasters in Chapter 7: Spells and Spellcasters.

SAHER [WIZARD]

Sahers are the mages of Zakhara; they represent the standard and most common form of spellcaster. In tune with the basic fabric of the real world, they understand the power of all the elements: Earth in the form of desert sand, Water in the waves of the sea, Air in the free winds, and Fire in the heat of rage and flames of passion.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Unchanged from the base class.

Template Skills: Additionally: Disguise (Cha)

Required Feat: Elemental Province

Additional Benefits: The Elemental Province feat grants Saher access to *two* provinces of their choice, not one (choose two elemental provinces replaced).

Additional Hindrances: None (cannot learn elemental provinces not chosen replaced).

For more information on spellcasting in Zakhara, see Zakharan Spellcasters in Chapter 7: Spells and Spellcasters.





FOREIGNER TEMPLATES

Foreign templates describe those characters not native to Zakhara but who are entering the land of fate with an unenlightened background. Characters are considered to have one of the following templates while adventuring in the land of fate.

These templates have the following hindrances: foreign characters may not begin play with any of the skills, feats, or items described in this manual or Arabian Adventures. Foreign characters also suffer from a thick accent when attempting to speak Midani. These templates can only be taken when a character is first created or when the character first enters Zakhara (i.e. if no other templates from this manual have been taken).

MERCENARY BARBARIAN [BARBARIANS]

Not all actual Arabian civilizations relied upon an army of slave-soldiers such as the mamluks, Many raised strong armies the old-fashioned way: they bought them. Mercenaries were common. In fact, Turkish mercenaries during the time of the Abbasids came to control Baghdad and its rulers.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: A Mercenary Barbarian's proficiencies are unchanged from the base class.

Template Skills: Unchanged

Suggested Feat: Endurance, Run, or Track

Special Benefits: +2 Social bonus (as described in Arabian Adventures)

Special Hindrances: -2 Social penalty (as described in Arabian Adventures), Foreign (see above)

SA'LUK [ROGUE AND BARD]

Sa'luks (sah-LUKES) are free adventurers, owing ties to no one and nothing. They pass freely from the wild cultures of the desert and the steppe to those of the city and the sea and back again with ease. They tend no herds, raise no crops, and produce no craft. They are freebooters, con artists, and swindlers. They survive by tricking, robbing, or simply outsmarting those who have greater riches.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: Unchanged from the base class.

Template Skills: Unchanged from the base class.

Suggested Feat: Dodge or Lightning Reflexes

Additional Benefits: None

Additional Hindrances: Foreign (see above)

Foreigners too, fall into this class of scoundrels, meeting with the same kind of reactions as would a native Sa'luk.

AJAMI [WIZARD OR SORCERER]

These wizards are outlanders – strangers to the Land of Fate whose abilities lie outside the realm of native magics. Ajami are quite literally, alien wizards.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: An Ajami's proficiencies are unchanged from the base class.

Template Skills: Unchanged from the base class.

Suggested Feat: Toughness or Skill Focus (Spellcraft)

Additional Benefits: May continue spellcasting in the manner described by their class.

Additional Hindrances: Cannot learn spells not native to Zakhara (as described in Arabian Adventures), Foreign (see above)

Willing Ajami can “convert” and become a native Zakharan magic user, see the procedure detailed in Arabian Adventures. This process applies only to wizards and others who traditionally “learn” their magical skills. Sorcerers, whose spellcasting powers are inborn, cannot give up their ways of spellcasting. They continue to learn spells on the sorcerers list as normal.

OUTLAND WARRIOR [FIGHTER AND PALADIN]

Outland Warriors can be found lost in the desert, at seaports looking for passage. The outlanders are welcomed into Zakhara, but they are not fully trusted, for who knows what powers and motivations they may truly possess.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: An Outland Warrior's proficiencies are unchanged from the base class.

Template Skills: Unchanged from the base class.

Suggested Feat: Weapon Focus (any), Improved Initiative, or Dodge

Additional Benefits: None

Additional Hindrances: Foreign (see above)

OUTLAND PRIEST [CLERIC AND DRUID]

The Land of Fate has its Clergies of Ordered Faith in civilized areas, kahins and mystics in the hinterlands, and hakimas in any social setting. But what of priests who come from other lands, who worship strange gods, and have strange and foreign practices? These are the Outland Priests.

For more information, please consult Arabian Adventures.

Armor and Weapon Proficiency: An Outland Priest's proficiencies are unchanged from the base class

Template Skills: Unchanged from the base class.

Suggested Feat: Scribe Scroll, Martial Weapon Proficiency (any), Alertness

Additional Benefits: None

Additional Hindrances: Social Penalty (-2/-3/-4) (as described in Arabian Adventures), Foreign (see above)





HAKIMA

And so the old man continued his tale, "I have come," my herdsman said, "to tell you some news which I think you will like to hear. I have a daughter who can see things that we cannot. Yesterday, when I was leading back the calf which you refused to sacrifice, I noticed that she smiled, and then directly afterwards began to cry. I asked her why she did so."

"Father," she answered, "this calf is the son of our master. I smile with joy at seeing him still alive, and I weep to think of his mother, who was sacrificed yesterday as a cow. These changes have been wrought by our master's wife, who hated the mother and son."

"At these words, of truth," continued the old man, "I leave you to imagine my astonishment. I went immediately with the herdsman to speak with his daughter myself. First of all I went to the stable to see my son, and he replied in his dumb way to all my caresses. When the herdsman's daughter came I asked her if she could change my son back to his proper shape."

"Yes, I can," she replied, "on two conditions. One is that you will give him to me for a husband, and the other is that you will let me punish the woman who changed him into a calf."

"To the first condition," I answered, "I agree with all my heart, and I will give you an ample dowry. To the second I also agree, I only beg you to spare her life."

"That I will do," she replied; "I will treat her as she treated your son..." – from the Thousand and One Nights.



Adventures: Hakimas are the "keepers of the home fires, the protectors of the family, and the unifier of tribes."

They serve their visions, righting what they see to be wrong and bringing the truth out into the light. The Thousand and one Nights are filled with situations where one of these mysterious individuals just happened to be around.

A good Hakima seeks to fight injustice, but an evil wise woman uses her knowledge of the future and her powers of perception for her own ends. She manipulates people using this information to further her own causes.

Hakimas might also receive visions directing their path, feeling them self pulled toward some particular place or action.

Characteristics: Hakimas are far more than meets the eye. These enigmatic individuals are the wise women of the desert; they are gifted with the extraordinary ability to cast part the veil of deception. They can perceive truth – in word and appearance – and they use this knowledge to their own ends.

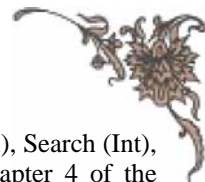
Hakimas are also servants of the divine. They are gifted practitioners of divine magic, although not nearly as accomplished Clerics of the Faith, they use the spells wisely, mainly for protection.

Hakimas are not normally considered fighters, but they can take up arms if the need is present. Many a Hakima has surprised a would be invader by showing their skill at martial combat.

Alignment: Hakimas can be of any alignment, each usually quite unlike the other. Hakimas are generally neutral and

Table 3-1: The Hakima

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Detect Truth of Spoken Word	3	1	--	--	--	--	--	--	--	--
2	+1	+3	+0	+3	Detect True Station	4	2	--	--	--	--	--	--	--	--
3	+2	+3	+1	+3	Reveal Concealed Objects	4	2	1	--	--	--	--	--	--	--
4	+3	+4	+1	+4		5	3	2	--	--	--	--	--	--	--
5	+3	+4	+1	+4		5	3	2	1	--	--	--	--	--	--
6	+4	+5	+2	+5	Detect Illusions and Mirages	5	3	3	2	--	--	--	--	--	--
7	+5	+5	+2	+5		6	4	3	2	1	--	--	--	--	--
8	+6	+6	+2	+6	Detect Illusions of Genie Kind	6	4	3	3	2	--	--	--	--	--
9	+6/+1	+6	+3	+6		6	4	4	3	2	1	--	--	--	--
10	+7/+2	+7	+3	+7		6	4	4	3	3	2	--	--	--	--
11	+8/+3	+7	+3	+7	Reveal Enchantments	6	5	4	4	3	2	1	--	--	--
12	+9/+4	+8	+4	+8		6	5	4	4	3	3	2	--	--	--
13	+9/+4	+8	+4	+8		6	5	5	4	4	3	2	1	--	--
14	+10/+5	+9	+4	+9		6	5	5	4	4	3	3	2	--	--
15	+11/+6	+9	+5	+9	Reveal Enchantments of Genie Kind	6	5	5	5	4	4	3	2	1	--
16	+11/+6/+1	+10	+5	+10		6	5	5	5	4	4	3	3	2	--
17	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	3	2
18	+13/+8/+3	+11	+6	+11	True Sight	6	5	5	5	5	5	4	4	3	3
19	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+12	+6	+12		6	5	5	5	5	5	4	4	4	4



good, tending to avoid the strict social order of most churches, but finding comfort in the stability of a tribe or a family. Because of the nature of their visions most Hakimas find themselves drawn to righting wrongs, although an evil Hakima can be as dangerous as the desert sun.

Religion: Hakimas pay homage to the gods of Zakhara but rarely worship one of them. Most serve their visions and feel a very strong tie to the mystical elements of the land of fate. Some Hakima believe that their powers come directly from the great gods (even one in particular) and feel that they must use their gift to further this cause. Whatever the Hakimas outlook on religion, most clerics of the faith (with the possible exception of Pragmatists) don't regard them as true practitioners of the faith.

Background: One cannot choose to become a Hakima, one is merely called, and for some reason only women feel this call within their heart. The powers of wise women begin to manifest at an early age and most of these young girls don't think it is very strange. Few realize that the powers they possess are not shared by other Zakharans. Only with maturity do these women realize the special nature of their gift, and do they develop their unique outlook on its use.

Races: Humans, half-elves, and halflings are the most common members of this class. Elves only rarely become Hakimas; they maintain an aloofness that sits ill at ease in the heart of a wise woman. Dwarfs are sometimes drawn to this profession. It suits them, just not as well as members of the other races. Ogres, orcs, and the lesser races rarely feel themselves called to be Hakimas.

Other Classes: Hakimas can be found adventuring with warriors and wizards alike. Among other practitioners of divine magic they are most comfortable among free priests, often ill at ease with Clerics of the Faith. Sha'irs and Hakimas, in particular, find their skills to be excellent compliments.

GAME RULE INFORMATION

Hakimas have the following game statistics:

Abilities: Wisdom determines how powerful a spell a Hakima can cast, how many spells the Hakima can cast per day, and how hard those spells are to resist. To cast a spell a Hakima must have a Wisdom score of 10 + the spell's level. A Hakima gets bonus spells based on wisdom. The Difficulty Class of a saving throw against a Hakima's spell is 10 + the spell's level + the Hakima's wisdom modifier. Since a Hakima wears light or medium Armor, a high Dexterity improves her defensive abilities.

Alignment: Any

Other Requirements: Hakimas must be female.

Hit Die: d8

CLASS SKILLS

The Hakima's class skills (and the ability modifier for those skills) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Heal (Wis), Intuit Direction (Wis), Knowledge (Arcana) (Int), Knowledge (Genie Lore)

(Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Sense Motive (Wis), and Spot (Wis). See Chapter 4 of the PHB for most descriptions.

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

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

CLASS FEATURES

Spells: A Hakima casts divine spells according to Table 3-1: The Hakima. A Hakima may prepare and cast any spell listed on the Hakima spell list (this appears in Chapter 7: Spells and Spellcasters. The Difficulty Class for a saving throw against a Hakima's spell is 10 + the spell's level + the Hakima's wisdom modifier.

Hakima's do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they mediate or pray for their spells, much like a cleric does. Each Hakima must choose a time at which she must spend an hour a day in quiet contemplation to regain her daily allotment of spells.

Spontaneous Casting: Much like the clerical power described in the *Player's Handbook*, Hakima can "lose a spell that they have memorized in order to cast a divination spell of that level or lower. This ability comes as a result of Hakima close bond with the fabric that separates truth and untruth; they can convert divine energy into an act of divination at any time.

Bonus Languages: A Hakima's list of bonus languages includes Aquan, Auran, Ignan, and Terran, in addition to the bonus languages available to the character because of his her race. These are the languages of genies and other elemental creatures.

Scroll Use: Because they focus in other areas, Hakimas lack abilities common to most divine spellcasters. Hakimas may never take the Scribe Scroll feat.

The following abilities come as a result of the wise women's extraordinary perception. They all require a wise woman to make a special perceive truth check with a bonus equal to her level + her Wisdom modifier. This ability comes from a wise woman's perception and intuition. A successful skill check indicates that the ability has succeeded.

Detect Truth of Spoken Word: This extraordinary ability is fully described in *Arabian Adventures*, the DC of perceive truth checks for this ability is 10.

Detect True Station: This extraordinary ability is fully described in *Arabian Adventures* the DC of perceive truth checks for this ability is 10.

Reveal Concealed Objects: This extraordinary ability is fully described in *Arabian Adventures* the DC of perceive truth checks for this ability is 15.

Detect Illusions and Mirages: This extraordinary ability is fully described in *Arabian Adventures*, until reaching 8th level it does not affect illusions of Genie Kind. The DC of perceive truth checks for this ability is 20.

Detect Illusions of Genie Kind: This extraordinary ability allows wise women to detect illusions of Genie Kind



with no penalty, as described in Arabian Adventures. The DC of perceive truth checks for this ability is 25.

Reveal Enchantments: This extraordinary ability is fully described in Arabian Adventures, until reaching 15th level it does not affect enchantments of Genie Kind. The DC of perceive truth checks for this ability is 25.

Reveal Enchantments of Genie Kind: This extraordinary ability allows wise women to reveal enchantments of Genie Kind with no penalty, as described in Arabian Adventures. The DC of perceive truth checks for this ability is 30.

True Sight: The Hakima's perception has advanced to the point that the Hakima functions as though continually affected by the divine spell true seeing. This is an extraordinary ability.

SHA'IRS

"Go down," said the magician; "at the foot of those steps you will find an open door leading into three large halls. Tuck up your gown and go through them without touching anything, or you will die instantly. These halls lead into a garden of fine fruit trees. Walk on till you come to a niche in a terrace where stands a lighted lamp. Pour out the oil it contains and bring it to me."

He drew a ring from his finger and gave it to Aladdin, bidding him prosper. Aladdin found everything as the magician had said, gathered some fruit off the trees, and, having got the lamp, arrived at the mouth of the cave. The magician cried out in a great hurry:

"Make haste and give me the lamp." This Aladdin refused to do until he was out of the cave. The magician flew into a terrible passion, and throwing some more powder on the fire, he said something, and the stone rolled back into its place.

The magician left Persia forever, for he was no uncle of Aladdin's, but a cunning magician who had read in his magic books of a wonderful lamp, which would make him the most powerful man in the world. Though he alone knew where to find it, he could only receive it from the hand of another. He had picked out the foolish Aladdin for this purpose, intending to get the lamp and kill him afterwards.

For two days Aladdin remained in the dark, crying and lamenting. At last he clasped his hands in prayer, and in so doing rubbed the ring, which the magician had forgotten to take from him. Immediately an enormous and frightful genie rose out of the earth, saying:

"What wouldst thou with me? I am the Slave of the Ring, and will obey thee in all things." – from the tale of Aladdin and the Wonderful Lamp.

Adventures: Sha'irs are legendary figures – free agents, unfettered by social requirement and position they live as they

wish. Sha'irs are not at all common in the Land of Fate. These rare and mysterious figures make their own way in life, a luxury afforded to few.

Good Sha'ir seek to use their gifts to the betterment of the common folk and deal with the fickle wishes of the genies whom they summon. Evil Sha'ir are as a desert sand storm. They enslave genies and pursue their own selfish interests – no matter the cost.

Sha'irs are a precious commodity in the Land of Fate. Their power over genies is particularly useful in the Land of Fate. Indeed, even inexperienced Sha'ir often find themselves sought by powerful merchants and rulers.

Characteristics: Sha'irs are unique and mysterious figures in the Land of Fate. Unlike traditional Zakharan spellcasters, their spells do not come from as a result of years of study. Sha'irs acquire their magicks and enchantments through the workings of genies.

Accomplished sha'irs have genies at their very command, and they alone possess the secrets of geniekind. Sha'irs draw their magicks from the planes themselves, unburdened by such concepts as provinces and piety.

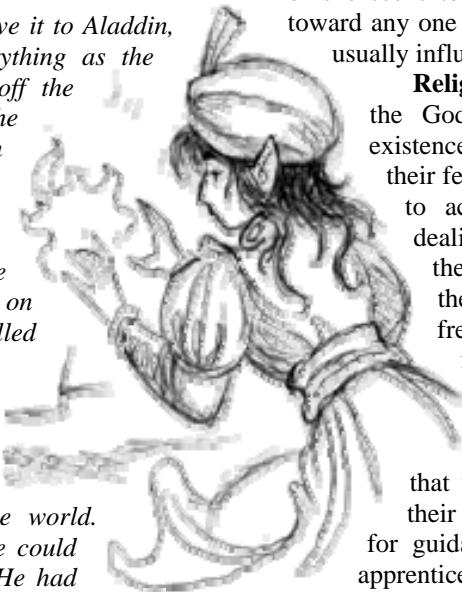
Alignment: A sha'irs magic powers come from the elemental planes and the genies that rule them. Because of this, a sha'irs alignment is as varied as the world or magic he or she seeks to rule. Sha'irs tend to have no real tendency toward any one alignment, although the alignment of a sha'ir usually influences what type of gen he or she summons.

Religion: Sha'irs are ever wary and watchful of the Gods. Like all Zakharans sha'irs accept the existence and superiority of the great gods. Unlike their fellow Zakharans, however, sha'ir rarely choose to actively venerate any particular god. Their dealings with their genie and gen occupy most of their time and the little contact they do have with the church is almost always negative. Sha'ir's free use of divine magic garners them no favor from the servants of the Gods.

Background: Many Sha'ir are drawn to the art as a result of some past encounter with genies, drawn to the power and allure that the genies wield. Sha'irs can (and do) teach their art, and some Sha'ir seek out powerful Sha'ir for guidance and instruction in the art. Sha'ir take apprentices much less frequently than other spellcasters, but once basic instruction is completed the Sha'ir requires little more; they perfect their art as they wish, each to his own.

Races: The will to command the genies and their kind springs forth in the hearts of nearly all the enlightened races. The ogre and the half-elf are just as likely to become sha'irs as humans. The one exception to this is dwarves, who often resist the allure of the sha'irs power. Although as accomplished at the profession as any of another race, their natural distaste for the arcane arts keeps them from embracing the teachings of Jafar al-Samal, first of the sha'ir.

Other Classes: Sha'ir rarely find themselves accompanying other Zakharan spellcasters. Although no true animosity





exists between the two, there is a mutual distrust and misunderstanding between them. Sha'ir are only truly comfortable with Elemental Mages of their gen's element. Clerics of the Faith and Sha'ir often find themselves at opposite ends, each viewing the other as misguided and dangerous. Moralists, in particular, see the Sha'irs use of divine magic as heathenistic at best. Sha'ir are sometimes found adventuring with Hakima, each finding the others skills a great compliment to his or her own.

GAME RULE INFORMATION

Sha'ir have the following game statistics.

Abilities: Charisma determines how quickly a sha'irs gen can find a spell, the chance of the gen locating the spell, and how hard the spell is to resist. The Difficulty Class of a saving throw against a sha'ir's spell is 10 + the spell's level + the sha'ir charisma modifier. Charisma, Intelligence, and Wisdom are important for many of the sha'irs class skills.

Alignment: Any (though it must share at least one aspect of the gen familiar's alignment).

Hit Die: d4.

CLASS SKILLS

The Sha'ir's Class Skills (and the key abilities for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Diplomacy (Cha), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int). See PHB Chapter 4: Skills for skill descriptions.

Skill Points at 1st level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

Spells: Sha'irs do not memorize and cast spells in the same way that elemental mages and saher do. Instead the Sha'ir uses his gen familiar to retrieve an arcane or divine spell from extra-planar sources. This power is described fully in *Arabian Adventures*.

Sha'irs may send their gen to look for any spell, Arcane or Divine, but the time it takes the gen to search and the DC for the gen to locate the spell very depending on the spell's type. Gen may only hold one spell at a time.

If the Sha'ir requests an Arcane spell that a Sorcerer of his level and Charisma could normally cast (according to PHB, Table 3-16), then the gen searches for 1d6 rounds plus 1 round per level of the spell.

If the sha'ir requests an Arcane spell that a Sorcerer of his level and Charisma could not normally cast, then the gen searches for 1d6 minutes plus one minute per level of the spell.

If the spell is not native to the Land of Fate or is a Priest, Druid, Bard, Ranger, or Paladin spell, the gen searches for 1d6 hours plus one hour per level of the spell.

Table 3-2: The Sha'ir

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Summon Gen, Get Spells, Scribe Spells
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Recognize work of Geniekind
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Call upon Jann
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	Elemental Protection
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Call upon Genie
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	Bind a Genie into Servitude
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	Create Genie Prison
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	Elemental Travel
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	Receive an Audience
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

Table 3-3 shows the DC of a given spell search and factors that modify the spell search roll.

Table 3-3: Spell Search

DC	Spell Type
10	General Knowledge (i.e. 2 nd level or lower) Arcane spell
12	Other sorcerer/wizard spell
18	Divine, Cleric, Druid, Bard, Paladin, Ranger, or Outland spell
Modifiers to the Spell Search Roll	
Each level of the Sha'ir: +1	
Each level of the spell being sought: -2	
Repeating a failed search of the same day: -2 (cumulative)	
The Sha'ir's Charisma bonus	

The sha'ir can cast a spell in the same round that the gen returns with it as a movement equivalent action without provoking an attack of opportunity. Sha'ir may choose to "take ten" but this means the gen will be gone for the longest possible time (6 rounds/minutes/hours plus one per spell level). Sha'ir may not "take twenty" for spell search rolls.

Sha'irs who request divine spells have a chance of attracting the unwanted attention of the gods who grant such spells. There is a risk of ten percent per level of the divine spell that "divine retribution" will result from the attempt. This is fully described in "The Perils of Priest Spells" on page 99 of *Arabian Adventures*.

Bonus Languages: A Sha'ir's list of bonus languages includes Aquan, Auran, Ignan, and Terran, in addition to the





bonus languages available to the character because of his her race. These are the languages of genies and other elemental creatures.

Summon Gen:

Recognize Genie Work: The sha'ir may add +1 to the roll for every level of sha'ir possessed. If the sha'ir has 5 or more ranks of Knowledge (Genie Lore), he receives a +2 bonus for checks made to recognize Genie Work. The DC for this skill varies with circumstances, see table 3-4.

Table 3-4: Recognize Genie Work

DC Task

20	Identify invisible, disguised, or polymorphed genies.
20	Recognize items created by genies.
25	Recognize items created by tasked genies.
25	Recognize that a spell has been cast by a noble genie.
30	Recognize that a spell has been cast by a genie.
35	Recognize spells cast by a sha'ir.

Call Upon the Jann: The DC to get a Jann's attention is 20. The sha'ir may add +1 to the roll for every level of sha'ir possessed.

Elemental Protection: As per *Arabian Adventures*, page 103.

Call a Genie: The DC to get a genie's attention is 20. The sha'ir may add +1 to the roll for every level of sha'ir possessed.*

Request a service: The genie may make a Will save vs. DC 30 with the roll modified as per *Arabian Adventures*, pages 104 and 105. Failure indicates that the genie is willing to perform the sha'ir's requested task.

Bind a Genie: To determine whether a genie accepts the sha'ir's offer of servitude, the genie may make a save vs. Will against a DC of 30. Failure indicates the genies' willingness to accept the sha'ir's offer.*

Create Genie Prison: *The DC to create a Genie Prison is 20.* The Sha'ir may add any Charisma bonus and a synergy bonus of +2 for a related craft or profession skill to the check.

Elemental Travel: The DC to travel to an elemental plane is 15. The sha'ir may add any charisma bonus to the check. Failure indicates bad timing and the sha'ir must wait ten minutes before attempting to travel again. The sha'ir can also bring along passengers of an amount equal to his or her experience level as a sha'ir, unwilling passengers are entitled to make a Will save with a DC equal to the level of the sha'ir. Further information regarding this ability is described in *Arabian Adventures*, page 109.

Receive an Audience: As per *Arabian Adventures*, pages 109 and 110.

* *Optionally: The DC for this ability may be increased. Some DMs may feel that the greater genies are inherently more difficult to summon than Jann, and that some races in particular (Efreeti, for example) are even more difficult. DMs should adjust the DC as they see fit.*



PRESTIGE CLASSES

AGED MASTER

Eternal balancers, more devoted to the land, which is everlasting, then to people, who like matches are struck once and then extinguished. Wanderers and teachers, this group of incredibly old and (usually) very wise men and women exemplify this balance. They instruct men and women to live within their boundaries rather than expanding, attempting to preserve the fragile balance of the land.

For more information, please consult *Arabian Adventures*.

Hit Die: d8

REQUIREMENTS

To qualify to become an aged master, a character must fulfill all the following criteria.

Alignment: True Neutral.

Spellcasting: Ability to cast 7 different elemental or nature spells, one of which must be of 3rd level or higher.

Knowledge (Nature): 10 ranks.

Wilderness Lore: 10 ranks.

CLASS SKILLS

The aged master's class skills (and the key ability for each skill) are **forthcoming**.

CLASS FEATURES

All of the following are class features of the aged master prestige class.

Immunity to Weapon Type: This ability functions as described in *Arabian Adventures*. This is an extraordinary ability that develops as a result of the aged masters extreme devotion to balance.

Immunity to Element: This ability functions as described in *Arabian Adventures*. This is an extraordinary ability that develops as a result of the aged masters extreme devotion to balance.

Immunity to Creature Type: This ability functions as described in *Arabian Adventures* save that it affects an entire creature type (such as goblinoids, undead, or giants) instead of only a single creature. This is an extraordinary ability that develops as a result of the aged masters extreme devotion to balance.

Immunity to Death: This ability functions as described in *Arabian Adventures*, malicious devices can still result in the Aged Masters death. This is an extraordinary ability that develops as a result of the aged masters extreme devotion to balance.

Previous Life: When a player retires the Aged Master the player may begin a new character at two levels higher than the base starting level (DM's judgment applies) so long as the character takes the Kahin template. A reward for achievements in a "previous life."

Table 3-5: The Aged Master

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Previous Life	
2 nd	+1	+3	+0	+3	Elemental Immunity	
3 rd	+1	+3	+1	+3	Weapon Immunity, Creature Immunity	
4 th	+2	+4	+1	+4	Elemental Immunity	
5 th	+2	+4	+1	+4	Weapon Immunity, Creature Immunity	
6 th	+3	+5	+2	+5	Elemental Immunity	
7 th	+3	+5	+2	+5	Weapon Immunity, Creature Immunity	
8 th	+4	+6	+2	+6	Elemental Immunity	
9 th	+4	+6	+3	+6	Weapon Immunity, Creature Immunity	
10 th	+5	+7	+3	+7	Immunity to Death	

HOLY SLAYER

Holy slayers are the ghosts of the deserts. They mete out justice and threats in a manner that intimidates and frightens most foreigners as well as many Zakharans. Also called assassins, these characters view an opposing army or nation as a great beast to be slaughtered, or at least confused by the severing of its head. Sometimes the mere warning that a holy slayer is nearby is enough to turn away those who seek to harm the assassin's people.

This prestige class represents more than just those who act as mindless servant for the order, unknowing of who they serve. True Holy Slayers are in the upper echelon of their fellowships, loyal servants to their faith.

For more information, please consult *Arabian Adventures*.

Hit Die: d6

REQUIREMENTS

To qualify to become a Holy Slayer, a character must fulfill all the following criteria.

Alignment: Lawful Neutral, Lawful Evil.

Move Silently: 8 ranks.

Hide: 8 ranks.

Disguise: 4 ranks.

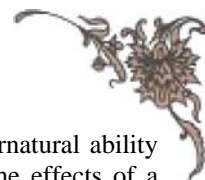
Knowledge (Religion): 4 ranks.

Special: Prospective holy slayers must be chosen by the organization; they cannot simply seek it out. Characters who have a strong understanding of their faith and useful skills may attract the eye of such a powerful organization, and must take an oath of loyalty to join. Some Holy Slayer Fellowships have unique requirements. The Soft Whisper, for example, accepts only female recruits. Other organizations require more "binding" oaths. The Everlasting (detailed in *Assassin Mountain*) use an Oathbinder Genie to magically bind its followers.

CLASS SKILLS

The holy slayer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int),





Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge; Religion (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill points at Each Level: 4 + Int Modifier.

CLASS FEATURES

All of the following are class features of the holy slayer prestige class.

Weapon and Armor Proficiency: A holy slayer's weapon training focuses on those needed for their craft. Holy slayers are proficient in the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. They are also proficient in the "Sword of the Faith," a one handed weapon which serves as the trademark of their organization (a jambiya, for example). Holy slayers are proficient with light armor but not with shields. Note that armor check penalties apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble, and that carrying heavy gear imposes a check penalty on the swim check.

Sword of the Faith: The sword of the faith doesn't actually have to be a sword at all. Every holy slayer group has a weapon that serves as the trademark of the organization. These are the weapons holy slayers must use in holy slayings, often leaving them behind as a sign to the unfaithful. Because of their constant use of this weapon they receive additional bonuses when using it. Under the Base Attack Bonus for Holy Slayers the number in parenthesis is the bonus to attack they receive when using this weapon.

Fellowship Abilities: Each holy slayer fellowship can grant certain abilities to their members that others do not. These vary from group to group and are generally gained at 1st, 4th, 7th, and 10th levels. Each group's fellowship abilities should be unique, and the DM and players are free to create their own. These abilities only function so long as the slayer is performing an official operation.

An example of abilities granted to one particular fellowship is outlined below. The Everlasting, holy slayers of Hajama, use their Oathbinder Genie ceremony to grant their members the following spell-like powers:

First Level: The slayer gains the supernatural ability to *Change Face*, gaining the ability to alter his appearance once a week by an act of sheer will.

Fourth Level: The slayer gains the supernatural ability to *Hide in Plain Sight*, functioning as though he were under the effects of an invisibility spell once per week.

Seventh Level: The slayer gains the supernatural ability to *Evade Eyes*, functioning as though under the effects of a blur spell once per week.

Tenth Level: The slayer gains the supernatural ability, *Stealth of the Righteous*. He functions as though he were under the affect of a Nondetection spell that he had cast.

Others groups may receive powers particular to their training; they need not be of magical origin. No matter what, holy slayers mental conditioning allows them to use these abilities only in the cause of the faith.

Indomitable Belief: Though some are certainly more so than others, holy slayers are fanatic by definition. One must be to assassinate for the cause. In the face of the unenlightened, offenders of the slayers faith (enlightened or not), and any time the slayer is performing an official mission, this strong belief manifests itself to help the slayer against certain effects. At 3rd level, holy slayers may apply their wisdom modifier to their Fortitude saving through and at 7th level their Reflex saving throw.

At 5th level, the holy slayer receives the rogue ability Slippery Mind, and at 9th level, the slayer make attempt three times, not one, to "snap out" of the charm. These attempts are always made the round following the last failed saving through (each time the slayer fails, he or she waits an additional round to try again, with three rerolls possible). Again, these abilities only take effect in the situations mentioned above.

Sneak Attack: This ability functions identically to the ability outlined for the Rogue class in the Player's Handbook. The extra damage increases by 1d6 every other level.

Death Attack: This ability functions identically to the ability outlined for the Assassin prestige class in the Dungeon Master's Guide. Holy slayers do not receive the option to paralyze victims of their Death Attack, instead holy slayers always use this ability to attempt to slay enemies of the faith.

Poison Use: Holy slayers are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade. Although holy slayers are proficient in poison use, they are forbidden from using a poison that has fatal results; ingestive poison in particular is never used in a holy slaying.

The Call: Holy slayers always operate at the whim of the Grandfather (the leader of their organization). The Call is fully described in Arabian Adventures.

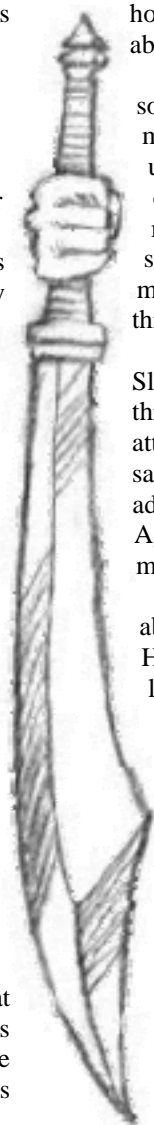


Table 3-6: The Holy Slayer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0 (+1)	+0	+2	+0	Poison Use, Death Attack, Fellowship Ability
2 nd	+1 (+2)	+0	+3	+0	Sneak Attack (1d6)
3 rd	+2 (+3)	+1	+3	+1	Indomitable Belief (Fortitude)
4 th	+3 (+4)	+1	+4	+1	Sneak Attack (2d6), Fellowship Ability



5 th	+3 (+5)	+1	+4	+1	Slippery Mind (1)
6 th	+4 (+6)	+2	+5	+2	Sneak Attack (3d6)
7 th	+5 (+7)	+2	+5	+2	Indomitable Belief (Reflex), Fellowship Ability
8 th	+6 (+8)	+2	+6	+2	Sneak Attack (4d6)
9 th	+6 (+9)	+3	+6	+3	Slippery Mind (3)
10 th	+7 (+10)	+3	+7	+3	Sneak Attack (5d6), Fellowship Ability

MERCHANT

Not all merchants are out-and-out thieves (despite the protestations of many cash-poor PCs to the contrary). Many, however, are rogues, and they exemplify the social nature of the their class: they are friendly, willing to do business, and try not to steal too much from their targets (after all, poor targets don't have that much to steal the next time). Such merchant-rogues are the focus of this template. They may be found anywhere—at sea, in a desert caravan, or operating a small booth in a bazaar.



For more information, please consult *Arabian Adventures*.

Hit Die: d6

REQUIREMENTS

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

Profession (any): 8 ranks and **Craft: (any):** 4 ranks.

OR

Profession (any): 4 ranks and **Craft: (any):** 8 ranks.

Sense Motive: 6 ranks.

Special: Any would-be merchant needs 5000gp in order to set up a shop. The rise and fall of this merchantile empire are dealt with under the “Owning a Business” ability, but after starting a business the merchant never loses his status – even if that business should fail.

CLASS SKILLS

The merchant’s class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (all) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (local, geography) (Int), Pick Pocket (Dex), Profession (all), Sense Motive (Wis), Speak Language Use Magic Device (Cha). See Chapter 4 of the *Player’s Handbook* for skill descriptions.

Skill points at Each Level: 8 + Int Modifier.

CLASS FEATURES

All of the following are class features of the merchant prestige class.

Buying in Bulk: This ability functions as described in *Arabian Adventures*.

Buying on the Black Market: Not all goods are accompanied by the appropriate record of transfer, and sometimes just how a certain customer got his hands on a rare vase from the Grand Caliph’s inner palace is not something one wants to think about. This ability

Owning a Business: This ability functions as described in *Arabian Adventures*.

Bonus Languages: Enterprising merchants will travel to the ends of the Zakhara in search of new and exotic goods that they can sell to their customers. This travel frequently brings merchants into contact with a variety of foreign dialects and strange customs. Every two levels the merchant can learn a new language or his or her choice.

Intuition: Merchants have a knack for knowing exactly what their customer wants to hear. Many customers have been idly passing by when merchants have offered the a price that the customer simply couldn’t pass up. Merchants receive a bonus to sense motive skill roll of +4 at second level, +6 at sixth level and +8 at tenth level. This bonus stacks with any other bonus the Merchant may possess.

Illicit Venues: Having been in operation for some time now, the merchant has picked up on most of the “questionable” and probably illegal activities going on in the city. This ability grants the merchant access to such areas of the city in which he or she runs his or her operation and knowledge of similar operations in other cities. Examples of such illicit venues include: gambling, prostitution (almost unheard of in the Land of Fate) and slavery of the innocent.

Second Hand Stories: This ability functions similarly to the Bardic Knowledge ability described in *The Player’s Handbook*. At 4th level the ability allows the merchant to know something about an item that has fallen into his possession and at 8th level this ability allows merchants a chance to know a little about a place that the merchant finds himself in.

Table 3-7: The Merchant

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Owning a Business
2 nd	+1	+0	+3	+3	Bonus Language, Intuition
3 rd	+2	+1	+3	+3	Buying in Bulk
4 th	+3	+1	+4	+4	Bonus Language, Merchant Lore
5 th	+3	+1	+4	+4	Black Market
6 th	+4	+2	+4	+4	Bonus Language, Intuition
7 th	+5	+2	+5	+5	Illicit Ventures
8 th	+6	+2	+5	+5	Bonus Language, Merchant Lore
9 th	+6	+3	+5	+5	Item Lore
10 th	+7	+3	+6	+6	Bonus Language, Intuition





ON THE FOCUS OF THIS SECTION

This section encompasses some Al-Qadim specific rules and notes that needed to be addressed with the coming of third edition. Currently it includes a conversion of the second edition horse quality rules as well as some notes on the social modifiers mentioned extensively in the character template section.

HORSE QUALITY

The rules for horse quality do not appear to have made the conversion to Third Edition. Instead of having a “masterwork” horse, the following are a conversion of the horse quality rules. These rules are of prime importance for characters taking the desert rider template. These rules apply to light horses, such as Arabians. Horse quality for other mounts could easily be extrapolated from this table, however.

Quality	Speed	Carrying Capacity	Cost
Nag	45 ft.	125 lbs.	–
Broken Down	50 ft.	175 lbs.	–
Average	60 ft.	225 lbs.	75 gp.
High Spirited	70 ft.	275 lbs.	150 gp.
Charger	75 ft.	325 lbs.	300 gp.

SOCIAL MODIFIERS

Most social penalties and bonuses affect social skills and checks. This includes (but is not limited to): Table 5-4 in the DMG, Influencing NPC Reactions, Charisma ability checks, Bluff, Diplomacy, Disguise, Gather Information, Hide, Intimidate, and Perform skill checks.

That is not to say that these are the only skill checks affected; these social modifiers can affect other skills as well. A DM might rule (for example) that a player’s pickpocket attempt on individuals with whom their character receives a social penalty is more difficult. Because the individual would be wary and mistrustful of the character, the DM tells the player to subtract the social penalty from his or her pickpocket roll. The skills listed above merely offer DMs a good guideline for when to apply these penalties or bonuses.

In most circumstances a penalty is what it is, a *penalty*. A moralist has a more difficult time gathering information in any given town than a well-liked barber. In some circumstances, however, the social penalty can be added as a bonus to certain skill checks. That same moralist (for example) has an easier time intimidating (that is to say, “converting”) a merchant he finds packing up his wares late at night. At the same time a Farisan may have a more difficult time intimidating a member of his own faith who recognizes the farisan as such. Ultimately in these situations DMs are advised to use their own judgment.

ARMOR IN FIERY ZAKHARA

Quite simply it is not as easy to wear some of the armor commonly worn by player characters in the hot arid climate of Zakhara.

In hot regions the Max Dex number for all armor is reduced by 3 points. Masterwork armors are better ventilated than other armors and generally feel lighter. As such they only suffer a 2 point reduction to the Max Dex number. Mithril and star/tower metal only suffer a one point reduction.

This penalty may be alleviated at night (starting shortly after evening prayer) and underground (in cooler subterranean locations).







GREAT GODS

Religion has a very important place in the world of Zakhara and in any Al-Qadim campaign. For full information on the gods of Zakhara please consult the Land of Fate boxed set.

Unlike other gods in other realms, the Great Gods have no alignment; they are above such concepts as good and evil or law and chaos.

HAJAMA THE COURAGEOUS

Brave Hajama, this Great God represents the ideal of courage in the face of opposition. The domains he is associated with are War and Strength. The short sword is his favored weapon.

HAKIYAH OF THE SEA BREEZES

Also known as Hakiyah the honest, this Great God symbolizes truth. The domains she is associated with are Air, Water, and Knowledge. The quarterstaff is her favored weapon.

HAKU, MASTER OF THE DESERT WIND

Known as Free Haku, this god represents personal independence. The domains he is associated with are Air, Luck, and Travel. The scimitar is his favored weapon.

JAUHAR THE GEMMED

Representing wealth, this goddess is sometimes called Jauhar the Gem Studded. She is considered a Great God only in by the Pantheist League, replacing Bountiful Jisan. The domains she is associated with are Prosperity and Luck. Her favored weapon is the ankus.

JISAN OF THE FLOODS

Also called Jisan the Bountiful, this Great Goddess symbolizes fertility and productivity. The domains she is associated with are Water, Luck, and Prosperity. Her favored weapon is the spear.

KOR THE VENERABLE

Also known as Old Kor, this Great God represents wisdom. The domains he is associated with are Knowledge, Strength, and Sun. The battle-axe is his favored weapon.

NAJM THE ADVENTUROUS

Adventure and curiosity are the ideals of this Great God. The domains Najm is associated with are Travel, Protection, and Knowledge. The short bow is Najm's favored weapon.

SELAN THE BEAUTIFUL MOON

Also called Selan the Gracious and Selan of the Garden, this Great Goddess represents divine pulchritude and heavenly

grace. The domains she is associated with are Sun and Beauty. The morning star is her favored weapon.

ZANN THE LEARNED

Also called Zann the Marvelous, this Great God is a scholar's deity, for he epitomizes learning and intelligence. The domains he is associated with are Knowledge, Magic, and Water. The quarterstaff is his favored weapon.

Priests of the Pantheon are recognize only Hajama, Jauhar, Kor, Najm, and Selan. These make up the gods of the pantheon, considered by pantheists to be the only true Great Gods. Pantheists are fully described in the Land of Fate boxed set and may still select and receive spells as any other Cleric of the Faith.

COMMON GODS

Common or local Gods are beings that are recognized with great favor in some specific regions of Zakhara and generally fail to enjoy the popularity of the Great Gods.

BALA OF THE TIDINGS

Also called Bala of Ill Tidings, this common god of music was openly beloved in Mahabba, long ago. The domains she is associated with are Music, Protection, and Trickery. The jambiya is her favored weapon.

VATAQATAL THE WARRIOR-SLAVE

Also called the Master of the Battlefield, this common god represents duty and strife. The domains he is associated with are War and Strength. The great scimitar is his favored weapon.

THE TEMPLE OF TEN THOUSAND GODS

Priests of the Temple of Ten Thousand Gods are an oddity among the enlightened faiths. Believing that all gods are merely aspects of the same divine power, followers of this pragmatic faith may select their domains freely, based on their own personal inclinations.

NEW DOMAINS

These new domains relate to the concepts governed by specific Zakharan Gods. These domains are not available to characters who have not taken one of the native Zakharan priest templates.

PROSPERITY DOMAIN

Deities: Jauhar, Jisan

Granted Power: Appraising, Bluff, and Sense Motive are class skills for you. You may cast Prosperity spells at +1 cast level.





Domain Spells:

- 1 **Divine Favor:** You gain attack, damage bonus, +1 / three levels.
- 2 **Create Food and Water:** Feeds three humans (or one horse) / level.
- 3 **Minor Creation:** Creates one cloth or wood object.
- 4 **Major Creation:** As *minor creation*, plus stone and metal.
- 5 **Fabricate:** Transforms raw materials into finished items.
- 6 **Heroes' Feast:** Food for one creature/level cures and *blesses*.
- 7 **Sequester:** Subject is invisible to sight and scrying.
- 8 **Limited Wish:** Alters reality – within spell limits.
- 9 **Miracle:** Requests a deity's intercession.

8. **Power Word, Blind:** Blinds up to 200 hp worth of creatures.
9. **Power Word, Kill:** Kills one tough subject or many weak ones.

BEAUTY DOMAIN

Deities: Selan

Granted Power: You add your Charisma modifier to the DC of any spells you cast in the Enchantment school. Once per day per cleric level, you may cast the Arcane spell Daze.

Domain Spells:

- 1 **Charm Person:** Makes one person your friend.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level
- 3 **Suggestion:** Compels subject to follow stated course of action.
- 4 **Lesser Geas:** Commands subjects of 7 HD or less.
- 5 **Charm Monster:** Makes monster believe it is your ally.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Mass Suggestion:** As *suggestion*, plus one/level subjects.
- 8 **Mass Charm:** As *charm monster*, but all within 30 ft.
- 9 **Sympathy:** Object or locations attracts certain creatures.

MUSIC DOMAIN

Deities: Bala

Granted Power: Performance is a class skill for you. Your Music domain spells are always chanted or sung. Once per day you may use a "Bardic Music" effect of your choice.

Domain Spells:

1. **Ghost Sound:** Figment sounds.
2. **Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
3. **Sculpt Sound:** Creates new sounds or changes existing ones.
4. **Emotion:** Arouses strong emotion in subject.
5. **Shout:** Deafens all within cone and deals 2d6 damage.
6. **Power Word, Stun:** Stuns creature with up to 150 hp.
7. **Holy Word:** Kills, paralyzes, weakens, or dazes nongood subjects.







MASTERWORK ITEMS

HASHISH

Aside from other effects, it renders the user immune to fear and inures them to pain. Any pain-based effect is ignored, and a character does not become clobbered, staggered or unconscious from hit point loss ~ although they still lose 1 hit point for every round of strenuous action they take while at negative hit points, often meaning losing 2 a round (if moving and taking standard action). Frequently used by assassins. **1gp.**

KHUBZ

A nourishing & tasty ground-baked hardbread with nuts and other ingredients this food is made by the al'Hadhar. Provides a day's nourishment without the effect of doubling water needs (as dried and preserved foods often do), weighing 0.5 lbs and lasting indefinitely if kept wrapped. It is made by characters with the Profession (baker) skill with a DC of 20 (see Craft skill for time etc.) **5gp.**

YANSOON

Al'Badia spiced medicinal tea. Healing as for complete bedrest can be gained while engaged in light activity. If taking complete bedrest healing is character level x2. 5gp for day's dose which must be drunk 3 times during day to benefit, require boiling water to use. Preparing is skill check vs DC 15 (Profession Herbalist or Cook applies, Wis based, only one check required for the day, rolled at end of day). It does not promote healing if engaged in strenuous activity (recipient must have been eligible for natural healing for any benefit to be received). If the maker has Greater Success (roll 25+), the tea also adds +1 point to ability damage healing (again, only if some natural healing took place).

NUSs

The name of a bush of the Crowded Sea from which a mundane potion of the same name is made granting its user the ability to breath water for 2 hours. The potion is rarely found away from the Crowded Sea and southern ports. It is made by characters with the Profession (herbalist) skill with a DC of 25 (see Craft skill for time etc.). **300gp.**

(This cheaper and weaker alternative to a Water Breathing Potion is intended to help the odd underwater excursion, particularly in campaigns in southern waters).



CHAPTER SEVEN SPELLS AND SPELLCASTERS





ZAKHARAN MAGIC

Zakharan magic is unique in the world. All spells native to the Land of Fate fall in one of five provinces. An arcane spellcaster may only cast the spells of a given province if he or she has selected the appropriate elemental province feat. The sole exception to this is the universal province, from which all arcane magic users may draw their spells.

There are three unique types of Zakharan spellcasters. Sha'irs, those rare individuals who draw their magic powers from genies and their kind, are fully detailed in Chapter 3: Character Classes. The others are described below.

Sahers, meaning sorcerer, is the name given to the common mages of the land. Since sorcerer is already the name of a standard class in Third Edition, the sorcerer from Al-Qadim now uses the Midani word, saher. Sahers must take the Elemental Province feat when choosing the Saher template, but they may select two provinces instead of one. In most respects Sahers function as common wizards, for more information see the "Wizard" entry in the *Player's Handbook*.

Elemental Mages are specialists in a particular element. Characters taking the elemental mage template *must* take the Elemental Province feat simultaneously. Elemental Mages receive the Elemental Resistance feat with the elemental they select for the Elemental Province feat being the element they have resistance against. Elemental Mages are specialists as per the *Player's Handbook* and are entitled to all specialist abilities. For more information see the "Wizard" entry in the *Player's Handbook*.

Arcane spellcasters native to Zakhara who can not take the Elemental Province feat (Rawun for example) are limited to the universal province.

NEW FAMILIARS

Gens are the elemental familiars of Sha'irs. When a Sha'ir attempts to summon a familiar the only type of familiar that he or she may summon is one of the four elemental Gens, described below. The Sha'ir chooses the elemental type of Gen and this is almost always the type of Gen that responds to Sha'ir calls. Other spellcasters have, on rare occasions, summoned Gens to serve as their familiars. Gens only retrieve spells for Sha'irs, however, and are almost always found in the company of a Sha'ir master.

Table 7-1: Gen Familiars

Familiar	Special	Alignment Tendency
Djinnling	Flying Creature	Lawful Good
Efreetkin	Produce Flame At Will	Lawful Evil
Maridans	Underwater Creature	Chaotic Good
Daolanin	Strong Attack (2d6)	Chaotic Evil

All Gens have the abilities ascribed to them on pages 100 – 101 in *Arabian Adventures*. The rules for advancement for

familiars described in the *Player's Handbook* also apply for Gens. Gens have their Hit Dice, Hit Points, Saving Throws and Skills advance as described on page 51 of the *Player's Handbook*. They also receive the abilities described on Table 3-19: Familiar Special Abilities. Gens uniformly deal 1d6 points of damage per successful attack.

Gen are officially of Neutral alignment, but their actual alignment is a result of their masters alignment and the natural tendencies of their elemental type.

Sha'irs gain the Elemental Resistance applied against their Gen's elemental type whenever the Gen is within arm's reach.

The loss of a Sha'irs Gen results in the penalties described for the loss of a familiar in the *Player's Handbook*. Sha'irs, however, need not wait more than one day before summoning a new familiar.

SPELL LISTS

HAKIMA SPELL LIST

Zero Level: Create Water, Cure Minor Wounds, Detect Poison, Guidance, Know Direction, Light, Purify Food and Drink, Read Magic, Virtue.

First Level: Comprehend Languages, Cure Light Wounds, Death Watch, Detect Animals or Plants, Detect Undead, Detect Snares and Pits, Divine Favor, Endure Elements, Invisibility to Animals, Invisibility to Undead, Magic Weapon, Obscuring Mist, Pass Without a Trace, Protection from Chaos/Evil/Good/Law.

Second Level: Aid, Augury, Bull's Strength, Calm Emotions, Cure Moderate Wounds, Delay Poison, Find Traps, Gentle Repose, Remove Paralysis, Resist Elements, Shield of Faith, Undetectable Alignment, Zone of Truth.

Third Level: Bestow Curse, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Dispel Magic, Glyph of Warding, Invisibility Purge, Locate Object, Magic Circle Against Chaos/Evil/Good/Law, Protection from Elements, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Speak with Plants, Water Walk.

Fourth Level: Air Walk, Cure Critical Wounds, Death Ward, Dimensional Anchor, Discern Lies, Divination, Freedom of Movement, Greater Magic Weapon, Neutralize Poison, Restoration, Scrying, Sending, Spell Immunity, Status, Tongues.

Fifth Level: Atonement, Break Enchantment, Ethereal Jaunt, Flame Strike, Make of Justice, Raise Dead, Spell Resistance, True Seeing.

Sixth Level: Etherealness, Find the Path, Forbiddance, Geas/Quest, Greater Dispelling, Greater Glyph of Warding, Harm, Heal, Heroes' Feast, Word of Recall.

Seven Level: Control Weather, Greater Restoration, Greater Scrying, Refuge, Repulsion, Resurrection.

Eight Level: Anti-Magic Field, Discern Location, Fire Storm, Sunburst, Symbol.

Ninth Level: Astral Projection, Foresight, Gate, Miracle, Storm of Vengeance, True Resurrection.





ZERO LEVEL SPELLS

UNIVERSAL PROVINCE

Daze
Detect Magic
Detect Poison
Ghost Noise
Light
Mending
Prestidigitation
Ray of Frost
Read Magic
Resistance

FLAME PROVINCE

Dancing Lights
Detect fire **
Flare

SAND PROVINCE

Detect minerals and stone **
Traceless Travel *

WIND PROVINCE

Sense weather **
Wind compass *

SEA PROVINCE

Detect water **
Float *
Sea Sight *

FIRST LEVEL SPELLS

UNIVERSAL PROVINCE

Alarm
Animate Rope
Avert Evil Eye *
Cause Fear
Change Self
Charm Person
Comprehend
Languages
Grease
Hold Portal
Hypnotism
Identify
Jump
Mage Armor
Magic Missile
Magic Weapon
Mount
Protection from Chaos/Evil/Good/Law
Shield

Silent Image
Sleep
Spider Climb
Ventriloquism
Unseen Servant

FLAME PROVINCE

Burning Hands
Endure Elements (fire)
Fire Truth *
Summon Monster I (fire monsters only)

SAND PROVINCE

Move sand *
Sand Jambiya *
Sand Slumber *
Sand Quiet *
Summon Monster I (earth monsters only)

SEA PROVINCE

Cool Strength *
Obscuring Mist
Waterbane *
Summon Monster I (water monsters only)

WIND PROVINCE

Alter Normal Winds *
Feather Fall
Obscuring Mist
Summon Monster I (air monsters only)

SECOND LEVEL SPELLS

UNIVERSAL PROVINCE

Alter Self
Arcane Lock
Blindness/Deafness
Blur
Bull's Strength
Cat's Grace
Darkness
Darkvision
Daylight
Detect Thoughts
Endurance
Invisibility
Knock
Levitate
Locate Object
Minor Image
Mirror Image

Misdirection
Rope Trick
Scare
See Invisibility
Shatter
Web

FLAME PROVINCE

Banish Dazzle *
Continual Flame
Fire Arrows *
Flaming Sphere
Pyrotechnics
Resist Elements (fire)
Summon Monster II (fire monsters only)

SAND PROVINCE

Dust Curtain *
Enlarge Desert
Creature *
Pillar of Sand *
Sand Shadow *
Summon Monster II (earth monsters only)

SEA PROVINCE

Fog Cloud
Depth Warning *
Summon Monster II (water monsters only)
True Bearing *

WIND PROVINCE

Fog Cloud
Flying Jambiya *
Summon Monster II (air monsters only)
Wall Against Noise *
Whispering Wind

THIRD LEVEL SPELLS

UNIVERSAL PROVINCE

Blink
Clairaudience/Clairvoyance
Dispel Magic
Dispel Mirage *
Explosive Runes
Find Water *
Gaseous Form
Greater Magic
Weapon
Haste
Hold Person

Invisibility Sphere
Keen Edge
Lightning Bolt
Magic Circle against Chaos/Evil/Good/Law
Major Image
Nondetection
Phantom Steed
Sepia Snake Sigil
Shrink Item
Slow
Suggestion
Tongues

FLAME PROVINCE

Fireball
Flame Arrow
Protection from Elements (fire)
Summon Monster III (fire monsters only)
Sunscorch *

SAND PROVINCE

Hissing Sand *
Sand Sword *
Summon Monster III (earth monsters only)
Whispering Sand *

SEA PROVINCE

Converse with Sea Creatures *
Sleet Storm
Stone Hull *
Summon Monster III (water monsters only)
Water Breathing

WIND PROVINCE

Air Breathing
Fly
Gust of Wind
Reveal Invisible *
Summon Monster III (wind monsters only)
Wind Shadow *
Wind Wall

FOURTH LEVEL SPELLS

UNIVERSAL PROVINCE

Arcane Eye
Bestow Curse
Confusion





Contagion
 Detect Scrying
 Dimension Door
 Emotion
 Fear
 Hallucinatory Terrain
 Illusionary Wall
 Improved Invisibility
 Lesser Geas
 Minor Creation
 Minor Globe of
 Invulnerability
 Polymorph Other
 Polymorph Self
 Rainbow Pattern
 Remove Curse
 Scrying
 Shout

FLAME PROVINCE

Enhance Fire Creature
 *
 Fire Shield
 Fire Trap
 Summon Monster IV
 (fire monsters only)
 Sunfire *
 Sunwarp *
 Wall of Fire

SAND PROVINCE

Conjure Sand Lion *
 Sandcone *
 Stoneskin
 Summon Monster IV
 (earth monsters only)

SEA PROVINCE

Ice Storm
 Shatterhull *
 Solid Fog
 Strengthen Water
 Creature *
 Summon Monster IV
 (water monsters only)
 Wall of Ice

WIND PROVINCE

Ghost Rigging *
 Mirage Wall *
 Solid Fog
 Summon Monster IV
 (air monsters only)
 Wind Blade *

UNIVERSAL PROVINCE

Animate Dead
 Dominate Person
 Dream
 Fabricate
 False Vision
 Feeblemind
 Flesh Mirage *
 Hold Monster
 Magic Jar
 Mirage Arcana
 Major Creation
 Nightmare
 Persistent Image
 Seeming
 Sending
 Telekinesis
 Teleport
 Wall of Force
 Wall of Iron

FLAME PROVINCE

Fire Track *
 Summon Monster V
 (fire monsters only)

SAND PROVINCE

Summon Monster V
 (earth monsters only)
 Desert Fist *
 Move Dune *
 Passwall
 Stone Shape
 Transmute Rock to
 Mud
 Transmute Mud to
 Rock
 Wall of Stone

SEA PROVINCE

Cone of Cold
 Summon Monster V
 (water monsters only)
 Shipshock *
 Transmute Rock to
 Mud
 Water Blast *

WIND PROVINCE

Cloudkill
 Summon Monster V
 (air monsters only)
 Death Smoke *
 Shield of Winds *
 Wind Carpet *

SIXTH LEVEL SPELLS

UNIVERSAL PROVINCE

Antimagic Field
 Contingency
 Circle of Death
 Disintegrate
 Analyze Dweomer
 Eyebite
 Geas/Quest
 Globe of Invulnerabil-
 ity
 Greater Dispelling
 Guards and Wards
 Legend Lore
 Mass Suggestion
 Mislead
 Permanent Image
 Programmed Image
 Project Image
 Repulsion
 Mass Haste
 True Seeing
 Veil

FLAME PROVINCE

Flameproof *
 Flame of Justice *
 Summon Monster VI
 (fire monsters only)

SAND PROVINCE

Move Earth
 Part Sand *
 Stone to Flesh
 Flesh to Stone
 Sand Shroud *
 Summon Monster VI
 (earth monsters only)

SEA PROVINCE

Command Water
 Spirits *
 Control Water
 Ship of Fools *
 Summon Monster VI
 (water monsters only)

WIND PROVINCE

Control Weather
 Death Fog
 Summon Monster VI
 (air monsters only)
 Summon Wind
 Dragons *

SEVENTH LEVEL SPELLS

UNIVERSAL PROVINCE

Finger of Death
 Forcecage
 Lifeproof *
 Limited Wish
 Mass Invisibility
 Phase Door
 Power Word, Stun
 Prismatic Spray
 Reverse Gravity
 Sequester
 Simulacrum
 Spell Turning
 Teleport without
 Error
 Vanish
 Vision
 Greater Scrying

FLAME PROVINCE

Delayed Blast Fireball
 Summon Monster VII
 (fire monsters only)
 Sun Stone *

SAND PROVINCE

Create Shade *
 Statue
 Summon Monster VII
 (earth monsters only)

SEA PROVINCE

Summon Monster VII
 (water monsters only)
 Water Form *

WIND PROVINCE

Summon Monster VII
 (air monsters only)
 Create Soundstaff *

EIGHTH LEVEL SPELLS

UNIVERSAL PROVINCE

Antipathy
 Sympathy
 Clone
 Demand
 Mass Charm
 Maze
 Mind blank
 Permanency

FIFTH LEVEL SPELLS





Polymorph Any
Object
Power Word, Blind
Prismatic Wall
Screen
Symbol
Trap the Soul

Summon Monster IX
(fire monsters only)

SAND PROVINCE

Sand Form *
Summon Monster IX
(earth monsters only)

FLAME PROVINCE

Incendiary Cloud
Summon Monster
VIII (fire monsters
only)
Sunburst
Unleash Monolith *

SEA PROVINCE

Life Water *
Maelstrom *
Summon Monster IX
(water monsters only)

SAND PROVINCE

Sand Worm *
River of Sand *
Summon Monster
VIII (earth monsters
only)
Unleash Monolith *

WIND PROVINCE

Summon Monster IX
(air monsters only)
Windtomb *

SEA PROVINCE

Cleanse Water *
Summon Monster
VIII (water monsters
only)
Unleash Monolith *

WIND PROVINCE

Summon Monster
VIII (air monsters
only)
Unleash Monolith *

NINTH LEVEL SPELLS

UNIVERSAL PROVINCE

Energy Drain
Foresight
Imprisonment
Power Word, Kill
Prismatic Sphere
Shape Change
Freedom
Refuge
Time Stop
Wish
Weird

FLAME PROVINCE

Conflagration *
Meteor Swarm

*Spells marked with an asterisk are unique to the Al-Qadim setting. These spells are described in *Arabian Adventures*.

