

CAMPAIGN GUIDE: **Zakhara**

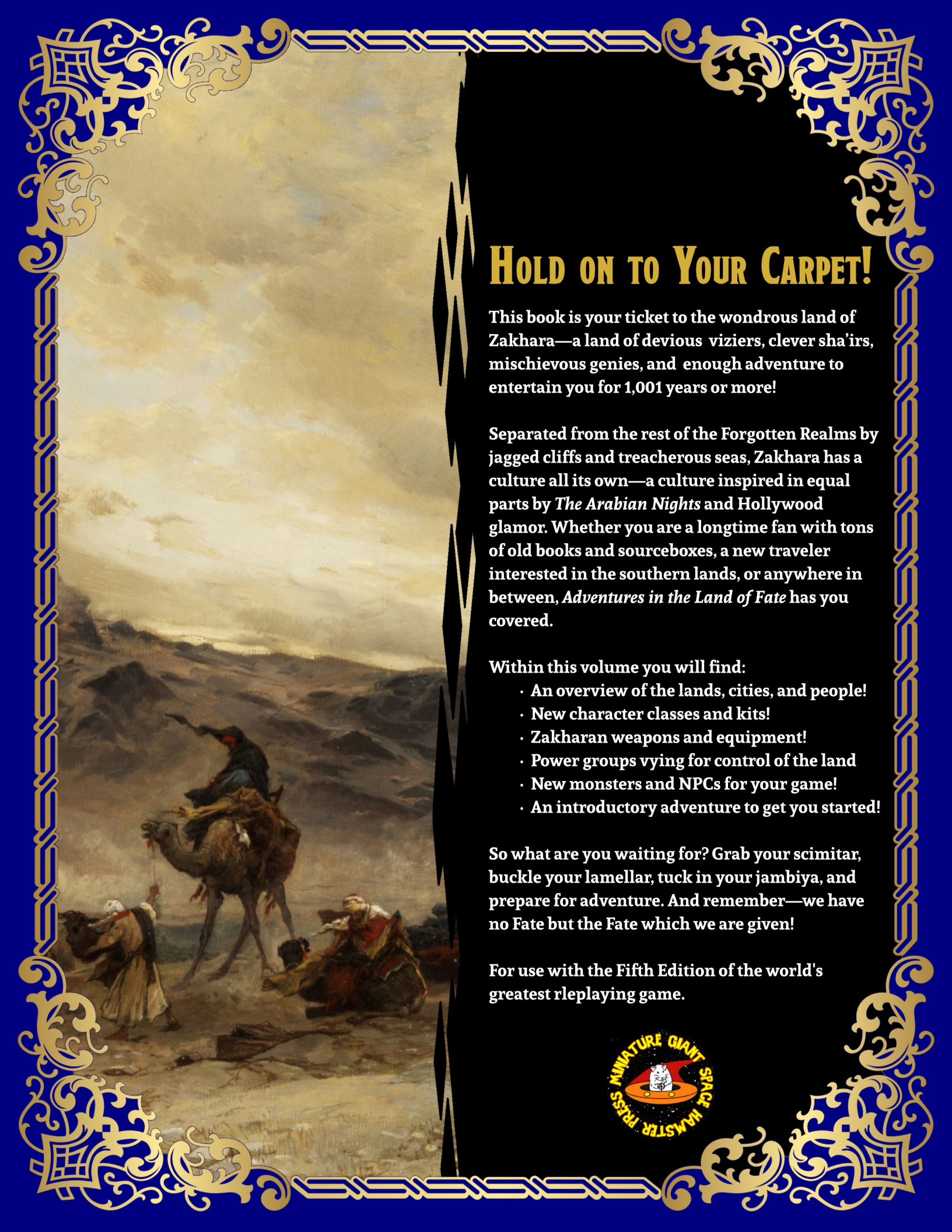
Adventures in the Land of Fate



By GM LENT & BROCK SAYRE

Explore a vast peninsula far south of Faerûn
with this 5th Edition campaign sourcebook.





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This book is your ticket to the wondrous land of Zakhara—a land of devious viziers, clever sha'irs, mischievous genies, and enough adventure to entertain you for 1,001 years or more!

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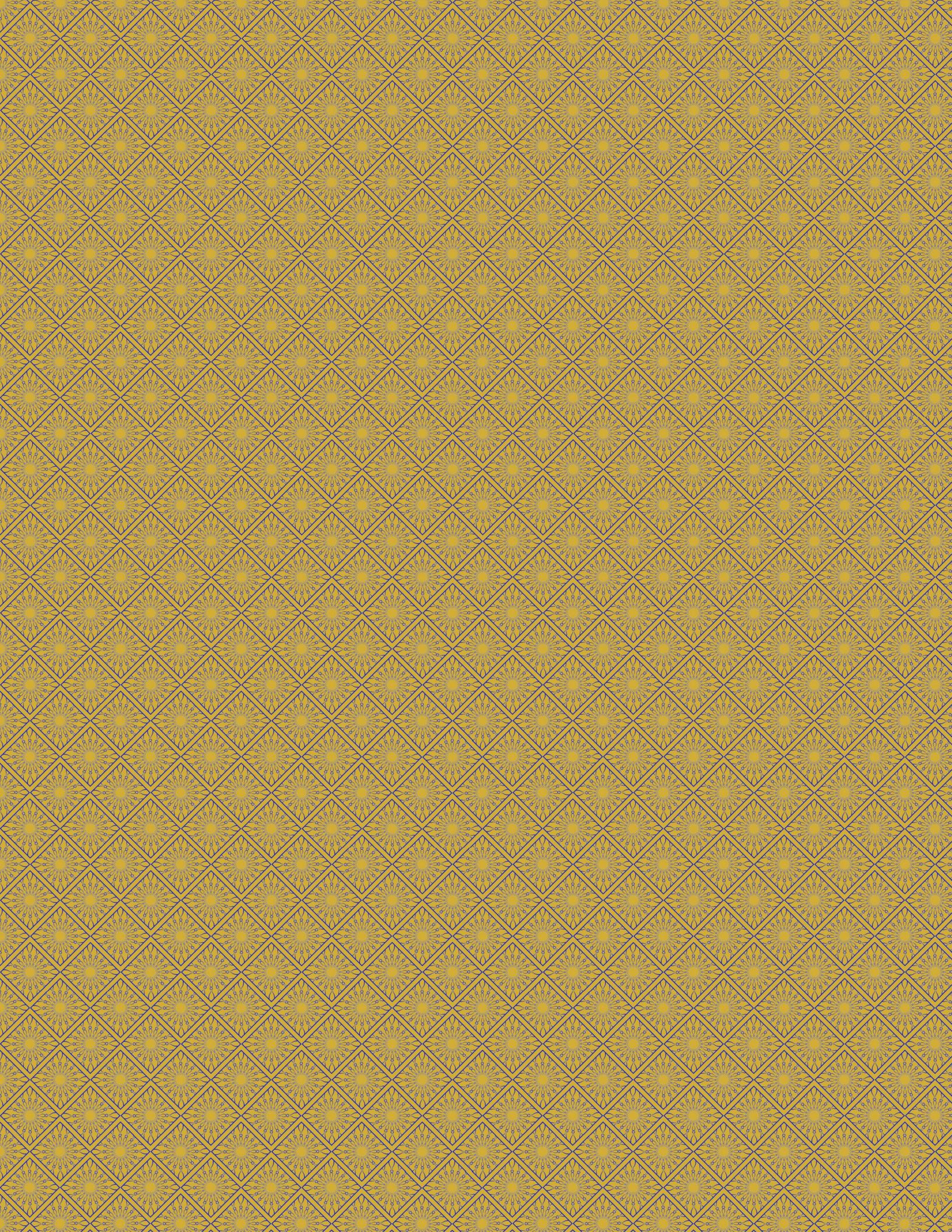
Within this volume you will find:

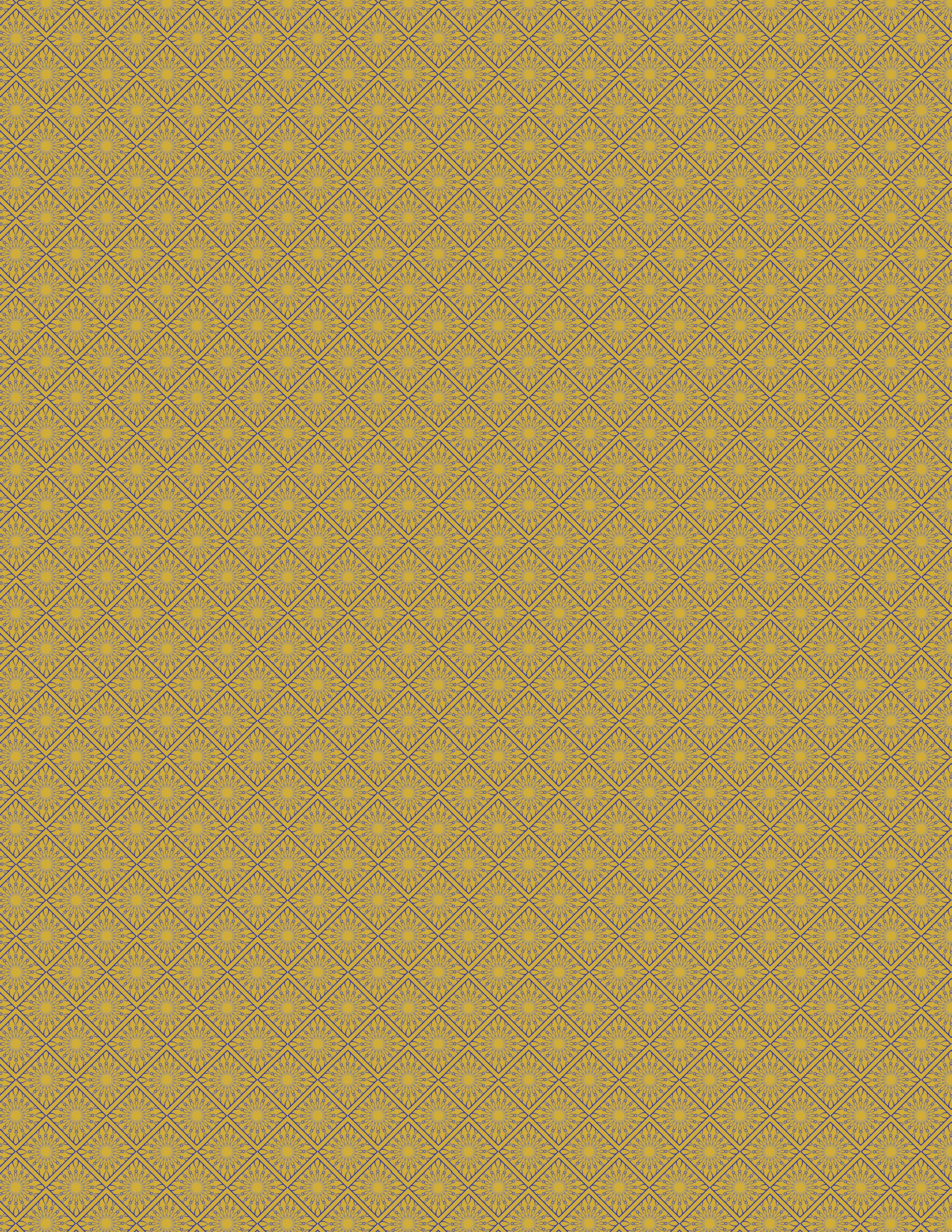
- An overview of the lands, cities, and people!
- New character classes and kits!
- Zakharan weapons and equipment!
- Power groups vying for control of the land
- New monsters and NPCs for your game!
- An introductory adventure to get you started!

So what are you waiting for? Grab your scimitar, buckle your lamellar, tuck in your jambiya, and prepare for adventure. And remember—we have no Fate but the Fate which we are given!

For use with the Fifth Edition of the world's greatest rleplaying game.







CAMPAIGN GUIDE: ZAKHARA

ADVENTURES IN THE LAND OF FATE



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GREETING

Ahlan and good morning, effendi, and welcome! Have a seat! My name is Gorar Al-Askar, and I am the owner and barber in this humble shop. It is a busy day in the Grand Bazaar, to be sure, but I pray Fate is smiling upon you.

Ahh! You are new to Huzuz! Well, let me tell you that you stand in the center of the Enlightened world, the very place in which the Loregiver handed down her wisdom so many centuries ago. This is the home of our esteemed Grand Caliph and the brightest center of learning, magic, and trade in all the lands! Yes, I see you note the young goblin scrubbing the razors; she is one of my apprentices and a person of honor. I understand that in far-off lands one might judge the character of a person by their race, tools, or manner of dress, but here as anywhere in the Land of Fate things are not so cut-and-dried!

Within our fair city you will find crafty merchants, stalwart warriors, daring desert riders, brave corsairs, and wise preachers. Holy warriors, rulers in disguise, genie counselors, and elemental magicians are all proud to call Huzuz our home. Wise preachers teach the lore of their faiths side by side with fiery-eyed mystics who meditate by dancing with swords. Here, as anywhere in the Land of Fate, everyone has a story; I am happy to recount all that I know.

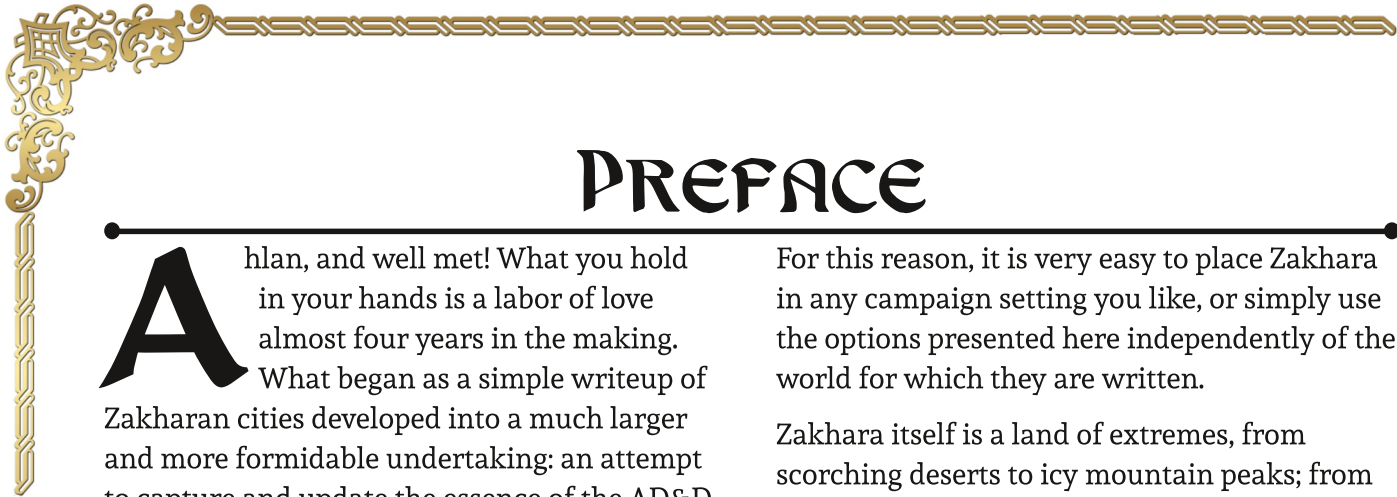
Opportunities for adventure? My friend, this is the City of Delights! This is the very heart of the Enlightened lands! Merchants always seek adventurers to guard their ships, the bazaars are full of rogues selling treasure maps of the Ruined Kingdoms, the Pearl Cities always need divers, and if nothing else the Exterminators always need help clearing vermin from the warehouses. Don't laugh! Many a great name has arisen from humble roots. The legendary Ashrafmen themselves met while working for the Exterminators, you know.

If the city is not enough, paths to other worlds await. My own cousin Ali ben Ali, born with the gift of prophecy, sought to counsel the very Grand Sultan of the Efreet himself, the lord of all fire genies, in his Charcoal Palace in the City of Brass. Now, this may not be true, but I hear that brave Ali so impressed the Sultan the genie ruler forbade him ever seeing anything but prophecy!

Yes, we see the works of genies all around us. They aid us, they thwart us, they entertain us, and if we are lucky, they reward us. Most people are afraid of them, and for good reason - genies are powerful and they care little for our concerns. But some seek them out, for where go the genies adventure always follows, and to ride in the company of such folk is never less than a great honor.

So come! Your trim is finished. That will be three silver dirham, plus a copper bit for the Grand Caliph's tax. Now off with you; the day is young, the sun is high, Golden Huzuz awaits, and Fate favors the bold!

— Gorar Al-Askar, barber, confidant, and humble spinner of tales



PREFACE

Ahlan, and well met! What you hold in your hands is a labor of love almost four years in the making. What began as a simple writeup of Zakharan cities developed into a much larger and more formidable undertaking: an attempt to capture and update the essence of the AD&D 2nd Edition Al-Qadim campaign setting in a clear, concise format that would be useful to new players while not invalidating or rehashing materials owned, pored over, and loved by old fans. We think we've been successful, and we think you'll agree.

What Is Al-Qadim?

Al-Qadim was a campaign setting for Advanced Dungeons & Dragons, 2nd Edition, with the main body of products released between 1992 and 1994. The setting sought to emulate the feel of stories from 1,001 Nights, commonly known as the Arabian Nights. Stories of tricky genies, deceitful viziers, and stalwart warriors have delighted audiences for centuries, and it seemed only natural to explore the same kinds of tales in a roleplaying game. The initial product line consisted of a main sourcebook, two large boxed sets, eight smaller "sourceboxes," a monster appendix, and one supplemental book focused on wizards and magic.

What Is Zakhara?

Al-Qadim was set on a large peninsula called Zakhara, also known as the Land of Fate and the Burning World. Zakhara was officially placed in the Forgotten Realms campaign setting to the southeast of Faerun, though it shared little in common with the rest of the setting in official publications. . Various world-shaking events that took place in the Forgotten Realms had no effect in Zakhara (or at least were never mentioned in any official sources).

For this reason, it is very easy to place Zakhara in any campaign setting you like, or simply use the options presented here independently of the world for which they are written.

Zakhara itself is a land of extremes, from scorching deserts to icy mountain peaks; from lofty pillared mountains to jagged canyons and exotic seabeds. The major cities of Zakhara are metropolises boasting hundreds of thousands of residents, and even more transients and visitors. These cities leave travelers familiar with northern cities in awe; even the greatest cities in Faerun manage populations a tenth the size. On a technological and social level, urban areas in the Land of Fate greatly outstrip those found elsewhere on al-Toril.

The people themselves are largely united by a common religion and owe fealty to a single ruling Grand Caliph, who is the latest in a long dynasty. Zakharans tend to judge a person according to that person's behavior and that person's station in life, without regard to the person's race, character class, or species.

That's not to say that everyone gets along perfectly, or that there is no room for adventurers: the royal courts are rife with intrigue and plots, monsters and bandits abound, some sections of the continent pay lip service at best to the Grand Caliph's rule, and some city-state coalitions threaten outright rebellion. But even enemies tend to treat each other with respect, sharing coffee is an ancient and sacred tradition, and even the lowliest beggar can rise to one day to become a powerful warrior, magician, aristocrat, or ruler – and possibly all at once!

What Is In This Book?

This book is best described as a campaign guide. Al-Qadim has been officially dormant since it ceased publication in 1994. A few tidbits have

come out; mostly magazine articles with one adventure published in 1998. The setting has many fans who own everything and are intimately familiar with Zakhara and its people; we have no intention of gainsaying or rehashing what they already have.

This book consists of quick summaries of the land and its people, along with new player options that tie into the setting and its unique culture. We present character options like equipment and subclasses, as well as a new type of character option called a kit. Those familiar with 2nd Edition AD&D will remember the kits of old; in an effort to give characters more finely tuned definition, we have updated the concept of character kits for 5e. Our kits act much like backgrounds and are intended for use alongside them. Like backgrounds, kits give a slight mechanical boost to a largely roleplaying-oriented character aspect. Unlike backgrounds, most kits have prerequisites that require a character to have been adventuring for a while. Typically, a character will qualify for a kit around 5th level.

What Isn't In This Book?

No single volume could hope to contain the multitudes of information available about the Land of Fate. We avoid specifics and make no fundamental changes to the setting; like the original product line, we provide no dates corresponding with the Forgotten Realms calendar. We make no attempt to insert a metaplot or acknowledge any broader metaplots - our vision of Zakhara is to accommodate your vision of Zakhara. We leave the slate as blank as possible in order to allow you to use adventures and stories as you see fit, though we do include an introductory adventure (along with some pregenerated player characters) to help get you started!

Note: Prior Editions and Values

The Al-Qadim setting was originally developed and released almost 30 years ago. Partly due to the design constraints of the time, the original run of Al-Qadim products contained attempts to address sexism and racism that, while laudible in their time, seem quaint and seriously out of touch now.

While we directly address what we feel to be the most egregious of these errors in judgement, we have also made every effort to make this new take on Zakhara as compatible and consistent with the 1990s material as possible. Therefore, our Zakhara remains a hodgepodge of cultures, integrating aspects of Arabic, Persian, Armenian, and Indian traditions and stories - among others. This approach remains consistent as well with the stories contained in *1,001 Nights*, which along with adventure movies is the setting's primary source of inspiration.

No society is ever monolithic in its people; Zakhara, and its inhabitants, is yours to make what you will of it.



INTRODUCTION

Welcome to *Campaign Guide: Zakhara - Adventures in the Land of Fate*, an unofficial 5e Al-Qadim campaign

sourcebook! This book is designed as a handy reference for anyone who wants to use Zakhara or Middle Eastern themes in their campaign, whether or not they use our adventures (though of course, much of the material here ties in directly with our other publications).

In our work we hew as closely as possible to the 5e approach of versatility and availability while updating material from A&D 2nd Edition and remaining as consistent as possible with those works. For this reason we decided to reintroduce the concept of character kits: this easy add-on operates much like a character background and mostly provides a slight mechanical benefit to a primarily roleplaying aspect of a character, but unlike a background, a kit represents a more specialized direction a character has developed after adventuring for a while. Kits are described in more detail in Chapter 2.

Lands and Seas

Glorious Zakhara is surrounded on three sides by oceans, bordered by the Crowded Sea to the south, the Foreigner's Sea to the east, and the Great Sea to the west. To the north/northeast are the forbidding crags of the World Pillar mountains, pocked with enclaves of foul monsters and ruled by the mysterious yakfolk.

In between are the massive, forbidding wastes of the High Desert and the Haunted Lands, the impenetrable jungles surrounding the Ruined Kingdoms, the lush forests of Afyal, the peaceful tropics of the Pearl cities, and more.

You can find a map of Zakhara on Page 21.

People

Broadly speaking, the people of Zakhara can be divided into two categories: the city-dwellers known as Al-Hadhar and the generally nomadic wilderness-dwellers known as Al-Badia. Each group regards the other with some level of pity; while the urban scholar ponders the complete

A NOTE ON LANGUAGE AND CULTURE:

The foundation of many words and names in this document is the Arabic language and its regional dialects. However, many words have been modified for ease of use by English-speaking readers, while others have been altered or created expressly for use in a fantasy world. While we have consulted with native Arabic speakers, our purpose is to provide depth for a gaming experience, not to teach linguistics. And like the famous *1,001 Nights* itself, the words, images, and cultures depicted herein draw from many disparate origins and sources.

Similarly, throughout this document we use the terms "temple" and "shrine" to denote places of worship and prayer. Some might argue that such locations should be called "mosques," and indeed many works that form the roots from which this product grew freely refer to houses of worship as such. We, however, note that the term "mosque" refers to a specific type of real-world religious structure, and a monotheistic one at that; hardly the stuff of genies and imaginary pantheons in a fantasy roleplaying game! By the same logic, we avoid terms such as "imam" when referring to religious leaders, as the term is expressly tied to that same religion.

Ultimately, this book is not a guide to any real-world language or culture; all terms and names are used purely in the spirit of enhancing a fantasy tabletop roleplaying game experience.

destitution of the nomad, the wanderer cannot understand how anyone could stand to live without the endless bounty of nature.

Some consider ocean-dwelling corsairs a third group that shares features of both Al-Badia and Al-Hadhar. As with the dichotomy listed above, each of the three groups regard the others as mildly insane for their choices.

People in the Land of Fate tend to have a very cosmopolitan outlook toward each other, their neighbors, and even those considered “monsters” in other lands. Especially in the great cities, goblins, ogres, and giants live and work alongside humans, elves, and dwarves. As long as a person is able to coexist peacefully with their neighbors, and especially if the person abides by the Law of the Loregiver (see sidebar on page 20) that person is welcome in Zakharan society.

Zakharan politeness is expansive; most people in the Land of Fate are only too happy to share coffee with and take in a newcomer. The Common tongue of Zakhara is called **Midani**, and is spoken by nearly all its residents, making communication easy even between strangers. Religion is extremely important to the people of Zakhara.

Gods, Religions, and Fate

The Land of Fate boasts a host of goddesses and gods, from those recognized by “official” channels to those worshipped only by a small group of devotees. Note that despite the large number of faiths and deities, most groups, families, and/or regions actually only worship one primary god, viewing the others as either lesser in importance or even figments of the imagination, depending on the group's outlook.

In general, people are accepting of each others' gods and everyone prays together in the major temples and shrines; most religious disagreements are academic rather than

A NOTE ON SENSITIVE TOPICS:

The source material upon which the book is based dealt pretty casually with topics such as slavery, torture, and other such horrific ideas. Such topics weren't exactly the most tasteful 30 years ago and are no more so now.

We have made a conscious effort to minimize the appearance of these concepts within this work.

frenzied. Given the preponderance of gods and faiths, most Zakharans find the absence of any faith bizarre and disturbing; a typical individual would find a person devoted to a different god far more trustworthy and understandable than a person who followed no god at all.

Religious scholars separate deities into three broad groups: Major or Great gods, whose temples and shrines can be found throughout the continent and are broadly worshipped; Local or Common gods, whose houses of worship are found only in select regions and areas, and Savage or heathen gods, who fall outside the purview of the Loregiver (see sidebar on page 20). Some consider a final group, consisting of local gods whose worship has long fallen out of fashion, to be a fourth group known as “Forgotten Gods.”

Gods in Zakhara are different from those in other settings. The Zakharan gods are considered to be Unaligned and are above petty mortal squabbles. They are not simply powerful monsters waiting to be challenged or killed by high-level adventurers, and do not involve themselves in mortal affairs. Many Zakharans worship several or many gods interchangeably, and it is not uncommon for people to demonstrate obeisance to different gods depending on their current needs. For example, a farmer might pay tribute to Jisan the

TABLE 1: GODS AND FAITHS OF ZAKHARA

Name	Status	Ideal
Bala of the Tidings	Common	Music
The Beast (The Devourer)	Local	Abduction
The Drummer (the Formless)	Local	Travel
The Faceless God (of Yakfolk)	Local	Domination
Hajama the Courageous	Great (Pantheon)	Bravery
Hakiyah of the Sea Breezes	Great (Pantheon)	Truth
Haku of the Desert Wind	Great	Freedom
Jauhar the Gemmed	Common (Pantheon)	Wealth
Jisan of the Floods	Great (Pantheon)	Fruitfulness
Kar'r'rga the Great Crab	Local	Protection
Kiga the Predator	Forgotten	Hunting
Kor the Venerable	Great (Pantheon)	Wisdom
The Lost One (the Elephant)	Local	Partnership
Lotha the Spider-Queen	Forgotten	Treachery
Migal the Mentor	Local	Indoctrination
Najm the Adventurous	Great	Curiosity
Ragarra the Crocodile-Headed	Forgotten	Penance
Selan the Beautiful Moon	Great (Pantheon)	Beauty
Shajar the Fountain	Forgotten	Hunger
Temple of Ten Thousand Gods	Common	Acceptance
Vataqatal the Warrior-Servant	Common	Duty
Zann the Learned	Great	Understanding

Bountiful while hoping for a great harvest and then make a sacrifice to Haku of the Desert Winds before setting out on a long journey. The gods show no jealousy.

The major gods, several of the common gods, and a handful of forgotten gods are listed on Table 1 above. All listed Great and Common gods are considered Enlightened. Deities marked (Pantheon) are the only gods whose worship is allowed in the Pantheist League. Generally, any gods not listed on the table are considered Savage gods.

The following section provides a brief description of each item on the table, to help you integrate them into your campaign.

Reading the entries: each religion and deity is presented in the following format.

<NAME>: THE NAME OF THE RELIGION OR GOD

Status: The god's standing as a Great, Common, Local, or Forgotten

Pantheon: Whether or not the god or religion is recognized within the League of the Pantheon (see page 72).

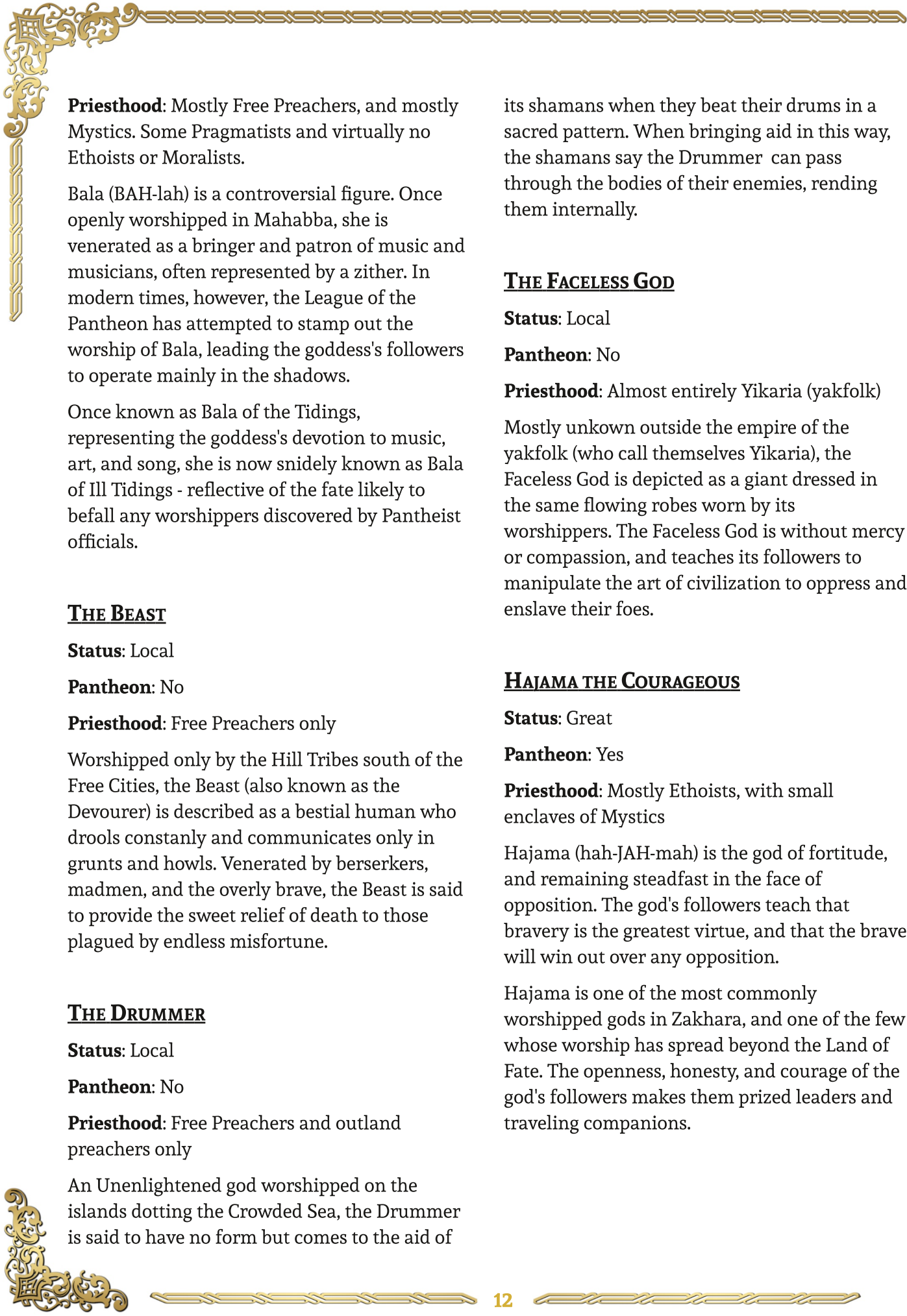
Priesthood: Notes about the religion or god's clergy. This section describes which Ordered Preachers and Free Preachers are likely to be followers. See the character kits in Chapter 2 for more details on Ordered and Free preachers.

BALA OF THE TIDINGS

Status: Common

Pantheon: No





Priesthood: Mostly Free Preachers, and mostly Mystics. Some Pragmatists and virtually no Ethoists or Moralists.

Bala (BAH-lah) is a controversial figure. Once openly worshipped in Mahabba, she is venerated as a bringer and patron of music and musicians, often represented by a zither. In modern times, however, the League of the Pantheon has attempted to stamp out the worship of Bala, leading the goddess's followers to operate mainly in the shadows.

Once known as Bala of the Tidings, representing the goddess's devotion to music, art, and song, she is now snidely known as Bala of Ill Tidings - reflective of the fate likely to befall any worshippers discovered by Pantheist officials.

THE BEAST

Status: Local

Pantheon: No

Priesthood: Free Preachers only

Worshipped only by the Hill Tribes south of the Free Cities, the Beast (also known as the Devourer) is described as a bestial human who drools constanly and communicates only in grunts and howls. Venerated by berserkers, madmen, and the overly brave, the Beast is said to provide the sweet relief of death to those plagued by endless misfortune.

THE DRUMMER

Status: Local

Pantheon: No

Priesthood: Free Preachers and outland preachers only

An Unenlightened god worshipped on the islands dotting the Crowded Sea, the Drummer is said to have no form but comes to the aid of

its shamans when they beat their drums in a sacred pattern. When bringing aid in this way, the shamans say the Drummer can pass through the bodies of their enemies, rending them internally.

THE FACELESS GOD

Status: Local

Pantheon: No

Priesthood: Almost entirely Yikaria (yakfolk)

Mostly unkown outside the empire of the yakfolk (who call themselves Yikaria), the Faceless God is depicted as a giant dressed in the same flowing robes worn by its worshippers. The Faceless God is without mercy or compassion, and teaches its followers to manipulate the art of civilization to oppress and enslave their foes.

HAJAMA THE COURAGEOUS

Status: Great

Pantheon: Yes

Priesthood: Mostly Ethoists, with small enclaves of Mystics

Hajama (hah-JAH-mah) is the god of fortitude, and remaining steadfast in the face of opposition. The god's followers teach that bravery is the greatest virtue, and that the brave will win out over any opposition.

Hajama is one of the most commonly worshipped gods in Zakhara, and one of the few whose worship has spread beyond the Land of Fate. The openness, honesty, and courage of the god's followers makes them prized leaders and traveling companions.

HAKIYAH OF THE SEA BREEZES

Status: Great

Pantheon: No

Priesthood: Mostly Ethoists, with a large number of hakims and hakimias

Another popular god, Hakiyah (HAWK-ee-yah) represents truth and honesty in all things. Followers of Hakiyah make excellent qadis (judges) and administrators, though certain fringe cults emphasize the more brutal and hurtful nature of the god's teachings.

Worship of Hakiyah is common in the Pearl Cities but is forbidden in the Pantheist League, where the god's faithful are persecuted relentlessly.

HAKU OF THE DESERT WIND

Status: Great

Pantheon: No

Priesthood: Mostly Free Preachers, particularly Mystics. Ordered Preachers are evenly split between Pragmatisis, Ethoists, and Moralists

The worship of Haku (hah-KOO) is one of the oldest religions in the Land of Fate, and Haku is the most popular Zakharan deity outside the peninsula. Devoted to the principles of freedom, independence, and protection of loved ones, Haku's followers teach that nothing is more important than a person's capability to choose their own path in life.

Like Hakiyah, Haku is extremely popular in the Pearl cities, where the two are often held to be siblings, aunt and nephew, uncle and niece, or non-gendered cousins. Also like Hakiyah, worship of Haku is strictly forbidden and the followers persecuted in Pantheist territories.

JAUHAR THE GEMMED

Status: Common

Pantheon: Yes

Priesthood: Mostly Moralists, a few Ethoists, and almost no Pragmastists

Jauhar (jah-HAHR) is technically a Common god, since her worship is centralized in the Pantheon cities, but the Pantheists consider her a Great god in place of Jisan the Bountiful. Symbolized by a gold dinar, Jauhar represents no so much wealth as the power of wealth - what wealth can buy, build, and arrange.

Jauhar also represents the industriousness of the Pantheist cities, where success and bounty are said to come to the worthy. The faiths of Jauhar and Jisan are typically in direct competition with each other in areas where both appear.

JISAN OF THE FLOODS

Status: Great

Pantheon: No

Priesthood: Mostly Ethoists

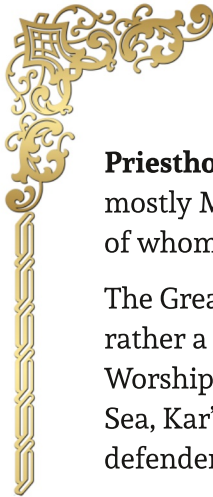
Jisan (jis-AHN) symbolizes fertility and productivity, and is also known as Jisan the Bountiful. Unlike many gods, Jisan is typically depicted as a rain cloud or ocean wave, and is never represented by a physical creature.

Jisan's lessons are similar to those of Jauhar, but focuses more on how to make one's self worthy of riches and greatness rather than assuming such success comes from an inborn quality or essence.

KAR'R'GA THE GREAT CRAB

Status: Local

Pantheon: No



Priesthood: Almost entirely Free Preachers, mostly Mystics. A few ordered preachers, most of whom are Pragmatists.

The Great Crab isn't truly a crab at all, but rather a giant with the head of a crab. Worshipped among the islands of the Crowded Sea, Kar'r'rga is seen as a protector and defender of the island cultures.

KIGA THE PREDATOR

Status: Forgotten

Pantheon: No

Priesthood: Any remaining dedicants are found as shamans in the Ruined Kingdoms (see Cities of the Ancients in Chapter 1)

Kiga (KEE-gah) is among a smattering of long-forgotten deities once worshipped in the great river empires of Nog and Kadar. While most of these gods have long since passed from history, their images still adorn crumbling temples and ruins throughout the eastern jungles and swamps.

Kiga is represented as a female leopard queen, commanding an army of shapechangers. No formal body of worshippers remains for Kiga (or any of the old river gods), but periodically new cults spring up based upon the old tales and reliefs. Kiga is in fact one of only three such ancient gods whose worship persists into modern times.

KOR THE VENERABLE

Status: Great

Pantheon: Yes

Priesthood: An even mix of Ethoists and Moralists, with a handful of Pragmatists. Free priests are mostly Mystics

Kor (KORR) is a representative of wisdom and the improvement in understanding through

experience. Often depicted as elderly and wielding a hatchet (to attack the roots of problems), Kor is a favored deity of academics and researchers.

The very axiomatic nature of Kor attracts followers interested in formality and routine. As such, Kor's followers tend to be meticulous: some to the point of obsession. The nature of learning from mistakes allows for making errors, and a favorite topic among Kor disciples is the nature of a "proper" mistake from which to learn.

THE LOST ONE (THE ELEPHANT)

Status: Forgotten

Pantheon: No

Priesthood: Mostly Moralists with a smattering of Mystics

The Lost One is an ancient elephant-headed god once commonly worshipped in Afyal. Since the coming of the Loregiver, priests of Selan have largely taken over the Island of the Elephant, and devotees of the Lost One abandoned their now-dead god's name and went underground.

Some argue that the Lost One isn't lost at all, but rather that the deity's essence was split between the island's elephants. See Chapter 1 for more information about Median al-Afyal and the island's remarkable elephants.

LOTHA THE SPIDER-QUEEN

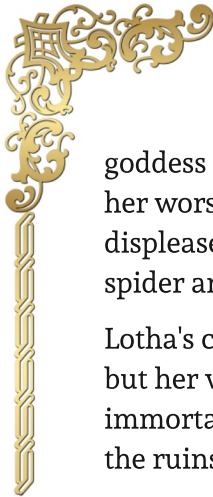
Status: Forgotten

Pantheon: No

Priesthood: Mostly Ethoists

Lotha (LOTHE-uh) is amongst the long-forgotten powers of the river kingdoms, a counterpart to Kiga and contemporary of Shajar and Raggara. Unusual in that her worship was largely confined to elves, Lotha was a demanding





goddess who required constant sacrifice from her worshippers and was said to turn those who displeased her into horrible chimeras of a giant spider and an onyx-skinned elf.

Lotha's cults have not been seen in centuries, but her visage and disturbing rites are immortalized in carvings and reliefs buried in the ruins.

MIGAL THE MENTOR

Status: Forgotten

Pantheon: No

Priesthood: Mostly Mystics, with a rumored order of holy slayer

Another god from the ruins along the Nogaro River, Migal (MEEG-ahl) was a teacher, leader, and punisher of gods. Migal had a horde of winged assassins that enforced his orders. Depictions of Migal tend to represent him as a giant gorilla with massive vulture wings, holding a scroll in one clawed hand and a whip in the other.

NAJM THE ADVENTUROUS

Status: Great

Pantheon: Yes

Priesthood: Mostly Pragmatists and Ethoists, with a few small sects of Moralists. Many Mystics as well, and all tend to favor using bows

Najm (NAHJ-um) is among the most popular of Zakhara's gods, and is worshipped almost everywhere on the continent. Espousing the ideals of adventure, curiosity, and conquering the unknown, Najm is held to embody the essence of what it means to be a Zakharan citizen.

Followers of Najm are often outgoing almost to the point of rudeness, and most missionaries of Zakharan faiths found outside the Land of Fate

are Najmites.

RAGARRA THE FICKLE

Status: Forgotten

Pantheon: No

Priesthood: Mystics; no Ordered Preachers

Ragarra (rah-GAR-ah) is the second of three ancient faiths from the old river kingdoms that persists to the modern day. Depicted as a crocodile-headed female form with bat wings, Ragarra was the violent and destructive mate of Shajar the Fountain. Ragarra was a combination of a weather goddess and a death figure, as unpredictable and unaccountable as a typhoon.

SELAN THE BEAUTIFUL MOON

Status: Great

Pantheon: Yes

Priesthood: Mostly Ethoists with a sizeable minority of Moralists; Free Preachers include Mystics and a few Hakims/Hakimas

Selan (sell-AHN) represents the power of beauty and form, and her followers advocate kindness and positive thoughts. Like Kor, followers of Selan tend to be very traditional and less likely to seek out or support revolutionary ideas.

Ironically, Selan is the primary faith of modern Afyal, and zealous adherents have all but eliminated the island's former elephant god (now known as the Lost One).

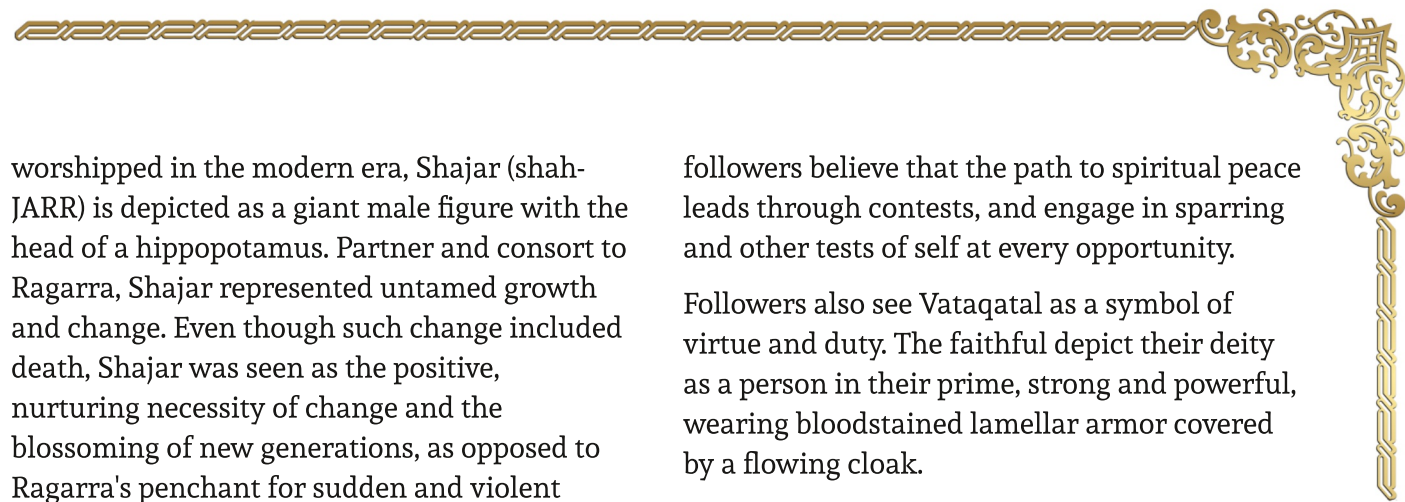
SHAJAR THE FOUNTAIN

Status: Forgotten

Pantheon: No

Priesthood: Mystics (no Ordered Preachers)

The third and final old river god still



worshipped in the modern era, Shajar (shah-JARR) is depicted as a giant male figure with the head of a hippopotamus. Partner and consort to Ragarra, Shajar represented untamed growth and change. Even though such change included death, Shajar was seen as the positive, nurturing necessity of change and the blossoming of new generations, as opposed to Ragarra's penchant for sudden and violent shifts.

THE TEMPLE OF TEN THOUSAND GODS

Status: Common

Pantheon: No

Priesthood: Almost entirely Pragmatists, with a minority of Mystics

Zakharan faiths tend to be encompassing, and nowhere is this concept better illustrated than the Temple of Ten Thousand Gods. Followers of the Ten Thousand are sometimes derided as philosophers rather than priests, but their beliefs are no less fervent.

Disciples of the Temple believe all gods are of equal value: Enlightened, common, savage, or heretical. This approach is seen by some as no different from atheism. In truth, the Temple of Ten Thousand Gods is closer to a monotheistic faith, believing that all gods are in reality different facets of the same underlying divinity.

VATAQATAL THE WARRIOR-SERVANT

Status: Common

Pantheon: No

Priesthood: Mostly Ethoists and Moralists, with some Hakims and Hakimas as well as Mystics

Worshipped primarily in the northern areas of Zakhara and the Free Cities, Vataqatal (vah-tah-KWAH-tahl) is seen as both commander and servant, conqueror and defeated. The god's

followers believe that the path to spiritual peace leads through contests, and engage in sparring and other tests of self at every opportunity.

Followers also see Vataqatal as a symbol of virtue and duty. The faithful depict their deity as a person in their prime, strong and powerful, wearing bloodstained lamellar armor covered by a flowing cloak.

ZANN THE LEARNED

Status: Great

Pantheon: No

Priesthood: Evenly split between Ethoists, Moralists, and Pragmatists. A handful of Free Preachers, mostly Hakimas and Hakims

Zann (ZAHN) is a scholar's deity, also known as Zann the Marvelous and often depicted holding a scroll and quill or a book. Zannite Universities are the largest and most complex in Zakhara, with works carefully cataloged and classified as Great (verified and substantiated), Common (unofficial, questionable, or unverified), and Fantastic (from outside Zakhara or dealing with unverifiable subjects; generally regarded as tall tales and myths).

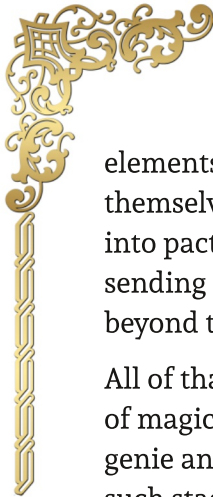
Followers of Zann do not believe in limiting access to information, and will act to "liberate" any information or data they believe is being denied its place in a library or museum.

Zakharan Views on Magic

Zakhara is a land of wonders, from the sparkling minarets of Golden Huzuz to the seabeds of the Pearl Cities. A world of genies, flying carpets, and outrageous sorcery, the Land of Fate is full of enchantment.

Given the prominence of geniekind, it is understandable that elemental magicks are prevalent in Zakhara. Most wizards favor the manipulation of one or two of the four





elements, and some go so far as to restrict themselves to only one. Some spellcasters enter into pacts with the very genies themselves, sending an elemental familiar to fetch spells beyond their normal ken.

All of that said, the common person is terrified of magic. The average peasant has never met a genie and never will, and if confronted with such staggering power would likely faint. Zakharans refer to pretty much all magic use as “sorcery” and draw little distinction between the works of wizards, clerics, druids, genies or others. Magic is as magic does, and to a poor farmer or fisher, magic is best left to those foolish enough to seek it out.

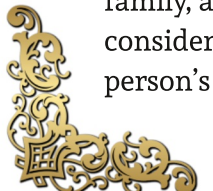
Due partially to this public perception of magic, Zakharan spellcasters sometimes mask the enchantments of magical items to hide them from the unworthy. See the item on page 19.

Honor, Station, Calling Upon Fate, and the Evil Eye

The following section presents four concepts very important to Zakharan identity: Honor, Station, Calling Upon Fate, and the menace of the Evil Eye. Each is outlined as a cultural touchstone, followed by optional rules covering Station, Calling Upon Fate, and attracting the Evil Eye, for those who wish to have game mechanics to implement these ideas.

Honor

To an Enlightened Zakharan, honor is life. However, honor is almost as nebulous a concept as Fate, and is invoked in similar ways. Typically, honor is an embodiment of “good” qualities: kindness, trustworthiness, dependability, generosity and honesty. Of course, the exact definitions of all those terms vary from city to city, tribe to tribe, family to family, and person to person. Virtually everyone considers themselves honorable, and to question a person’s honor can be a grave insult.



Station

A more concrete concept is station. Every person in Zakhara has a place in the social hierarchy, and that place is defined by a person’s Station in life. A person of lower Station is expected to defer to a person of higher Station, and in some of the most rigid areas the concept of Station manifests as a full-blown caste system.

The simplest way to represent Station is by taking a character’s level (or an NPC’s Challenge Rating) and adding their Charisma modifier. The higher a character’s Station, the better their reception will be amongst the populace. Characters of extremely high Station (15+) might attract followers, lackeys, or even inspire dangerous obsessions. A character’s Station can fluctuate wildly across their career, even aside from their level; a character who tosses handfuls of gold coins to the masses is likely to see a (temporary) spike in Station, for example, while a character convicted of a crime is likely to see a corresponding drop in Station.

NPCs and Station

So how do you deal with a 13th-level bard interacting with the sultan’s grand vizier? By the guidelines above, the bard PC might have a Station of 17 or higher, and if the vizier is an NPC with a Challenge Rating of 3, that dynamic becomes a problem. The bard could (rightfully, by these rules) demand that the vizier attend to them instead of the ruler; in fact, if the sultan is a normal noble, the PC’s station might even allow them to make demands of the throne!

The answer: certain titles carry higher station with them. Serving as a qadi (judge) or other local official might boost a character’s Station by 5, acting as a minor ruler’s vizier or court magician might boost it by 10, actually serving as a local ruler might boost it by 15, and the Grand Caliph and his staff might see Station boosts of 20 or more!

Item of Concealed Sorcery

Magic item, any (increase rarity by one step)

This item's magical nature is concealed by enchantments designed to cloak its true nature. Handling the item gives no clue to its nature, and the item will not respond to detect magic or similar effects. An identify spell, or similar magic, will reveal the item's properties as usual, and in some cases (such as with many weapons) certain powers may become obvious simply by using the item.

These adjustments illustrate the importance of titles; a grand vizier is a grand vizier and a person of importance no matter the character's origin and background. Conversely, it also illustrates the value of personal worth, since a high-level character deposed as padishah remains a high-level character,

Ultimately, Station as presented here is meant as a guideline for social interactions, and a handy measure of how different people in their society view each other and their place within it. Station is not a straightjacket but a tool for adding depth to adventuring and encounters, and GMs should feel free to alter, amplify, or ignore Station as fits their campaign.

Calling Upon Fate

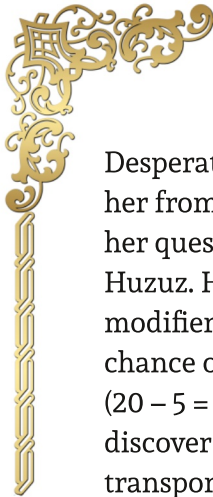
Fate's ways are mysterious, and her hand is fickle. Sometimes, a character's outlook is so dire and desperate that the only way they can prevail is through the direct intervention of Fate's merciful hand. And sometimes Fate is kind enough to intercede.

Any character may call upon Fate, but Fate favors the humble. To call upon Fate, a character must use their action to declare they are doing so, along with the specific request they are making. Typically, duplicating a spell of 5th level or lower is appropriate, such as miraculously being teleported to safety or becoming invisible to move unnoticed.



To determine Fate's response, subtract the character's Station (see above) from 20; the resulting number is the percent chance Fate responds favorably to the request. This chance is never less than 1%, even for very powerful and highly-regarded characters. Fate may favor the humble, but she doesn't abandon the great.

For example, consider Hamida, an askar from the streets of Muluk. Hamida is on a mission to recover a long-lost idol believed to contain a page from the First Caliph's diary, in which the Caliph describes his experience at receiving the Law of the Loregiver. She makes her way to a jungle temple's inner sanctum and secures the idol, but on the way out she is apprehended by a pack of vile were-tigers tasked with ensuring the diary fragment never reaches the Enlightened Throne.



Desperate, Hamida calls upon Fate to deliver her from the were-tigers so she can complete her quest and return the parchment to golden Huzuz. Hamida is 3rd level and has a Charisma modifier of +2, giving her a Station of 5. The chance of Fate intervening in this case is 15% ($20 - 5 = 15$), so Hamida's player rolls 1d100 to discover what befalls her. She rolls a 6, and Fate transports her and her companions to a clearing one mile away.

Fate's aid has its price; a character who fails a check to call upon Fate immediately contracts the Evil Eye (see below). A character that *succeeds* on a check to call upon Fate automatically fails any additional checks of this type for one year and a day.

The Evil Eye

Many Zakharans fear the Evil Eye, a nebulous ailment known to plague the unworthy. Folk tales are rampant with alleged causes of the Evil Eye, anything from disrespect toward one's mother to crossing a wizard (or genie) to speaking the name of a fiend aloud.

In your game, you can handle the Evil Eye any of several different ways. The simplest is to duplicate *bestow curse* but make the effect permanent until dispelled by proper atonement, restoration, or similar. Another is to give the character a long-term madness effect, which develops into an indefinite madness effect unless the character succeeds on a DC 15 Charisma saving throw after one week.

In any case, the Evil Eye should provide a story hook and or a plot development; don't let your game get bogged down by characters cursing each other into oblivion. You can choose to impart or deny the Evil Eye as you see fit.

FATE, THE LOREGIVER, THE GRAND CALIPH

Aside from gods, three figures are extremely important to Zakharans: Fate, the Loregiver, and the Grand Caliph. None are deities, none are worshipped as such, and none can grant spells or boons to followers, but each is venerated by Enlightened folk.

Fate is a part of nature and is tied to every person's future and well-being. Her name is invoked more often than that of most deities, both in well-wishing and in spite ("May Fate smile upon you!" "Fate has spared us!" "May Fate spit upon your name, and the names of your heirs!"). She is credited with aiding in successes and derided for abandoning those who experience misfortune, and is probably the most widely-recognized being in the Zakhara.

The Loregiver is a mythological figure seen as the attendant or spokesperson of Fate; legends hold that it was the Loregiver who transcribed Fate's will into the documents known as the Law of the Loregiver. This Law dictates how a decent person should act and lists many gods by name – those who follow the Law of the Loregiver are known as Enlightened, and the gods who appear in the Law are known as Enlightened gods.

Perhaps the Loregiver's greatest deed was establishing the Grand Caliph to watch over the Enlightened people of Zakhara. It is the Grand Caliph's sacred duty to protect the Law of the Loregiver and be an example to the people in all ways. The Grand Caliph rules from golden Huzuz and the Grand Caliph's golden throne is the center of the world.





City Key

1. Halwa, City of Solitude
2. Hiyal, City of Intrigue
3. Huzuz, City of Delights
4. Wasat, the Middle City
5. Hafayah, City of Secrets
6. Hawa, City of Chaos
7. Liham, City of Soldiers
8. Muluk, City of Kings
9. Qadib, City of Wands
10. Qudra, City of Power
11. Vmara, City of Knights
12. Vtaqa, City of Freedom
13. Ajayib, City of Wonders
14. Gana, City of Riches
15. Jumlat, City of Multitudes
16. Sikak, City of Coins
17. Tajar, City of Commerce
18. Fahas, City of Searching
19. Hilm, City of Kindness
20. Hudid, City of Humility
21. I'tiraf, City of Confessions
22. Mahabba, City of Silence
23. Talab, City of Questing
24. Dihliz, the Gateway City
25. Kadarasto, City Most Sinister
26. Medina al-Afyal
27. Rog'osto, City of Spires
28. The Savage City of Akota (path to)
29. The Twin City of Misbad
30. The Twin City of Jinutt
31. The Insolent City of Moradask
32. The Dead City of Nycopolis
33. The Chivalric City of Quabah
34. The Fetid City of Raziz
35. The Cursed City of Sokkar
36. The Sparkling City of Vahtov
37. The Pit-City of Yarrat
38. The Profane City of Ysawis





CHAPTER 1: PLACES

Hello again and good day, effendi! I see; now you have questions about more lands and territories? Allow me!

As you know, Zakhara is a land of extremes. From the blazing sun over the High Desert to the frigid cold in the peaks of the World Pillar Mountains, from the parched heat of the sandy wastes to the crushing waters of the Crowded Sea, from the empty dunes of the Haunted Lands to the bustling crowds of the great cities, The Land of Fate is a land of intensity. Our continent stretches from the jagged World Pillar Mountains in the north, which secret us from the lands beyond, to the Steaming Islands in the southern Crowded Sea, beyond which lie the Utter South and beyond that none have ever returned. To the east the jungles and wetlands give way to the Foreigner's Sea, and to the west the desert cliffs fall into the Great Sea. Great and mysterious creatures walk the floors of the oceans just as the flighty and nimble air spirits walk the clouds above.

You know as well as I that Zakhara has the most prized architects in all the world, and also the most skilled sailors. From the nomadic Al-Badia in the deserts to the Al-Hadhar of the cities, we all keep traditions of faith, piety, and decorum thriving and pass them to our heirs and our children's children. Almost everyone heeds the teachings of the Loregiver, and while we might have our differences our cultures and values unite us more than they divide us.

Not that we are all the same! Here as anywhere in Zakhara the people defy stereotypes. But underneath our differences lie a common belief in the Law of the Loregiver, the value of humility, and the importance of decency. I can't promise that every single person you'll meet will think that way, but I've met few who don't!

Now, this may not be true, but I've heard that our traditions of hospitality come from a chance encounter the First Caliph had with a disguised genie. The genie sought to test the virtue of the young ruler, and put the Caliph through three tests: the test of Salt, the test of Bread, and the Test of Care. None now know the substance of those three tests, but to this day we call the agreement between a host and their guests the Salt Bond, under which neither the host nor the visitor can bring any harm to the other for three days after sharing a meal. Such customs are a source of great pride and dignity for us in Huzuz the same as they are for all Zakharans!

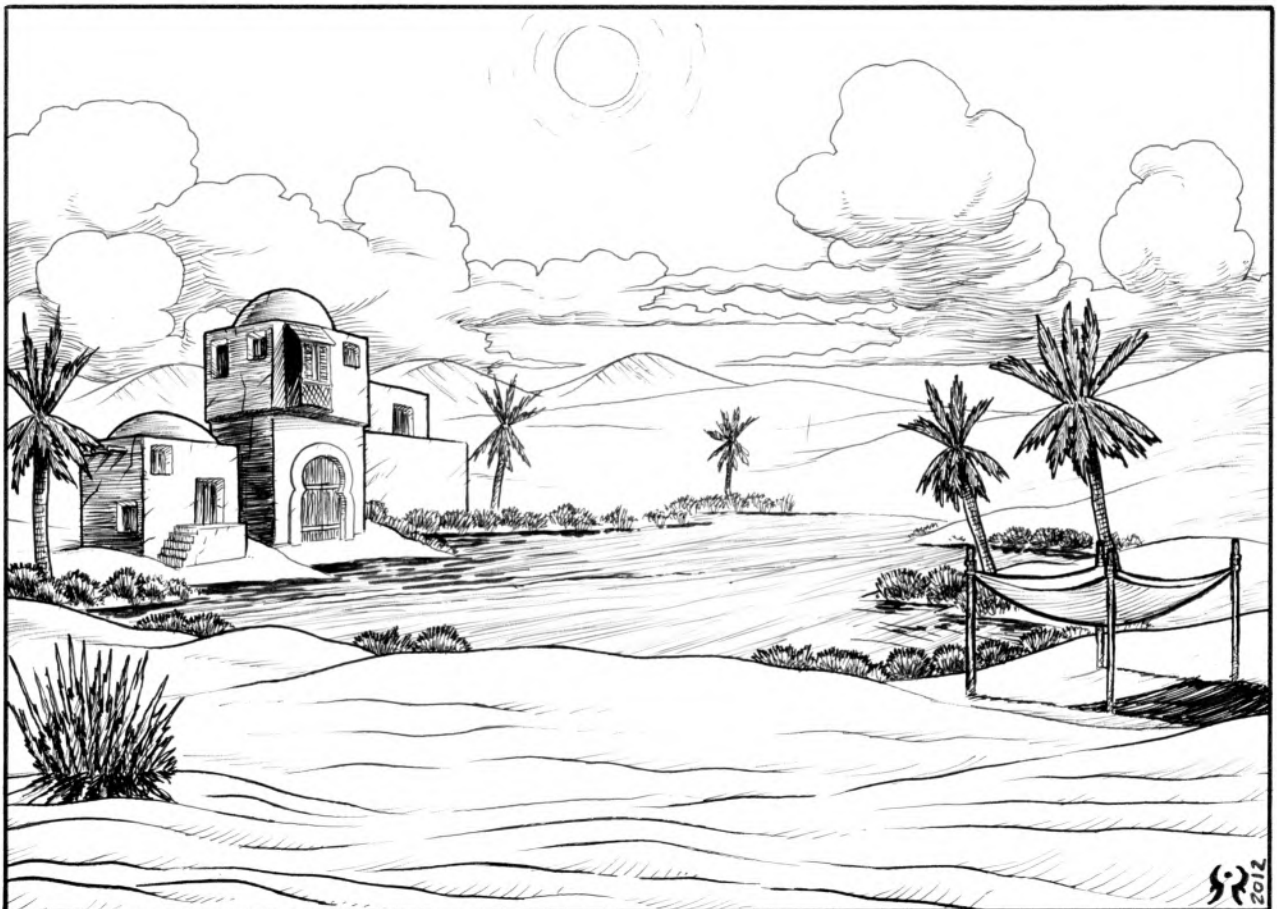
—Gorar Al-Askar, gracious host and humble entertainer

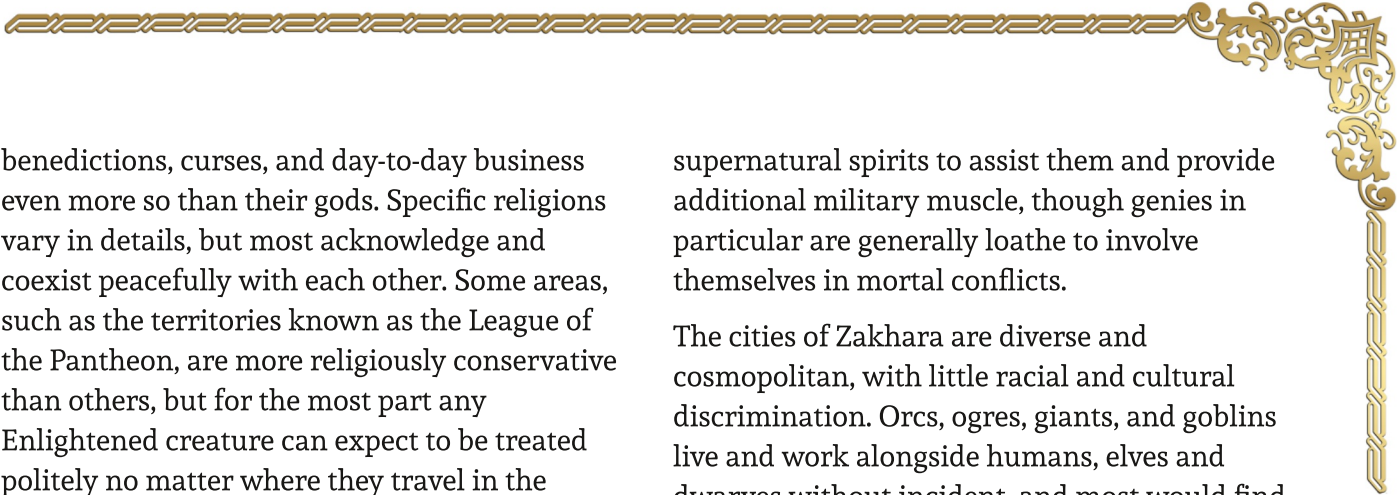
The subcontinent of Zakhara – known colloquially as "The Land of Fate" or "The Burning World" - is a land of glorious, gleaming cities, flat, lifeless wastes, teeming jungles, and shimmering seas. Rugged mountains, mouldering ruins, and worn caravan paths alike trace their ways across the landscape, while nimble zaruqs skitter around massive sambuks and barijahs in the water. Mysterious islands hold long-lost treasures and forgotten shrines, while strangers greet each other like family in the markets and temples of every town.

The people of Zakhara are as diverse as its terrain. In what comes as a surprise to many foreigners, people of all races mix freely in the Land of Fate, including many known as “monsters” elsewhere. In the streets of golden

Huzuz, an elf might walk arm in arm with a dwarf, an orc, or even an ogre, united by their residence, their religion, or above all in their adherence to an ancient set of guidelines known as the Law of the Loregiver. A Zakharan may prefer folk of one type over another, but ultimately will afford respect and decency to any creature who behaves in a civilized manner and follows the Loregiver. Such creatures are known as Enlightened, and the division between Enlightened and Unenlightened folk is the single greatest social division within Zakhara.

Zakharans tend to be religious and committed, following a number of gods and religions to various degrees. Beyond even their devotion to a deity, Zakharans pay respect to an effervescent force they call Fate, often invoking this force in





benedictions, curses, and day-to-day business even more so than their gods. Specific religions vary in details, but most acknowledge and coexist peacefully with each other. Some areas, such as the territories known as the League of the Pantheon, are more religiously conservative than others, but for the most part any Enlightened creature can expect to be treated politely no matter where they travel in the Burning World.

Despite their near-uniformity of culture, one distinction separates the people of Zakhara: the gulf between those who prefer an urban or settled life, known as Al-Hadhar, and those who choose a nomadic life, known as Al-Badia.

CITIES OF ZAKHARA

Zakharan sages and geographers generally agree that the Land of Fate contains twenty-three major cities – twenty-seven if you count the ancient and fallen cities of the Ruined Kingdoms. The cities are nominally divided into four groups, based on their geography and affiliations: the **Cities of the Heart**, the **Cities of the North**, the **Cities of the Pearl**, and the **Cities of the Pantheon**. Explorers and romantics sometimes refer to the crumbling cities from long-fallen empires in the southeast as the **Cities of the Ancients**.

The major cities range greatly in population size, and the populations of most can fluctuate wildly; a city's head count may nearly double during holy days, feast days, and periods of festivals and coronations. Each city boasts a permanent garrison of roughly 10% of its population, and most citizens also belong to a militia that can be called to duty in times of war. The Grand Caliph in Huzuz can expect to call upon up to 30% of a city's army and militia in times of need, in addition to the normal military resources of Huzuz. Some cities can also call upon the assistance of genies or other

supernatural spirits to assist them and provide additional military muscle, though genies in particular are generally loathe to involve themselves in mortal conflicts.

The cities of Zakhara are diverse and cosmopolitan, with little racial and cultural discrimination. Orcs, ogres, giants, and goblins live and work alongside humans, elves and dwarves without incident, and most would find the idea of racial enmity puzzling at best. As stated before, to most Zakharans, the important demographical distinctions fall into two categories: the acceptance or rejection of Enlightened gods and the Law of the Loregiver, and whether a person is a city dweller or a desert dweller. These two factors tell more about an individual than any other attributes, and determine the majority of how a person is regarded and treated by others.

In addition to the major cities, a few smaller cities are worthy of note. These include outpost towns on the border of civilization, the remains of lost hamlets that once housed ancient and evil magic, and a legendary city of genies said to exist deep in the Haunted Lands, among others.

Note: The population figures provided for each city represent a rough count of permanent residents. In addition to these numbers, each city has a population of visitors and pilgrims, with a large influx of both during feasts and holy days.

READING THE CITY ENTRIES:

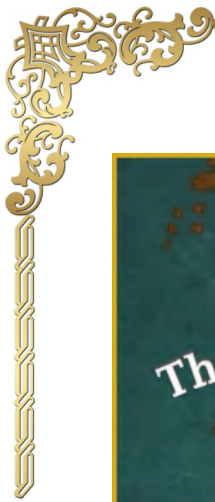
Each city is described using the same format.

<**NUMBER. NAME, NICKNAME**> The city's name and common nickname. The number here corresponds to the numbers on the continent maps for easy reference.

Population. The city's estimated population of permanent residents, as determined by census counts.

Known For: each city has its own character,





and each has aspects about it that "everyone knows." These aspects are listed under this heading.

Trade. This entry lists the major exports and exports of each city

Ruler. The current local power

Rumor Has It: In addition to the things "everyone knows," every city has its secrets and hearsay. This entry lists at least one major rumor that circulates about the city.

CITIES OF THE HEART

Even the wisest among the hakimas say that the very soul of Zakhara is encapsulated within the four cities of its heartland: magnificent **Huzuz** to the south, smoky **Hiyal** to the north, the oasis of **Wasat** between them, and restless **Halwa** to the east. These four hubs are the nerve center of the Land of Fate, and encapsulate within them the greatness and diversity of the land and its peoples.

Refer to the region circled on page 28.

1. Halwa, City of Solitude

Population. 60,000.

Known For: trade acumen, presence of jann

Trade. Livestock, manpower, durable goods

Ruler. Caliph Hava al-Gatil

One of Zakhara's few major inland settlements, Halwa (HAHL-wah) sits on a bluff overlooking a riverbed. Through most of the year the bed is dried out and barren, but each spring it becomes engorged as seasonal downpours combine with runoff from ice melting off the peaks of the Ghost Mountains. The ruler of Halwa is known to be an avid reader and writer, more concerned with completing his masterwork than running the city. Due to this, most day-to-day administration is handled by his grand vizier and court.

Halwa serves as a valuable trading point between the cities to the south and the desert tribes to the north and east. As a result, fashions in the city include both the traditions of city-dwellers and those who live in the wilderness. Unsurprisingly, the people of Halwa are known for their bargaining skills.

Its position on the border of the Haunted Lands also makes Halwa one of the few mortal cities frequently visited by the jann. The genie tribes conduct a caravan to the city twice per year for the purposes of trade and bargaining, and the caravan's weeklong visit is treated as a local holiday with much celebration.

Rumor Has It: The grand vizier intentionally keeps the Caliph distracted with trivialities in order to increase his own power in the city, with an eye toward marrying the Caliph's heir and assuming the throne.

2. Hiyal, City of Intrigue

Population. 600,000.

Known For: smoky atmosphere, untrustworthy populace, high-quality weapons

Trade. Coal, iron, steel, weaponry, armor, metalwork, information, pottery

Ruler. Sultana Alurah bint Asrah

Hiyal (Hee-YAHL) sits in a low valley and seems to be perpetually covered in smoke. The industrial powerhouse of Zakhara, Hiya's smoggy atmosphere is perfect for smugglers, thieves, and other unscrupulous types to negotiate their plots and schemes. The Sultana who rules the city is said to be a skilled negotiator herself, brilliantly containing the city's underbelly in order to maintain the safety of her people.

The suqs (markets) of Hiya are among the most diverse in Zakhara, and here can be found virtually anything a person may be seeking. The

suq is made up of covered passageways interspersed with narrow streets, and the vendors ply their trade in all manner of legal and illegal goods. It is said that one should traverse the suqs of Hiyal with caution, for it is easy to get lost, and there are worse things than thieves and brigands hiding in the twisted passageways.

The pollution of Hiyal is as legendary as its goods; both of which are the result of the constant operations of great kilns and foundries. The Sultana's palace is the sole exception to the drab, ash-coated pallor of the city's buildings – she maintains a cadre of specialists whose sole purpose is to keep the manor clean. The smoke and char do represent a greater purpose, however; weapons and armor made from Hiyalan steel and metalcraft are prized throughout Zakhara for their quality and durability. In the shadows and back alleys, however, the trade of contraband, ill-gotten goods, and dangerous information flows as freely as that of metalworks.

Rumor Has It: The great suq of Hiyal is in fact a complex portal to an even larger market in another world, a market open to any who can follow the correct sequence of turns and alleys. Legends speak of otherworldly merchants offering wares beyond the imagination of the most fanciful rawuns, but the price of such treasures may well be beyond the capability of any mortal to understand – let alone pay.

3. Huzuz, City of Delights

Population. 800,000.

Known For: seat of the Enlightened world, origin of the Loregiver and Grand Caliph, magnificent architecture, scholarly universities, proliferation of genies, the Grand Bazaar, luscious gardens, myriad temples

Trade. Tourism, pilgrimages, universities, sages, textiles

Ruler. Grand Caliph Khalil al-Assad al-Zahir (Master of the Enlightened Throne, Most High Sovereign of the Land of Fate, the Worthy of the Gods, Scourge of the Wicked, Confidant of the Genies)

Huzuz (hoo-ZOOZ) is located between the Golden Gulf and the Suq Bay, and this central location makes its Grand Bazaar the greatest and most extensive shopping area in Zakhara. Lit at night by glowing magical globes, the Grand Bazaar is truly a place of wonder, and nearly anything can be found within. Likely due to the proximity to the Caliph's Royal Guard and spy network, however, all but the brashest black market traders avoid the Bazaar of Huzuz, finding it more suitable to operate out of Hiyal to the north.

The presence of the Enlightened Court makes Huzuz a travel destination of choice for many visitors from both within Zakhara and without. The City of Delights is as likely to play host to





emissaries from the Jann or even the greater genies as it is petitioners from the Pantheist league or wide-eyed tourists from the far-off Ruined Kingdoms (see below). This status as a focus and a melting pot makes Huzuz even more cosmopolitan and the attitudes of its residents even more accepting than most Zakharans. Any idea or plan, no matter how outlandish, will be heard with a greater degree of amusement than fear or intolerance from the populace.

Another attraction of the city is its architectural design. Centuries' worth of work by the greatest architects, engineers, and artists of both mortal and geniekind has left the city topped by golden spires with intricately patterned mosaics, reliefs, and sculptures below. The well-known tolerance of the populace makes Huzuz a haven for designers and artists of all walks of life, though this proliferation also makes it difficult for any but the very best to experience any large-scale level of success. Still, the generosity and openness of Huzuz's people and the constant influx of tourists makes for an environment in which even the lowliest painter or builder can make a decent life for themselves.

Rumor Has It: Most rumors in the City of Delights circle around the Grand Caliph's lack of an official heir. Some say that the Grand Caliph is fearful, unlucky, cursed, or paying for some slight against the genies, making him hesitant to recognize a successor. Others believe that the Loregiver herself has simply remained silent on the matter thus far, tying the Grand Caliph's hands on the matter. Some hold that one of the Grand Caliph's daughters is a clear favorite to inherit the Golden Throne.

For more details on Huzuz, see Appendix 1.

4. Wasat, the Middle City

Population. 90,000.

Known For: detached attitude, even-tempered populace

Trade. Brokerage, tackle and harness, livery, messengers

Ruler. Caliph Haroun al-Raqqas

Smallest of the heartland cities, the main claim Wasat (wahs-AHT) has to fame is serving as a waystation between Huzuz and Hiyal on the shore of the Suq Bay. It is known as the Middle City, which refers to both Wasat's geography and the famously unflappable demeanor of its citizens. No matter the occasion or surprise, the people of Wasat never seem to be surprised.

The industry of Wasat centers around accommodations for travelers, and every attempt is made to ensure that those passing through the city are comfortable for the time they visit. As long as trade remains unimpeded, the people of the Middle City do not interfere in the business of visitors.

The convenient location of Wasat makes it a valuable place for spies as well. Agents from the Grand Caliph's court as well as the court of the Sultana of Hiyal are always keeping an eye on the Caliph of Wasat and the powerful wizard who joined his court a few years ago.

Rumor Has It: Rumors swirl about visitations to the Caliph of Wasat from high-ranking agents of the Grand Caliph and the Sultana of Hiyal. Some feel that the Caliph is trying to curry favor or work out some kind of alliance with those courts. Others suspect a conflict brewing, and see the clandestine meetings as indicative of a coalition forming to address an impending battle. The wizard who recently arrived has joined the court of the Caliph, and is widely believed to be acting on the behalf of an unknown third party – possibly the very foe the coalition is forming to resist.





CITIES OF THE NORTH

As the Cities of the Heart are the soul of Zakhara, the Cities of the North are the conflict of her extremes. From Qudra, the military-precise city of the mamluk orders, to the freewheeling islands of the Corsair Domains, to the fiercely independent city-states of the Free Cities, the northwest coast of Zakhara is a study in contrasting ideals.

The rulers of the northern cities, which consist of **Hafayah**, **Hawa**, **Liham**, **Muluk**, **Qadib**, **Qudra**, **Umara**, and **Utaqa**, pay at least lip service to being loyal subjects of the Grand Caliph, but in practice this loyalty tends to wane the farther one travels from the seats of power. Particularly in the Corsair Domains, government is the rule of the weak by the strong, and skirmishes between the cities, city-states, and their rulers are common.

Refer to the region circled on page 32.

5. Hafayah, City of Secrets

Population. 120,000.

Known For: source of jewelery stones, black-colored stone buildings and dark attire of residents, recent failed coup

Trade. Clothing, rice, agates, precious and semiprecious stones

Ruler. Prince Saba, 8 years old. Regent: Uqban min Najm

Perched on the bank of the river Al-Kufr, Hafayah (HAH-fah-yah) is a city of dark buildings and streets, where the taciturn populace dresses in dark clothing. One of the Free Cities, Hafayah recently endured a bloody (and ultimately unsuccessful) coup, which may account for its residents' hesitation toward and distrust of strangers. The unwillingness of the people to make small talk has earned Hafayah the nickname "City of Secrets."

The current ruler of Hafayah is an eight-year-old boy, rightful heir to the throne since the rest of his family was slaughtered in the coup. Fortunately, his appointed regent has proven to be a competent administrator and an able ruler.

The city is known primarily for its wealth of precious and semiprecious stones, which are harvested from the banks of the Al-Kufr River. The riverbanks also provide the mud used to form the bricks of the city's buildings; the mud bakes dark gray, almost black, and along with granite mined from the Furrowed Mountains is the reason behind the darkness of the city's structures.

Rumor Has It: The boy-ruler of Hafayah doesn't want to be a Caliph; he wants to be a desert rider like the heroes of his bedtime stories. Among his many other duties, the boy's protector and regent is constantly having to recapture the wayward monarch after the boy slips away and flees the palace. The identities of those behind the recent coup are unknown; many in the city suspect that rivals from the nearby city of Qadib were involved if not directly responsible.

6. Hawa, City of Chaos

Population. 50,000 (?)

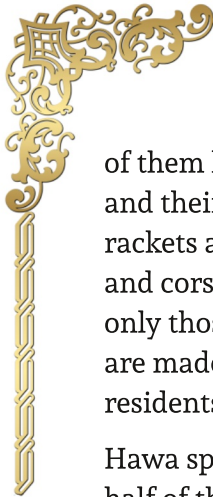
Known For: lack of stable government, built over the water on stilts, independence

Trade. Smuggling, piracy

Ruler. Council of corsair captains

The only true city in the collection of tiny islands that make up the Corsair Domains, Hawa (HAH-wah) is rightly known as the City of Chaos. A haven for pirates and privateers of all types, the rulers of Hawa – when they exist – tend to have short reigns with suspicious and often gruesome ends.

The true ruler of the city is a council made up of the most powerful corsairs in the region. Many



of them have retired from active smuggling, and their concerns now lie with protection rackets and extortion. In theory every pirate and corsair has a seat on the council, but since only those present in port can vote, decisions are made mostly by the retirees and permanent residents.

Hawa spreads across Chaos Bay, and roughly half of the city is actually built on platforms out over the water itself. This unusual construction has led the city to also be sometimes called “the City of Stilts.” The semi-mobile nature of many of the city’s districts makes Hawa difficult to navigate even for those accustomed to its idiosyncrasies, and the tendency of residents to build new structures atop older ones as they topple, burn down, or rot makes the land-based portions just as labyrinthine.

Hawa’s economy depends on smuggling, piracy, and accommodations for those who engage in smuggling and piracy. Outsiders are appreciated but not trusted in Hawa, and it would do a traveler well to stay out of trouble. The corsairs of Hawa have long memories, and any threat to one is seen as a threat to all.

Rumor Has It: Some report seeing a new island near the city, rumored to actually be one of the elusive, enormous sea turtles known as zaratan. Stories tell of a legendary pirate’s fortune, secured in her hideout built on the back of one such great turtle, lost decades ago when the creature unexpectedly dove beneath the surface and then swam away. If the creature now surfacing near the city is the same one whose back held that old fortress, untold treasures may await any who locate the hideaway.

7. Liham, City of Soldiers

Population. 120,000.

Known For: red clothing, subservience to Qudra

Trade. Pottery, coffee

Ruler. Caliph Haram al-Hayif

The citizens of Liham (LEE-ham) frequently dress in red fezzes, turbans, sashes, shirts, and pants, a tradition so longstanding none of them could give a certain answer as to why they do it. Considered the southmost of the Free Cities, Liham is a city of angles – stern barracks, tall tenement buildings, and long, straight streets.

Liham has a large garrison and seems to run with military-like precision; this fact plus the presence of a large military contingent from Qudra has earned it the title “City of Soldiers.” Others call it the Lapdog due to its fawning relationship with Qudra – the presence of Qudran mamluk companies definitely adds to Liham’s military defense, but also severely restricts its autonomy.

Bizarrely, it is said that a rawun from Liham’s main suq, whose poetry is beloved by the Grand Caliph himself, is all that prevents the city from being completely taken over by Qudra. The city’s presence at the mouth of the Al-Sari River makes it an ideal military outpost, though in practice its industry is primarily in producing fine pottery and a kind of strong, bitter coffee. While the dye so popular in its citizens’ dress is made using berries that grow along the riverside, the pigment is jealously hoarded and never sold outside the city.

Rumor Has It: A new leader is gathering followers in the city, intent upon overthrowing the mamluk occupation – and the leader is none other than an unrecognized heir to the city’s throne!

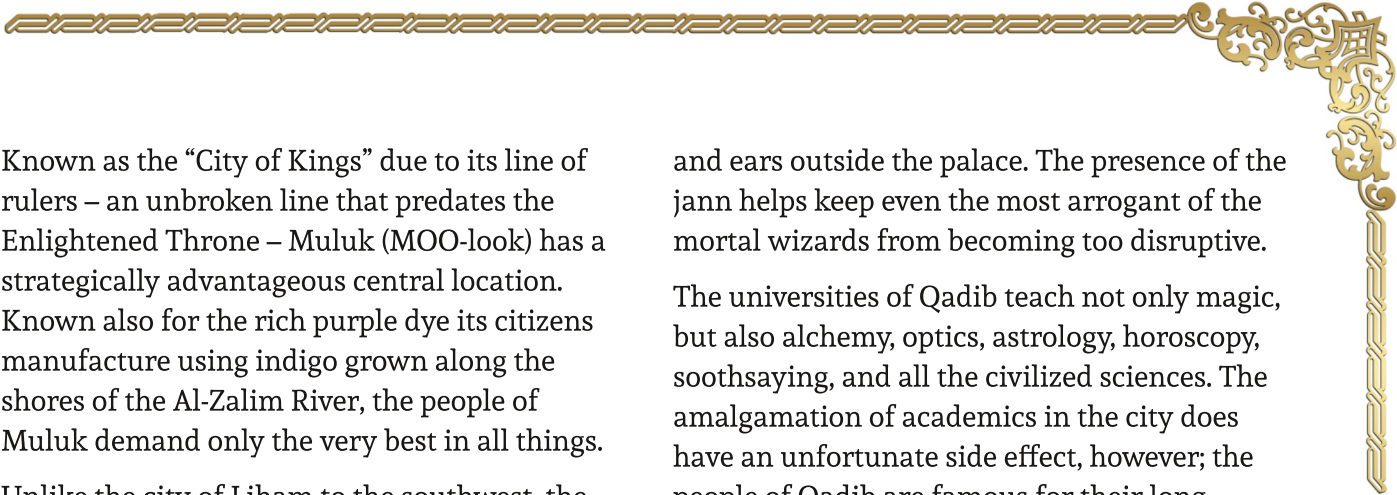
8. Muluk, City of Kings

Population. 90,000.

Known For: indigo, regal purple dye, haughty population

Trade. Indigo dye, purple cloth and clothing

Ruler. Caliph Aswiyah al-Muftahir



Known as the “City of Kings” due to its line of rulers – an unbroken line that predates the Enlightened Throne – Muluk (MOO-look) has a strategically advantageous central location. Known also for the rich purple dye its citizens manufacture using indigo grown along the shores of the Al-Zalim River, the people of Muluk demand only the very best in all things.

Unlike the city of Liham to the southwest, the purple dye produced in Muluk is one of the city’s major exports, as is clothing and fabric tinted with it.

Rumor Has It: After accepting the Law of the Loregiver 500 years ago, Muluk’s king abdicated his throne, packed the choicest valuables from his family treasury, and disappeared into the Furrowed Mountains. Some say that any who can find his final resting place will be rewarded with relics of the city’s unenlightened past, as well as treasures and magic unknown to the modern world.

9. Qadib, City of Wands

Population. 50,000.

Known For: magicians, universities, sages, unorthodox thinking, verbose population

Trade. Information, sages, scrolls, dyes, fabrics

Ruler. Sultan Kamal al-Hadi

A proliferation of clerics, druids, warlocks, witches, wizards, and other magic-users makes Qadib (kah-DEEB) second only to Rog’osto and Huzuz itself in the number of magicians it contains. The large population of magic-users has earned Qadib the nickname “City of Wands,” but its similarly large number of academics and universities has led it to be called the “City of Sages.”

Uniquely in Zakhara, the court of Qadib’s sultan includes a large number of genies, mostly jann, who also serve as the sultan’s eyes

and ears outside the palace. The presence of the jann helps keep even the most arrogant of the mortal wizards from becoming too disruptive.

The universities of Qadib teach not only magic, but also alchemy, optics, astrology, horoscopy, soothsaying, and all the civilized sciences. The amalgamation of academics in the city does have an unfortunate side effect, however; the people of Qadib are famous for their long-windedness and verbosity.

Like many of the northern cities, Qadib also has a signature dye for which it is known: a yellow-orange colorant they call Uther, which takes especially well to felt. The economy of Qadib largely circles around information, scrolls, magical services, sages, and fabric.

Rumor Has It: Deep under the city are catacombs and tunnels that are said to stretch for miles and house all sorts of strange relics of the past. Though most of them are not connected to each other, the chambers potentially hold long-lost magical secrets and paraphernalia, and even gateways to other worlds.

10. Qudra, City of Power

Population. 500,000.

Known For: powerful military, massive fortifications, undecorated architecture

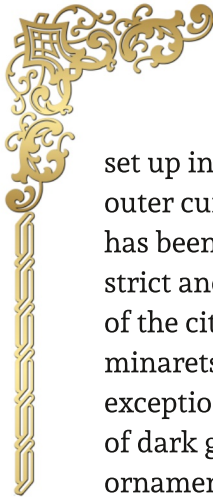
Trade. Armor, weapons, alchemist’s fire

Ruler. Emir Hatit Abd al-Wajib

Qudra (KOO-drah) has a reputation for being the best-fortified city in Zakhara, and for good reason. The base of operations for most of the Land of Fate’s mamluk organizations, Qudra is ruled by an emir elected by a council of the slave-soldiers.

A city of heavy gray stone and blackened iron, Qudra sits on the edge of a deep-water harbor. The city is surrounded by a defensive wall forty feet wide and forty feet tall; additional walls are





set up inside the city in the unlikely event the outer curtain is ever breached. To date, it never has been. The walls and coloration give Qudra a strict and unyielding face, and the stern image of the city is only heightened by its lack of minarets and decoration. Almost without exception, the city's buildings are starkly built of dark granite and lack unnecessary ornaments.

The fortifications of Qudra are not without reason; the city has been the vanguard in resisting attack after attack from both barbarians out of the Furrowed Mountains and savages from the far north, who seek to impose their uncouth ways upon the Enlightened world. The residents of Qudra call it the "City of Power" and see themselves as the defenders of the Enlightened life – even though the vast majority of them have never participated in combat. The mamluks of Qudra fight so the populace can sleep.

Given Qudra's position and disposition, it is no surprise that its trading staples include elite mamluk warriors, high-quality armor and steel goods, oil of liquid stars (alchemist's fire), and trinkets from the far north.

Rumor Has It: Years ago, an advisor for one of the mamluk groups, named Asham, went on a recruiting mission into the Haunted lands. He returned alone, after six years, with a broken mind - muttering constantly about "the Whispering Doom from the desert." No one, mortal or genie, has been able to make heads or tails of his ranting, but even stranger is the fact that no magic – not even a wish – has been able to restore his mind and sanity.

11. Umara, City of Knights

Population. 100,000.

Known For: detailed tilework, large Unenlightened population

Trade. Carpets, clothing, tapestries, goats, goat cheese, dye

Ruler. Caliph Ubar khel Muhif

Like many of the northern cities, Umara (oo-MAH-rah) is known for the dyes it produces – in this case, cobalt and turquoise hues, which are used to color both clothing and elaborate tilework. Unlike other cities, the ruler of Umara is not the latest scion of a long-established dynasty, but a barbarian tribesman who managed to overthrow the previous caliph, marry his daughter, and place himself on the city-state's throne. The presence of so many grandstanding warriors has led Umara to be called the "City of Knights."

The city sits at the mouth of the river Al-Yatir, and its people are typical of the coastal cities in dress and attitude. The Astok tribe, which overtook the city, surprisingly decided to accept the Law of the Loregiver and are now Enlightened, so there is surprisingly little friction between the conquerors and the longer-term residents. The Astok men prefer to keep full beards, whereas the more deep-rooted men prefer clean-shaven chins with mustaches, but the women all wear their hair in single long, thick braids down their backs. The Astoks do have their own language, and speak Midani with thick accents.

The industry of the city produces and exports carpets, tapestries, clothing, and the blue dyes, and the residents raise and sell fine goats and goat cheeses as well. Despite accepting Enlightenment, the Astoks still worship their tribal god Botu'Astok, and the new caliph has decreed that Botu'Astok should have a place in the city's temples. Many of the older residents have even embraced this new god, seeing him as a god of change and reinvention.

Rumor Has It: All is not as idyllic as it seems in the City of Knights. Factions, led by the surviving vizier of the old caliph and said to

even include members of the old caliph's family, seek to return control of the city to its historic rulers. Some even say that the old caliph survived in exile and is planning his return to the throne.

12. Utaqa, City of Freedom

Population. 70,000.

Known For: blunt mannerisms, liberal religious and political viewpoints, opposition to authoritarianism

Trade. Smuggling, mercenaries

Ruler. Caliph Agara al-Gandar

Romantically styling itself the "City of Freedom," Utaqa (oo-TOCK-wah) is the northernmost city in Zakhara, and the distance from other Enlightened cities is felt in every aspect of its culture. A strategically vital city for the Grand Caliph and for the security of Zakhara, the caliph of Utaqa must appease the rulers of Qudra (who put him in power after a short insurrection), the Grand Caliph, by whose grace he has the rulership, and the residents of the city itself, who are long accustomed to acting as they wish without the interference of any imperial authority.

This uneasiness is reflected in the caliph's court, in which merchants, scribes, and outlanders all bend truth and whisper platitudes in an attempt to curry favor. It is also reflected in the population at large, which, being at the literal edge of Zakharan civilization, is forced to compromises unthinkable to the people closer to the land's heart. Most notably, Utaqans are stridently opposed to tyranny and bullying in all its forms; anyone visiting Utaqa must be paid well and allowed free reign while in the city. Surprisingly, this policy has not hurt Utaqa's trade and prosperity; unsurprisingly, the trade that takes place in the city could more

accurately be described as "smuggling."

Mercenaries favor Utaqa for its insistence on paying fair wages for any services rendered.

The unofficial color of Utaqa is white, seen by its residents as a representation of purity and by its detractors as a representation of surrender. Utaqa has more temples and shrines dedicated to local and Unenlightened gods than any other city in Zakhara, and the people of Utaqa are generally pragmatic and honest. This does not mean that the people are friendly or foolish; their position at the edge of the world has led them to understand the value of compromise, but also the necessity of caution and defense.

Rumor Has It: Roughly 20 miles upstream on the river Al-Zulma waits a flotilla of Qudran soldiers, ostensibly to ensure the security of the city – but just as likely to ensure its obedience. Agents from Qudra have overthrown Utaqa's government before, and would likely do so again.





CITIES OF THE PEARL

The cities lining the west coasts of the southern Golden Gulf and northern Crowded Sea are collectively known as the Pearl Cities or Cities of the Pearl, and are among the wealthiest cities in Zakhara. Only two of the cities actually produce pearls; all of them deal with jewelry, luxury goods, and items such as frankincense, spices, exotic woods, fish, and coffee – though many in Zakhara would categorize coffee more as a necessity than a luxury!

Trade is the rule of the land in the Pearl Cities, which consist of **Ajayib**, **Ghana**, **Jumlat**, **Sikak**, and **Tajar**. Trade is second only to the Law of the Loregiver in importance, and often gives it a run for its money. The wealthiest merchants of these cities live amongst opulence to make the dao weep with envy, but such wealth comes at a price – a price paid by the crushingly impoverished underclass whose efforts are exploited in the service of the gentry.

Refer to the region circled on page 38.



13. Ajayib, City of Wonders

Population. 70,000.

Known For: coffee or mocha, fragrances, outsider attitude

Trade. Coffee, fruits, frankincense and other aromatic gums, bright dyes

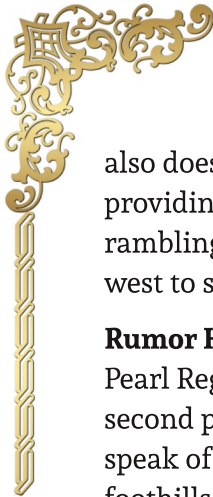
Ruler. Calipha Halima al-Wahsi

Built into the rising foothills of the Tumbling Mountains, Ajayib (ah-JAY-eeb) is famed throughout Zakhara for the rich, dark coffee it produces. The farmers of Ajayib have carved the foothills outside the city into a series of terraces, growing vegetables and livestock on the lower levels and their famous coffee up above.

West of Ajayib, the foothills rise into the mountains, and underneath them roam savage and warped tribes. Mad wizards build their complexes deep in the mountains' cliffs over the ocean, performing their profane experiments and rituals far from the sun's revealing light. Secrets ancient and sad await any who locate those laboratories.

The frontier nature of Ajayib makes it a natural haven for adventurers and buccaneers alike, and the line between freewheeling rogue and bloodthirsty pirate becomes thin indeed. The constant influx of marvelous relics and exotic fauna has caused visitors to dub Ajayib the "City of Wonders," for the mixture of savage artifacts and civilized curios is unrivaled in the Enlightened lands. The city's fierce calipha, a battle-hardened warrior in her own right, looks after all of the city's concerns personally, and is not above wading into battle herself when the cause is warranted.

The major exports of Ajayib are its famous coffee, which is shipped and appreciated throughout Zakhara, frankincense from orchards north of the city, and fresh fruits and vegetables from the terraced gardens. Ajayib



also does a brisk trade in information, often providing maps, tidbits of legends, and rambling stories to those who head south and west to seek their fortunes.

Rumor Has It: Ajayib is the youngest city in the Pearl Region; the current calipha is only the second person to sit on its throne. Legends speak of a much older city, built deeper into the foothills, that was occupied by a civilization so depraved and wicked that its population was put to the sword as part of some bizarre ritual. The rawuns say that remnants of that ancient people still roam the ruins of their metropolis, shrieking out the names of their killers and jealously guarding the lost treasures of their ancient kin.

14. Gana, City of Riches

Population. 100,000.

Known For: trade acumen, relaxed pearl diving regulations, swindling

Trade. Pearls, trade, sea crafts (shells, buried treasure, and the like), aromatic gums, frankincense, myrrhs

Ruler. Sultan Yusef bin Ahmad al-Wadi,

Wealthiest of the Pearl Cities, Gana (GAH-nah) is also one of two cities in the region for whom pearl diving is actually a staple of the economy. Unlike Jumlat to the northeast, however, Gana also abuts a rich frankincense forest known as the Bleeding Trees, giving its citizens a second highly lucrative product to peddle. It is said that even the poorest of Gana's beggars lives in such comparative luxury that they are proud to call the city their home; the ubiquitously high standard of living has led Gana to be known as the "City of Riches."

The aging sultan of Gana has never married and has only one permanent member of his court: a once-beauteous sea mage upon whose skin are etched lines as deep as those on the sultan's.

The nature of the relationship between the two is common scuttlebutt among the lower classes, and a frequent topic of small talk in town.

The pearl diving season lasts five months, and at its conclusion the sultan of Gana throws a massive three day festival. On the final day of the festival, he initiates a yearly contest: whoever brings him the most wondrous item before the start of the next season earns a place at court and the title "Warrior of the Great Task," making them a local celebrity for at least a year and affording them all the privileges of nobility, at least temporarily.

Rumor Has It: Gana has a problem, shared by its sister city Jumlat: its pearl divers and sometimes their boats have been disappearing mysteriously. Some claim the disappearances are the work of some kind of sea creature; anything from a giant lizard to an insane genie to an aquatic elf, depending on who is telling the tale.

15. Jumlat, City of Multitudes

Population. 300,000.

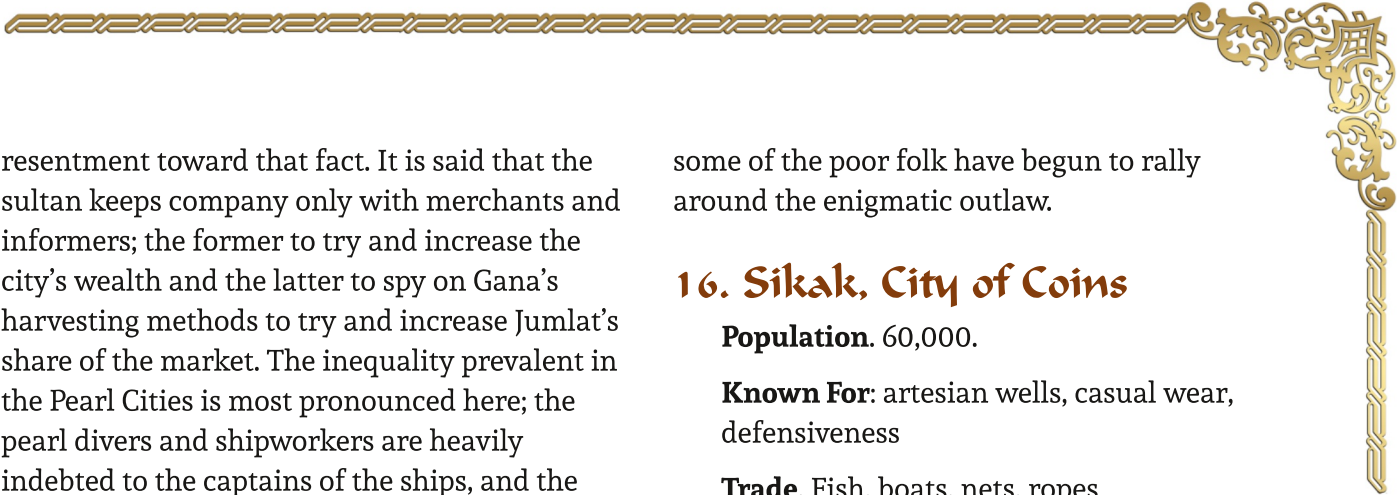
Known For: pearl festivals, pearl diving competitions, large number of beggars

Trade. Pearls, trade, sea crafts (shells, buried treasure, bright dyes), beggars

Ruler. Sultan Kara al-Zalim

Like Gana, Jumlat (JOOM-laht) is one of the two cities that actually harvests pearls from the great pearl beds under the crowded sea between them. While both cities earn fabulous wealth from their pearl divers, Jumlat has the edge; it had both a larger population and gathers more pearls from the beds. These great numbers have led to Jumlat being nicknamed the "City of Multitudes."

Despite its superiority of numbers, Jumlat continually lives in Gana's shadow, and the court of the city's sultan seethes with



resentment toward that fact. It is said that the sultan keeps company only with merchants and informers; the former to try and increase the city's wealth and the latter to spy on Gana's harvesting methods to try and increase Jumlat's share of the market. The inequality prevalent in the Pearl Cities is most pronounced here; the pearl divers and shipworkers are heavily indebted to the captains of the ships, and the profits of the pearl season tend to trickle upward, not down. Once the pearl season is over, Jumlat is said to have more beggars than any other city in Zakhara.

Jumlat is a squat, ugly city overflowing with people and detritus. Its economy depends almost entirely upon the pearl trade, and waxes and wanes with the fluctuation in that market. Some in Jumlat eke out a living selling handicrafts, jewelry, and furniture made from seashells and other tokens of the sea's bounty, but those who can honestly claim to have become wealthy by such methods are as rare as roc's teeth.

Rumor Has It: Jumlat has the same problem as Gana: something is causing pearl drivers and ships to disappear. Initially suspecting each other, the two rival cities have grudgingly concluded that the source of the problem is outside both of their control. A recent survivor of an attack described a monstrous shark-creature with a mouth full of tentacles, which moved with swift determination to pull sailors from the decks of the ship. The caliph offered a reward for the capture or corpse of the creature, but some think the survivor fell prey to madness and no such creature exists.

In addition, Jumlat is plagued by a mysterious bandit known only as Zulmat, "The Darkness." Nothing is known of the bandit except that they target only the wealthy: merchants, moneylenders, and corrupt guards are typical victims. While the affluent in the city are growing more and more nervous, some say that

some of the poor folk have begun to rally around the enigmatic outlaw.

16. Sikak, City of Coins

Population. 60,000.

Known For: artesian wells, casual wear, defensiveness

Trade. Fish, boats, nets, ropes

Ruler. Sultan Magar al-Azim

Sikak (SEEK-ahk) is known as the "City of Coins," due to the massive size of the fish caught in its waters; the swordfish, grouper, and other fish that live off the coast grow so large, their scales are the size of silver dinar. The livelihood of Sikak's denizens revolves entirely around the sea and its accoutrements; the sea provides their food, their industry, and even their clothing style.

The cities surrounding Sikak are all larger and wealthier, and the residents of Sikak tend to be very touchy about this fact. They resent the idea that any way of life might be superior to their own, and more than one fight has broken out when a visitor innocently suggested incorporating new fishing techniques or clothing styles to the natives.

The sultan of Sikak is a retired gnomish fisherman, who is the fifteenth in his family line to sit on the throne. He maintains a large family known for its charming lifestyle, and large families are a tradition in the royal line. The sultan has more than 20 children, and many of his relatives hold positions of power within the city. The family retains a bodyguard of ten ogres bound by an ancestral oath to protect them.

Sikak's exports are mainly fish, fishing boats, and fishing equipment. Though such tools may seem unexciting or even pedestrian compared to the exotic wares of some other cities, the fishing nets made in Sikak are renowned



throughout Zakhara for their durability and effectiveness, and hawsers made by the city's rope-makers are known to be the sturdiest in the Land of Fate.

Tensions are currently running high in the court, because a holy slayer recently made an (unsuccessful) attempt on the sultan's life. The would-be assassin was caught and killed by the ogre bodyguard, but troublingly, it has proven impossible to determine the motive behind the assassination attempt. The holy slayer seems to have been part of the Grey Fire fellowship, but details beyond that are frustratingly elusive.

Rumor Has It: Wreckage of a ship, possibly more than one, has been discovered off the coast of Sikak. The wreckage is said to be the remains of a ship intended to carry representatives of the royal family on a diplomatic mission centuries before, but no records of such a mission can be found and there has been no word from the sultan on the accuracy or falsehood of the rumors.

17. Tajar, City of Commerce

Population. 180,000.

Known For: trading hub, fine bazaars and suqs, fashion, artesian wells

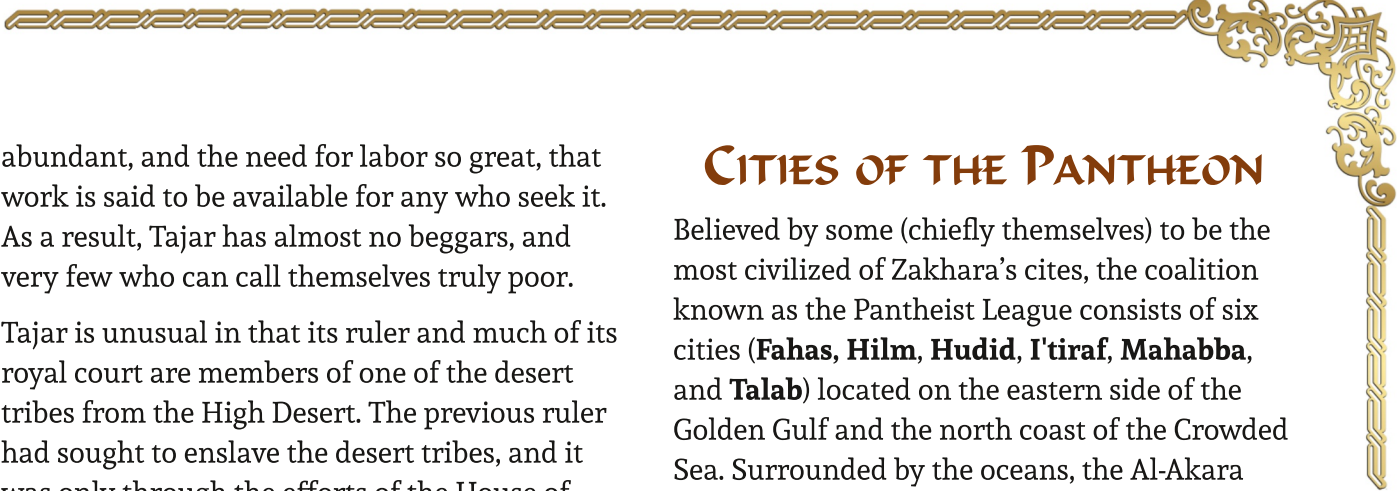
Trade. Spices, carpets, metalwork, swords, livestock, horses

Ruler. Sheikh Ali al-Hadd, House of Bakr, human druid

Lying just across the Golden Gulf from Hilm, Tajar (tah-JAHR) is the wealthy "City of Commerce" whose accessible location has made it among the most successful trading points in Zakhara. Said to be second only to the Grand Bazaar in Huzuz, the marketplaces of Tajar teem with merchant goods from the northern cities, sturdy rugs, weapons, and hardy goats from the desert tribes, exotic spices and jewelry from the gulf region, strange idols and woodwork from the Ruined Kingdoms, and even uncouth wares from savage Akota to the west.

The people of Tajar are as diverse as its bazaars. All manner of dress and speech can be found here, and the people take pride in their wealth and heterogeneity. The riches of Tajar are so





abundant, and the need for labor so great, that work is said to be available for any who seek it. As a result, Tajar has almost no beggars, and very few who can call themselves truly poor.

Tajar is unusual in that its ruler and much of its royal court are members of one of the desert tribes from the High Desert. The previous ruler had sought to enslave the desert tribes, and it was only through the efforts of the House of Bakr (one of those tribes) along with the intercession of the Grand Caliph himself that the black-hearted tyrant's rule was ended. Now, the royal court is made up of members of the House of Bakr, and this has caused a great deal of friction with the tribe members remaining in the desert.

Tajar's relations with other desert tribes is more amicable, and in fact the sheik of the largest jann tribe in the High Desert has sworn to aid the city in times of need. The jann even sent an emissary to Huzuz to inform the Grand Caliph's court of this agreement, and the affiliation has earned Tajar admiration and envy in equal parts.

Tajar's main industry is trade, especially in spices, carpets, swords, horses, and other livestock. Work is plentiful for any who need it, whether it be working the docks transporting goods to and from the great shops, loading and unloading caravans, or acting as hired guards for any of those who have mercantile interests in the city.

Rumor Has It: The former sultan was dragged off to Huzuz as a prisoner and a traitor to the Law of the Loregiver, but some say that rather than be cast into the dungeons where he belonged, he repented of his evil ways and became a priest in the hills surrounding Wasat. At least one of his surviving descendants has returned to Tajar, and is plotting revenge on usurpers of the deposed ruler.

CITIES OF THE PANTHEON

Believed by some (chiefly themselves) to be the most civilized of Zakhara's cites, the coalition known as the Pantheist League consists of six cities (**Fahas, Hilm, Hudid, I'tiraf, Mahabba, and Talab**) located on the eastern side of the Golden Gulf and the north coast of the Crowded Sea. Surrounded by the oceans, the Al-Akara Mountains to the north, and the Al-Sayal Mountains to the east, the cities of the League are united by deep religious and political beliefs that aid in their prosperity but sometimes segregate them from the bulk of Enlightened peoples. The League of the Pantheon is coordinated by a council called the League Conclave, based in its capital of I'tiraf.

The foremost of the Pantheon's divisive religious beliefs is recognition of only five major deities: Hajama, Kor, Najm, Selan, and a local god called Jauhar. Pantheist doctrine holds that priests of these five gods were the first to accept the Law of the Loregiver, and thus these Powers are the only truly Enlightened deities – and as such, they are the only ones deserving of mortal worship. In the League of the Pantheon, no temple or shrine can be raised to any other deity, and the worship of other gods is expressly forbidden.

The cities of the Pantheon are welcoming beyond measure, especially to each other, and unlike cities in other areas, there is little to no conflict between them. The poor are treated well; food and shelter are guaranteed to all citizens in good standing. The cities work together for the betterment of all, and though sometimes tensions develop between the Pantheists and some other parts of Zakhara, the military and economic might of the League makes it an invaluable asset to the Grand Caliph.

Refer to the region circled on page 44.





18. Fahas, City of Searching

Population. 110,000.

Known For: ruler's mood swings, sullen populace, fine pottery and ceramics

Trade. Fruit, livestock, trade, pottery, ceramics

Ruler. Caliph Amel al-Yuhami

Located at the mouth of the Al-Naqus River, Fahhas (FAH-hahs) is city of dark mud bricks and fantastic tilework mosaics. Called the City of Searching, Fahhas is a city that seems in search of itself; the people are somber, sullen, and joyless. The dour demeanor of the populace belies the prosperity of the city; verdant grasslands to the east provide ample grazing for sheep and livestock, orchards of oranges, dates, and pears dot the landscape, and the Al-Naqus River provides some of the finest clay in Zakhara.

The caliph of Fahhas is known as one of the strongest men ever born, but since the death of his mentor and vizier five years ago has become moody and withdrawn, prone to fits of deep melancholy, depression, and rage. He dismissed his court and disbanded his harim shortly after the death of the vizier, and now the servants, courtiers, and scribes walk on eggshells in his presence - rightly fearing that the simplest error in speech or subject will bring about one of the caliph's vicious tirades of insults, abuse, and punishment. The only regular company kept by the caliph is the city's chief judge, upon whose weary shoulders now falls the responsibilities of day-to-day administration of the city.

The exports of Fahhas include fruits from its bountiful orchards, livestock from its bounteous grasslands, and some of the finest pottery and tile in Zakhara. Though the populace is sad for the caliph and his loss, they are starting to believe that he should either abdicate the throne or return to his normal

duties. Grief for the dead is understandable, but a ruler must first and foremost attend the responsibilities of rulership. Thus far, however, the League Conclave in I'tiraf has shown no interest in replacing the caliph or encouraging him to step down.

Rumor Has It: All can understand the sadness of loss, but the caliph's protracted grief coupled with the extraordinarily long time he has spent in mourning has proved fertile ground for all sorts of rumors in the suqs of Fahhas. Among the more disturbing theories is that the vizier did not pass away at all, but instead became an undead atrocity, lurching through black crypts beneath the palace and whispering madness and terror in the caliph's ear.

19. Hilm, City of Kindness

Population. 180,000.

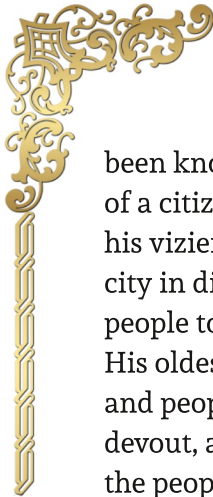
Known For: cleanliness, hospitality

Trade. Grain, livestock, horses, tourism (pilgrimages)

Ruler. Caliph Abir al-Farhan

Hilm (HEELM) is arguably the cleanest and most crime-free city on the enlightened world. Northmost and most liberal of the Pantheist cities, Hilm serves as an important port and convenient waypoint for those seeking to travel east from the Golden Gulf, or for those traveling from the Pantheist League to Huzuz or other northern cities. A counterpoint and contrast to Tajar across the gulf, the buildings and streets of Hilm are colorless and unadorned, reflecting the simple piety of its people.

The caliph of Hilm is a devout man concerned about his people and their well-being and is considered an example of the best the Pantheist League has to offer. He sees to it that the city is guarded well and that the city watch members are devout and beyond corruption, and has



been known to shed his own caftan for the good of a citizen fallen upon hard times. Along with his vizier, the caliph travels the streets of his city in disguise, mingling unknown with the people to learn their true concerns and feelings. His oldest daughter is the darling of the court and people; she is deeply religious and earnestly devout, and as dedicated to the betterment of the people as her father.

The hospices of Hilm are legendary for their cleanliness and service; they are a large part of how Hilm came to be known as the City of Kindness. Uniquely among cities in the League, the people of Hilm show great patience toward others, even those who do not share their religious beliefs. This patience should not be mistaken for lack of devotion, however; the citizens of Hilm are as happy to engage in proselytizing as any others in the Pantheist League if given the chance. They simply recognize that helping others wins more converts than long speeches.

Visitors to Hilm accustomed to thievery or causing a ruckus in other cities are doomed to swift disappointment in the City of Kindness. Such acts are not tolerated, and judgement is swift; punishment for even minor acts of disruption and hooliganism are punishable by months of imprisonment or hard labor – accompanied of course by persistent gentle lectures on the virtues of Pantheist beliefs and morality.

Rumor Has It: According to legend, Hilm was the first city after Huzuz to receive the Law of the Loregiver. The priests in attendance were those of Hajama, Kor, Najm, Selan, and Jauhar, which is why those five deities and no others are considered worthy of worship by the League.

20. Hudid, City of Humility

Population. 90,000.

Known For: Zakhara's greatest university, libraries

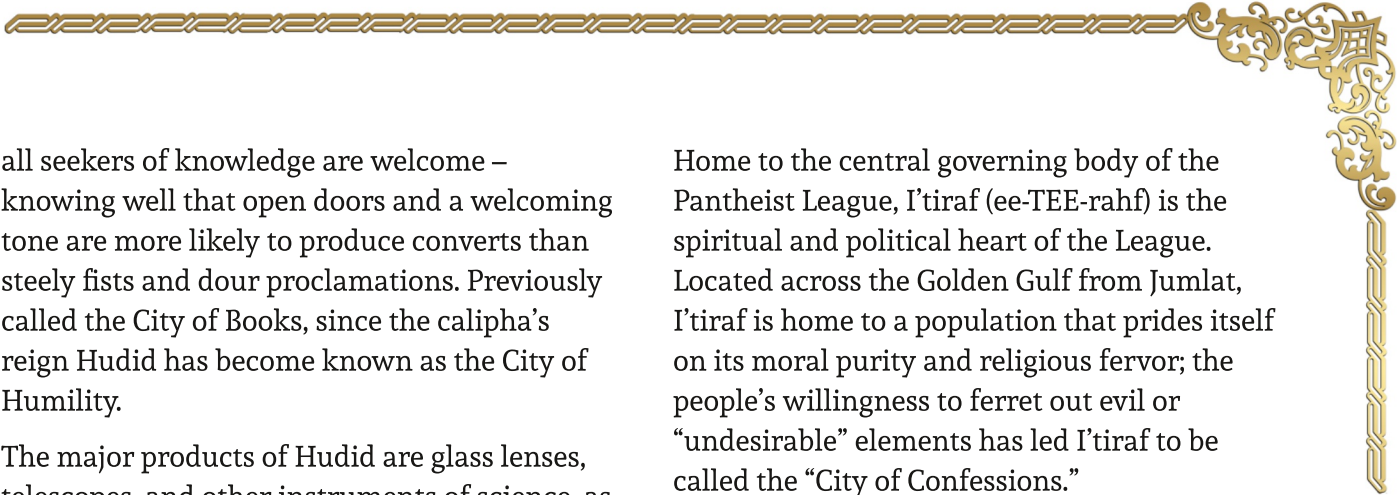
Trade. Students, glass lenses and telescopes, writing, books

Ruler. Calipha Sajah al-Munsif

One of the two Pantheon cities to be located along the Crowded Sea, Hudid (hoo-DEED) is known for its relatively lax taxation system, which provides great leeway for outsiders and makes the city a popular stopping point for buccaneers. It alone of the Pantheon cities is ruled by a woman, known for her wisdom and her propensity for leading by example instead of issuing edicts. When she speaks, she expresses herself in parables and riddles that challenge the listener to reach their own conclusions rather than instructing them directly; this habit can be off-putting for those new to it, but leads to greater respect from those who grow to understand it.

The calipha has twin daughters, one of whom is known throughout the city as the Reverend Mother and is very active in the daily business of the temples. She serves as an unofficial translator for her mother's riddles, and her word is respected as being the voice of the calipha. The other daughter vanished from the city once she reached maturity, and nothing has been heard of or from her since.

Home to the greatest university in the Land of Fate, Hudid is popular with those studying to be rawuns, alchemists, and practitioners of other sciences. Though as religiously conservative as the other cities of the Pantheon, Hudid's institute of learning attracts those of a more theological and philosophical bent, leading to impassioned and enlightening discussions rather than the censorship common elsewhere. The calipha strives to make the city one where



all seekers of knowledge are welcome – knowing well that open doors and a welcoming tone are more likely to produce converts than steely fists and dour proclamations. Previously called the City of Books, since the calipha's reign Hudid has become known as the City of Humility.

The major products of Hudid are glass lenses, telescopes, and other instruments of science, as well as scrolls, books, and other writings. Some fear that the greater allowance for scholarly discourse has its downsides, however; like Mahabbas to the east, Hudid struggles with insurgent cultists following Bala of the Tidings, a local goddess known before the Loregiver revealed herself to the people. Though her worshippers are few, Bala is seen by the Pantheist leaders as dangerously subversive.

Rumor Has It: While famous and revered for its great libraries of mathematics, alchemy, and optics, Hudid is said to house another, far more sinister collection of works. Known as the “Black Library,” this archive contains works unfit for the eyes of Enlightened souls; heretical treatises about alien gods, secret rituals of forgotten sorcerous societies, and translated blasphemies from Zakhara's pre-Enlightenment and pre-human civilizations. Those who speak of the Black Library confess they know no one who has ever seen it or verified its existence, and none can say how a person would access such a collection if it exists.

21. I'tiraf, City of Confessions

Population. 250,000.

Known For: moralistic, law-focused citizens, grand temples, safety and stability

Trade. Glassware, crystal, sages (religion), priests (moralists of the Pantheon)

Ruler. Emir and Most Revered Father Rimaq al-Nimar

Home to the central governing body of the Pantheist League, I'tiraf (ee-TEE-rahf) is the spiritual and political heart of the League. Located across the Golden Gulf from Jumlat, I'tiraf is home to a population that prides itself on its moral purity and religious fervor; the people's willingness to ferret out evil or “undesirable” elements has led I'tiraf to be called the “City of Confessions.”

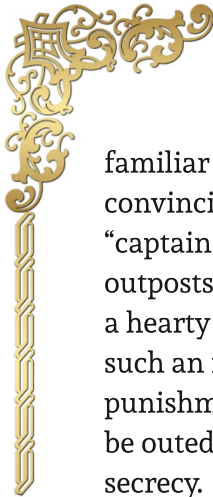
The Emir of I'tiraf, fourth in his line to serve in this position, is a shrewd politician in addition to being a powerful and devout priest. Though his abode is small and spartan, his dreams are vast: he hopes that one day all of Zakhara come to follow the teachings of the Pantheon. He refuses to meet with any but the most pious priests; he has no tolerance for the presence of any who stray from the strictest interpretations of the Loregiver's word. Despite this distaste, he maintains regular correspondence with the Grand Caliph's chief vizier in Huzuz. If the Grand Caliph dies without an official heir, the Emir of the I'tiraf sees an opportunity to seize the Enlightened Throne.

The court of I'tiraf is the League Conclave – the Pantheists' governing body. Delegations from all cities in the League are present at all times, each consisting of one to three dozen priests. The assembly hall in which the Conclave meets in one of the grandest in the Pantheist territories – said to be eclipsed only by the Great Temple of the Pantheon.

Artisans in I'tiraf produce and export crystals, glassware, religious sages, and a seemingly endless supply of evangelical priests. These wares are difficult to find outside of the Pantheist League, however, since the people of I'tiraf believe that those living outside the Pantheist borders are little better than savages.

For this reason, many merchants from outside the Pantheist League who wish to do business there hire a “captain of convenience” – a sailor who either shares the Pantheists' beliefs or is





familiar enough with them to fake it convincingly – to do business in I'tiraf. Such “captains” can be found for hire in many small outposts on the fringes of the League, and make a hearty living in their duplicity. Needless to say, such an impostor risks the harshest of punishments from Pantheist qadis should they be outed, and so they operate in the strictest of secrecy.

Rumor Has It: Though the people of I'tiraf venerate their Emir with a zeal that stops just short of deification, a scandalous tale has begun circulating in the suqs of the city. None will claim to know its origin, and even the brashest rawun delivers it only in a whisper, but some say that the city's beloved Emir is not the son of his father, and is in fact the child of a torrid and tragic affair between the old Emir's wife and a common baker. If this story contains any truth, it could prove the downfall of the beloved and staunchly moralistic ruler.

22. Mahabba, City of Silence

Population. 100,000.

Known For: religious paranoia, riots, lack of music

Trade. Wood, rebellious ideas

Ruler. Caliph and Revered Father Ma'mum al-Sahnan

Once known as the “City of Charity,” Mahabba (mah-HAH-bah) in recent years has become known as the “City of Silence.” The new nickname is due to persistent problems with a heretical local cult, which is a source of shame and embarrassment to the city's devout inhabitants. Problems with the cult have become so severe in recent years that the city is now under military occupation – by its own armed forces.

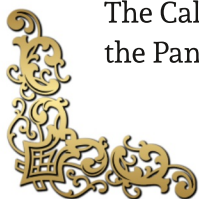
The Caliph of Mahabba is an ardent follower of the Pantheon, but before taking up the mantle

of the priesthood he spent years fighting deep within the Ruined Kingdoms. Kindly to the devout, he is nothing less than a holy terror when confronted with the Unenlightened, and his followers and army scour the streets of the city in their hunt for rebellious cultists. The cultists follow a god of music named Bala of the Tidings, whose worship predated the Pantheon by centuries. Once able to practice their faith openly, the followers of Bala have been driven underground by persistent persecution, and the once-peaceful sect has even developed its own holy slayer following in ever more desperate attempts to preserve its faith.

The court of Mahabba is made up of warriors and warrior-priests, and the grand vizier was once wed to the caliph. The chief judge is also the caliph's spymaster, and is happy to literally set fire to innocents in order to smoke out the guilty. Paranoia runs deep in Mahabbas, and members of the court are rarely seen without an extensive entourage of bodyguards and enforcers.

Since the coming of the Pantheon, music has been outlawed in the city and is considered a symbol of Bala worship. Bards and other rawuns are unwelcome in the city, and any who visit would do well to report to the local guard and secure protection. The city's primary exports then are wood from the verdant lands along the al-Jama River and disenfranchised musicians and Bala worshippers.

Rumor Has It: A recent rash of fires and muggings are thought to be the work of newly re-energized cult members, inspired by some unknown portent to double down on their insurrection and violence. Some, however, suspect that the destruction and assaults are a ruse perpetrated by the caliph and his spymaster in an attempt to further incite the people against the Bala worshippers.



23. Talab, City of Questing

Population. 70,000.

Known For: water conduits, mingling cultures, Pantheist university

Trade. Fabric, sages (medicine), healers, barbers

Ruler. Caliph Kia al-Sadid

Nearly 100 miles east of Hilm, at the source of the Al-Muti River, lies Talab (tah-LAHB). Seen by many as a gateway city for excursions from the Pantheon cities into the Ruined Kingdoms to the east and the Haunted Lands to the north, Talab has come to be known as the “City of Questing.”

Talab could not exist without the miracle of engineering that comprises its water system. Underground conduits channel the water from wells in the southern Al-Sayaj Mountains to a massive reservoir, which in turn feeds the river Al-Muti. Such is the importance of this water system that it has its own group of mamluk warriors dedicated to its operation and protection.

Its position at the edge of the Ruined Kingdoms and the Haunted Lands makes Talab a cultural melting pot second only to Halwa in the far north. Unlike Halwa, however, the visiting outland tribes are not generally welcome and their members are dealt with only reluctantly. Additionally, in recent times a bustling black market has developed, and while it is not officially sanctioned by the government, the caliph doesn’t dare act directly against the merchants. His predecessor did, and many believe that was the reason she was assassinated.

Talab houses a major university, which is largely dedicated to the study of Pantheist theology. Though the courses have a decidedly religious bent, its programs in the healing arts are without peer. Zakharans skilled in healing

are trained in this school, and the greatest sages of the age come here to ruminate upon and debate the latest developments in the field.

Talab’s major exports include sages, healers, and caravan equipment. Though its people show a healthy suspicion of and dislike toward foreigners, adventurers, and travelers into and out of the Ruined Kingdoms, they are pragmatic enough to make a profit off these undesirables when they can.

Rumor Has It: Seemingly endless ranks of “merchants” selling “secrets” to “lost treasures” in the Ruined Kingdoms crowd the markets of Talab, but lately a highly disturbing story has begun circulating in the suqs. According to these hushed reports, the caliph and his court are all beast-men, evil shapechangers who can take the forms of rats. These rat-people, the rumor-mongers breathe, are part of a great conspiracy to poison the waters of the reservoir and the Al-Muti River. This plot, if true, will wreak havoc on the populations of both Talab and Hilm, which lies downstream and relies upon the river for its own fresh water.



CITIES OF THE ANCIENTS

Though the giants comprised Zakhara's most famous ancient civilization, they were far from the only one. In the southeastern lands, human empires once flourished as well. The kingdoms of Nog and Kadar are by far the best-known of these, but evidence points to at least one more, which dominated the island of Afyal.

The cities in the area, which is known as the "Ruined Kingdoms" by sages, are the most remote in the Land of Fate, and the oldest. Two of them sit directly upon the ruins of ancient capitals, one is a relatively modern city that grew up to accommodate a resurgence in interest in the area, and the fourth has remained occupied and mostly unchanged for millennia.

Generally, all that remains of these age-old civilizations are cyclopean ruins buried deep within the jungles, massive stoneworks accompanied by weathered statues of strange animal-headed gods. The people of the Ruined Kingdoms came to the Loregiver late and often unwillingly; dark cults and merciless traders are still disturbingly common. Travelers to these isolated lands make the trip at their own peril; great riches can be found in the darkest swaths of the great river valleys, but such wealth is rarely left unguarded.

Refer to the region circled on page 51.

24. Dihliz, the Gateway City

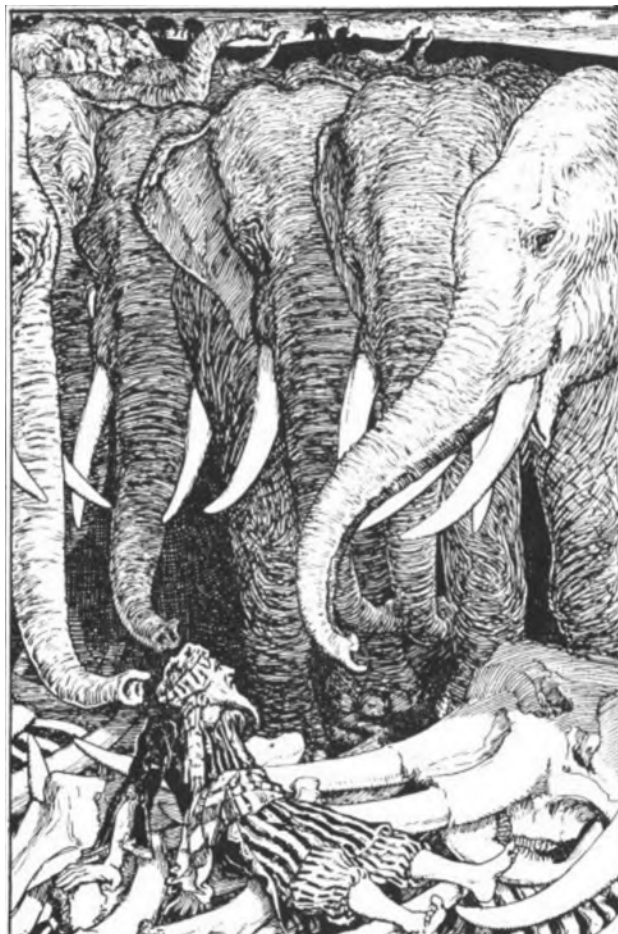
Population. 80,000.

Known For: seeking mercenary police, ancient relics, Ministry of Secrets, faint magic radiation

Trade. Information, magical artifacts, artwork

Ruler. Emira Hassana Alim al-Gaib

Easily the most accessible of southeastern cities, Dihliz (DEE-lihz) was founded a mere century

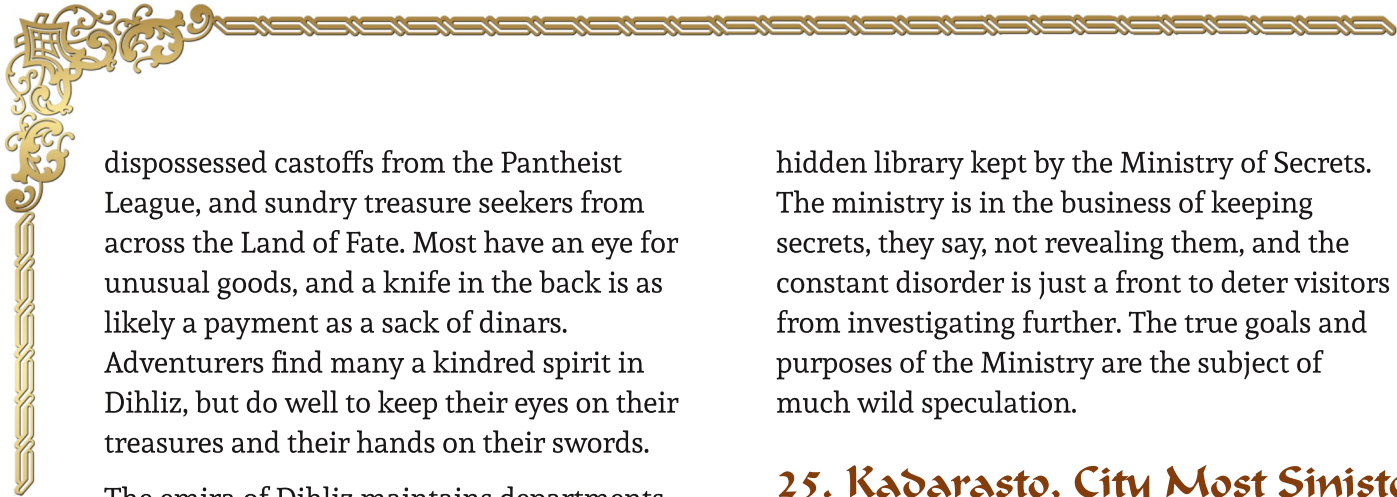


ago at the direction of the padishah of Afyal. The city was intended to be a checkpoint – allowing agents of Afyal's ruler to monitor and tax magical items and other relics being transported out of the Ruined Kingdoms. To this end, it was built along the Nogaro River, high on a plateau some 50 miles inland. The city also serves a secondary (and more successful) purpose as a trading hub between the League of the Pantheon, the Ruined Kingdoms, and the rest of Zakhara. Its position and accessibility have led to Dihliz being called "The Gateway City."

The court of Dihliz is notoriously corrupt; while Dihliz is the closest thing to a civilized city in the southeastern lands, a sack of gold will do far more to promote one's cause or protect one's rights than any ideals of justice or law.

The buildings of Dihliz are mostly sun-baked brick, with accents of unusual stone. The city's population is diverse, consisting of Ruined Kingdoms natives, immigrants from Afyal,





dispossessed castoffs from the Pantheist League, and sundry treasure seekers from across the Land of Fate. Most have an eye for unusual goods, and a knife in the back is as likely a payment as a sack of dinars.

Adventurers find many a kindred spirit in Dihliz, but do well to keep their eyes on their treasures and their hands on their swords.

The emira of Dihliz maintains departments known as Ministries; foremost is the Ministry of Secrets, whose duties include keeping a catalog of all artifacts moving through the Ruined Kingdoms. The department is constantly in shambles, however, and the scrolls and records often go missing – generally until a seeker shows enough coin to impress the staff.

The Ministry of Riches is responsible for levying a tax (1% or more) on all magical or “historically relevant” items passing through the lands. The head of the Ministry fully realizes that most treasures are smuggled around the city and will never be seen by any official agency; she focuses on monitoring ancient items and potentially dangerous magics. The Ministry of Riches is arguably the most honest and straightforward department in the city, and has been known to purchase magic and secrets from travelers – paying honest and fair prices for its acquisitions. The Ministry of Riches also issues treasure-hunting permits to those who play by its rules, and its maps and tips can be a valuable asset to those seeking to penetrate the darkest jungles.

Rumor Has It: The unusual stone features of the buildings in Dihliz were all imported, and are said to have come from some massive elemental creature, once retained as a protector for the natives. The spirit of that protector is said to still linger in the land, and causes the dust of Dihliz to radiate magic like an enchanted item.

In hushed whispers, the old-timers speak of a

hidden library kept by the Ministry of Secrets. The ministry is in the business of keeping secrets, they say, not revealing them, and the constant disorder is just a front to deter visitors from investigating further. The true goals and purposes of the Ministry are the subject of much wild speculation.

25. Kadarasto, City Most Sinister

Population. 120,000.

Known For: homebase for antiquity hunters, many ruins, savage and strange religions

Trade. Antiquities, rice

Ruler. Khedive Aman al-Qasi abu Nari

The current city of Kadarasto (kad-ah-RAST-oh) is said to be the 13th (at least) to occupy its space, and that long history is reflected in its every aspect. Like the similarly ancient Rog’osto, the architecture of Kadarasto is alien and bizarre, but while the buildings of Rog’osto are bulbous and flowing, Kadarasto’s ancient structures are formed by long, straight beams meeting at impossible angles. Five-sided buildings, obelisks, and rooms are common, and the massive, thick, oppressive city walls loom higher than any others in the Land of Fate. Graven images and reliefs of animal-headed figures adorn almost every surface flat enough to accommodate them, though over the centuries most have been worn down to being completely indistinct. These cyclopean works and their eerie carvings have earned Kadarasto the nickname “City Most Sinister.”

The more modern construction in Kadarasto stands out from the older buildings due to the lack of such adornment and images, but are made of the same hard, colorless bricks formed of clay from along the riverbank. In many places, the old statues and structures have been toppled, and their rubble can still be seen in the old alleys.

The people of Kadarasto are mostly natives of the surrounding areas, and their acceptance of the Law of the Loregiver is both recent and tenuous. The old gods are still worshipped by many, and even the ruler retains the ancient title of “khedive” despite his acceptance of the Grand Caliph, and his bowing to modern sovereignty.

Kadarasto residents are separated into two broad classes: wealthy adventurer-types (mostly foreigners), and impoverished natives. The khedive struggles to accommodate the needs of the natives while still taking advantage of the riches available through foreigners, and as a result is trusted by neither group. It is said that order is maintained in the city purely through the strength of the khedive’s armed forces.

Rumor Has It: Locals say that power in Kadarasto is split between three individuals. The khedive is hated by the people, and maintains order through threat of brutal beatings and torture. His son, on the other hand, is beloved by the poor and seen as a messianic figure by many. He counsels patience, and joins the people in their belief that the Ruined Kingdoms are being robbed of their treasures and heritage by the outlanders.

The third power player is an unknown wealthy figure, who secretly has an army of beggars and thieves throughout the city. This individual works - for their own ends - to quell any talk of rebellion amongst the people, since their wealth comes directly from those seeking to plunder the lands for their treasures and artifacts.

26. Medina al-Afyal

Population. 130,000.

Known For: verdant jungles, elephants, hardwood buildings, strict caste system

Trade. Wood, gold, precious metals, jewelry, elephants

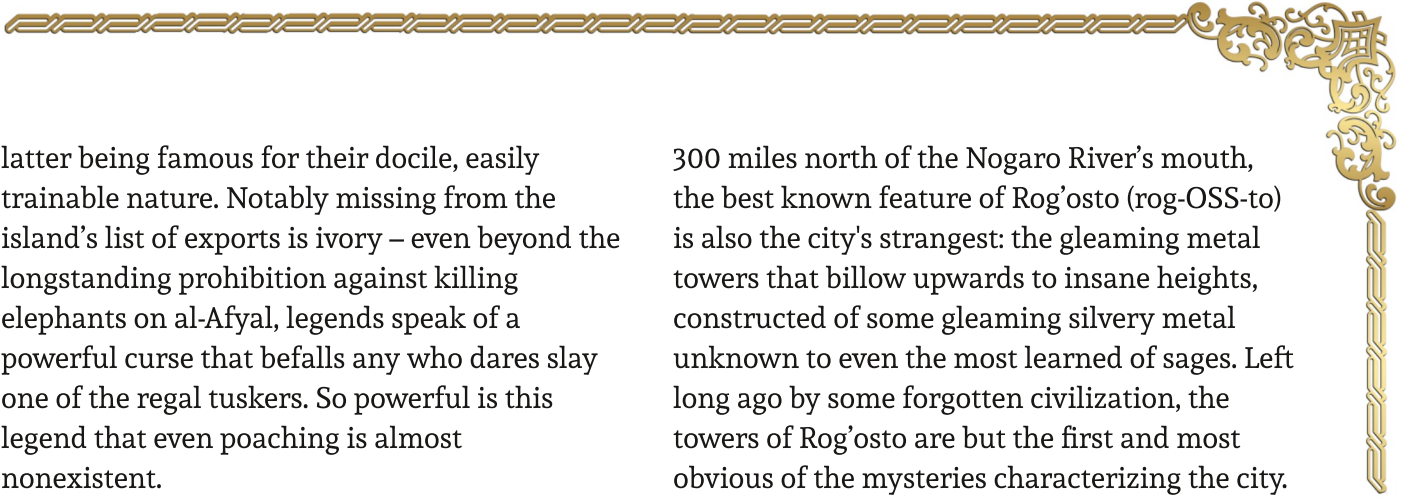
Ruler. Alad bin Alaq bin Alonka of Alon, His Most Enlightened and Resplendent Majesty, Servant of the Grand Caliph, Blood of the Conquerors, Padishah of Afyal, Father of the Multitudes, Wise and Sage Master of His Own Destiny

The capital of the far-flung but incredibly prosperous Island of the Elephant, Medina al-Afyal (meh-DEEN-ah ahl-aff-YALL) is a city whose immense wealth is hampered only slightly by its insane ruler. Known for appointing strangers to cabinet posts, approving massive public works projects but not funding for them, and violently condemning any who disagree with him (or even ask questions of him) to prison or exile, the Padishah of Afyal comes from a long line of rulers, each seemingly crazier than the last.

The buildings of Medina al-Afyal (called the “City of the Elephant,” by some – referring either to the island’s famous pachyderms or, more slyly, to the Padishah’s madness as the “elephant in the room”) are comprised of polished marble and exotic hardwoods, accented with gilded sculptures and detailed reliefs. The reliefs, particularly on the older buildings, often depict an elephant-headed god figure, a historical curiosity to the days before the coming of the Loregiver. As the only major settlement on the island, Medina al-Afyal commands the majority of craftsmen and skilled construction workers available.

A healthy trading hub, particularly for travelers to and from the east, Median al-Afyal deals in wood, gold, precious metals, and elephants – the





latter being famous for their docile, easily trainable nature. Notably missing from the island's list of exports is ivory – even beyond the longstanding prohibition against killing elephants on al-Afyal, legends speak of a powerful curse that befalls any who dares slay one of the regal tuskers. So powerful is this legend that even poaching is almost nonexistent.

In Afyal the concept of social station is cemented into definite and firm legal categories. All inhabitants of al-Afyal belong to strict social classes, and this caste system rules everyday life. Citizens are forbidden from marrying or in many cases even interacting with others too far outside their station, and affronting a member of a higher caste is often punishable by death. Even visitors to the isle are expected to adhere to this social structure, and ignorance of the law's finer points are no defense from its wrath.

Rumor Has It: Some say that the elephant headed figure featured so prominently in the art and sculpture of the city's decoration is a forgotten god from long ago, who upon death melded its spirit into the elephants of the island. On rare nights, responding to signals known only to themselves, elephants are said to gather in groups to memorialize their lost deity. Any who witness these assemblies are privy to (and sometimes beneficiaries of) miracles and boons beyond imagination.

27. Rog'osto, City of Spires

Population. 80,000.

Known For: strange architecture, haven for fringe scholars, large numbers of transient spellcasters

Trade. Information, sages, art, crystal, fine metal craftsmanship

Ruler. Khedive Samia al-Sa'id

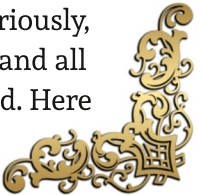
Located on the coast of the Crowded Sea, some

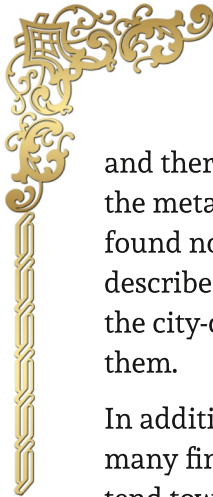
300 miles north of the Nogaro River's mouth, the best known feature of Rog'osto (rog-OSS-to) is also the city's strangest: the gleaming metal towers that billow upwards to insane heights, constructed of some gleaming silvery metal unknown to even the most learned of sages. Left long ago by some forgotten civilization, the towers of Rog'osto are but the first and most obvious of the mysteries characterizing the city.

The "City of Spires," as it is known, is home to more magic-users per capita than any other in Zakhara. Its isolated location is ideal for those who wish to study in secret, its location on the border of the Ruined Kingdoms provides easy access to the secrets contained within the jungles, and its bizarre towers provide a perfect workspace for those who have a flair for the dramatic.

The khedive is attended at all times by a noble djinni, and the court consists of representatives from various power groups. Representatives from all four elemental provinces are always present, as are representatives of the clergy, craftsmen, traders, and sha'irs. The djinni often acts as a mediator in times of disagreement and strife in the court, though many believe that the true mitigating factor in tense discussions is the promise of mutually assured destruction should any one group try to use its magical prowess against another. In this relative peace, far from the watchful eye of the Enlightened Throne, the magi of Zakhara meet, converse, deal, and trade.

The towers of Rog'osto, though impressive, are not numerous; only 50 or so remain standing. Ruins suggest that at one point over 100 additional towers once stood, but the majority of the city's populace lives in smaller stone and mud brick buildings built around the spires and ruins. The khedive's palace consists of three towers formed in a triangle, with connecting walls formed of stone and mud brick. Curiously, the towers uniformly lack built in stairs, and all steps built into the towers had to be added. Here





and there, inscriptions can be found carved into the metal; the imprints, written in a language found nowhere else in Zakhara, seem to describe a great and ferocious battle between the city-dwellers and those who live far above them.

In addition to magic-users, Rog'osto boasts many fine craftspeople and artisans; magicians tend toward wealth and often demand only the finest accoutrements for their studies and laboratories. Metalworkers in Rog'osto also find their finer services in high demand, especially for those who manage to obtain and learn to work the strange metal of which the towers are comprised.

Rumor Has It: The unusual nature of the towers' construction has been the source of much research, speculation, and debate over the centuries. The inhabitants of the spires were clearly humanoid, and some scholars maintain that the references to a battle with those "above" points toward occupation by some subterranean culture - most likely the burnt elves, or drow (though these theories cannot explain why the drow would build a city on the surface). Others suggest a forgotten race of dwarves or even kobolds - but the most radical theories propose that the entire site was once located underwater, and the towers were built by locathah, sahuagin, merfolk, sea elves, or some other undersea civilization.

MINOR CITIES

While the 27 major cities contain the bulk of the Zakharan population and are the world's undisputed power centers, a few smaller settlements also deserve note. No survey could hope to cover them all, but the following locations are presented both as a storytelling aid and as an inspiration for further development by the enterprising Dungeon Master.

Note: Many of the settlements described in the next section range in size from villages to small towns according to the guidelines on pages 16-17 of the *Dungeon Master's Guide*. Despite this, the term "City" is used to describe them, for the sake of simplicity and consistency.

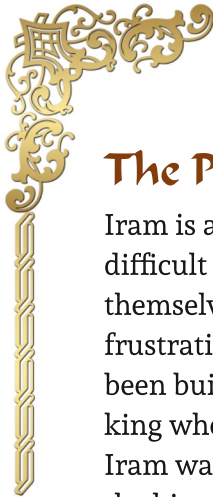
For ease of reference, you can refer to a map of Zakhara, which numbers only the minor cities, on page 57.

28. The Savage City of Akota

Far to the west of Tajar, across the southern edge of the merciless High Desert, is a rough and tumble city of Unenlightened peoples from the northern lands. Called Akota by Zakharan traders, the city is a valuable trading post for the northern barbarians and not much else. Known as a hive of villainy, treachery, and lawlessness, Akota is a pirate city in the worst implications of the word.

The rare Zakharan caravan or trade ship that makes its way to Akota can bring home wares unknown to the Land of Fate, but such journeys are rare. Travel to Akota is a punishing trip into the antithesis of Zakharan honor and hospitality. Only those fueled by profane profits or seeking escape from all Zakharan civilization and enlightenment has to offer would bother making the trip to such a remote and despicable place.

Note: The map shows the beginning of the trail leading west to Akota, not the city's location.



The Paradise City of Iram

Iram is a legendary city of genies, even more difficult to locate than Ubar – even the genies themselves are said to tear their hair in frustration at its seclusiveness. Said to have been built by the genies for an arrogant mortal king who refused to pay them for their services, Iram was hidden by the defrauded genies, with the king who ordered it and his entire kingdom sold as slaves to the Sevenfold Mazework of the dao.

The city itself can be reached by a number of paths, none of them easy. Lost and weary travelers have claimed to have been guests in the city. Well-disciplined ascetics have claimed to reach the city through lucid dreams. Certainly pathways lead to Iram from the Citadel of Ice and Steel, the City of Brass, the Sevenfold Mazework, and the Citadel of Ten Thousand Pearls - though even those who find such pathways may find the genies less than enthusiastic about allowing travel along them.

29 and 30. The Twin Villages of Misbahd and Jinutt

Located on the Isle of Sahu, southeast of Rog'osto, lie Misbahd and Jinutt. Misbahd is a haven for pirates and malcontents, while Jinutt is a simple village of fishermen whose bounty provides food for Misbahd in exchange for other goods.

The two villages are joined by more than geography, however. Both lack any priests or temples dedicated to mainland gods, and both employ a strange burial custom: bodies of the dead are abandoned by the edge of town in a ceremony the inhabitants take very seriously. The leadership of both villages are heretical worshippers of an obscure death god named Thasmudyan. The god's high priestess, a lich named Vermissa, is imprisoned beneath the Vishap's Spine mountains in an enchanted court called the Garden of Eternity.

31. Insolent City of Moradask

30 miles or so north of the Great Anvil in the Haunted Lands lies a great lake of salt surrounded by an arid alkaline desert. According to some legends, however, this land used to be verdant and full of life, with the lake teeming with saltwater fish and the land teeming with gazelles and other game. In the midst of this paradise, on the shore of the lake, stood the grand city of Moradask, whose people shaped rock into sculptures and architectural forms like no others before or since.

As time passed, however, the people of Moradask became lazy and conceited, and began worshipping themselves as gods. They looted and plundered the lands around them, reaching ever farther to find slaves that would support their decadence. The armies of the First Caliph destroyed Moradask and the hand of Fate turned against the survivors as the desert consumed the grasslands and the lake dried into pure shifting salt, but some hardy souls still eke out a living in the crumbles of former glory, seeking rumored caverns full of lost idols.

32. The Dead City of Nycopolis

In addition to the villages of Misbahd and Jinutt and the spire-city of Ereshkigal, the Island of Sahu is home to a city of far darker provenance. In the ruins of Nycopolis, nothing lives; no grass grows and no animals frolic for a full mile around the crumbled black stone walls and towers.

Once the capital city of the great Necromancer Kings, Nycopolis was destroyed one ill-fated day when its mad ruler opened a gate to the Negative Plane. All life was sucked from the once proud city, and at night undead still roam its streets. Rumors hold that the vast Treasury of the Necromancer Kings still lies unplundered beneath the remains of the Royal Palace, but whether such stories are true only the ghosts can tell.



33. The Chivalric City of Quabah

Located north of the High Desert, just south of the Pit of the Ghuls, lies a bustling trade city. Founded as a religious retreat dedicated to the celibate worship of Hajama and Haku, a new interpretation of the doctrine arose and allowed marriage. This new interpretation spurred the small city into a boom within a matter of years, since the new doctrine instructed the settlers to honor their spouses like they honored the gods. Suddenly, the prospect of living in one of the most inhospitable parts of Zakhara sounded much more appealing for many people.

Now the city is a favored stop for travelers and caravans in the area, especially those selling trinkets and knick-knacks. The residents of Quabah, eager to please their spouses, scramble to buy them their every desire, and the spouses engage in friendly rivalry to see which can ask for (and receive) the most unique gifts.

34. The Fetid City of Raziz

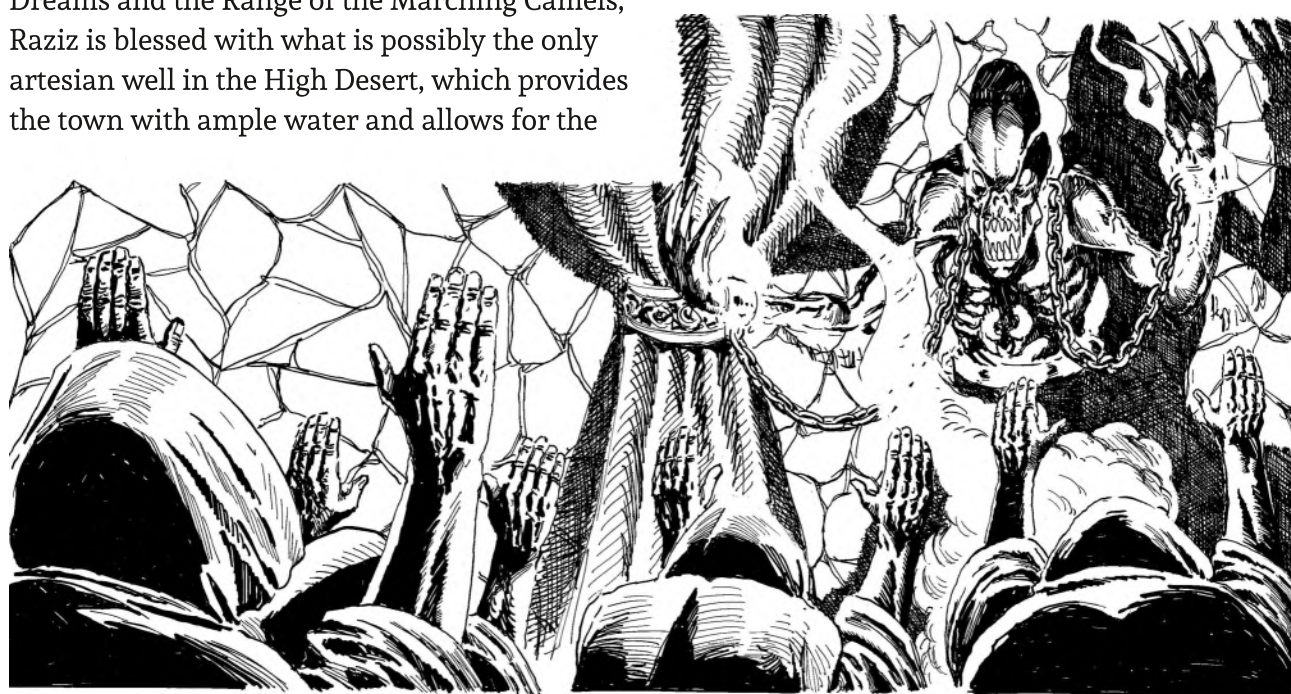
It is said that the residents of Raziz wish nothing but to eat, sleep, and dance. Located halfway between the Mountains of Forgotten Dreams and the Range of the Marching Camels, Raziz is blessed with what is possibly the only artesian well in the High Desert, which provides the town with ample water and allows for the

easy irrigation of fields for crops and livestock.

It is a mystery how the fields and animals are tended, however; the lands around the city are strewn with trash and refuse. The Razizians take every opportunity to eat and dance, and if chores fall by the wayside as a result, so be it. The end result is a pleasant town full of friendly people who enjoy talking to visitors – but the stench is enough to keep away even the most hardened.

35. The Cursed City of Sokkar

Nestled into the foothills of the Furrowed Mountains, in a barren valley that once teemed with life and game, is Sokkar, the fallen city of giants. According to dusty legends, the giants were cursed to bear only male children, and as their population declined the last of them interred themselves in massive cairns outside the city. Humans continued to inhabit the city for years, seeking counsel from the spirits of the entombed giants, until they suffered the same curse and their population likewise dwindled. Like the giants before them, the last humans built their own tombs, but no new generation came up to inhabit the city.





Sokkar sits empty now, its secrets lost to time; according to some tales, a malevolent black cloud hovers over the ruins, feeding off the destruction of the city and the misery of its long-lost empires.

The Lost City of Ubar

Mentioned only in the most obscure legends, Ubar (called Dayya in the desert giant language) is said to be a city of genies. Accounts differ on whether it rises from the Great Anvil in the High Desert or the Genie's Anvil in the Haunted Lands, but all agree it can be found only when the genies will it. Ten gigantic octagonal towers of ironshod marble surround a central well said to penetrate to the Sea of Light in the elemental Plane of Water. An eleventh tower, red in color, rises taller than the rest; this Red Tower of Dayya is the home of the Great Amir, ruler of the city, and is surrounded by a grove of frankincense trees that continually bleed a sweet-smelling red sap.

Travelers say that Ubar was once a city of giants, which is why the towers are so enormous, and that clans of giants still lay siege to it, trying to reclaim their lost glory. Regardless, the towers and even the very gates of the city are perpetually crumbling and in poor repair; whether this decay is due to the assault of the giants or the ill-health of the Great Amir none but the genies can say.

36. The Sparkling City of Vahtov

Once upon a time, humans from one of the High Desert's nomadic tribes and dwarves from beneath the Mountains of the Lizard's Tongue worked in symbiosis in a town just southwest of the Pit of the Ghuls. Following rumors of vast gemstone deposits, the desert tribes kept monsters from the Pit at bay while the dwarves used their mining expertise to rapidly extract a mountain of emeralds, turquoise, and gold.

In time, avarice turned the neighbors against

each other, and the city erupted into a civil war so severe that genies were called in to mediate the dispute. Tiring of the ins' bickering, the genies shrunk all of Vahtov's inhabitants to the size of wasps, and they subsequently disappeared into a crack in the ground.

Decades later, the abandoned city was rediscovered, and now serves as a haven for outcasts and heretics. Rumored to be ruled by a strict desert centaur, Vahtov is sought after by the forgotten, ostracized, and dispossessed.

37. The Pit-City of Yarrat

A town in only the loosest sense, Yarrat is one of Zakhara's few settlements that is almost entirely dwarven. The dwarves of Yarrat possess an uncanny knack for finding water, and this skill allows them to survive, if not prosper, in the wastelands at the foot of the Genie's Anvil.

Located just north of the Anvil's southernmost point, Yarrat is also home to unusual colored stones, which the women of the city use to practice feats of minor spellcraft, from telling the future to creating love spells to inflicting the Evil Eye.

38. The Profane City of Ysawis

Known only to those who study the darkest and most obscene of texts, Ysawis is the City of the Dead. Ruled by necromancers, inhabited by undead, and slowly losing its existence to the encroaching Grey Jungle, Ysawis embodies everything the Enlightened gods oppose.

Said to once serve as the capital of a vast empire, Ysawis now is thought to be inhabited by undead, vile serpent-men, and those who would study the arts of death and the lives of serpents. Legends speak, however, of a grand palace, carved of pure jade, that houses not only the magics of life and death but the lost knowledge of centuries within it.

WASTES OF ZAKHARA

To the city dwellers of Zakhara, the al-Badia may as well be mad; what sane person would choose to live outside the safety of a city's walls, and without its conveniences? The desert dwellers, however, pity al-Hadhar; to them, the desert is the ultimate expression of Zakharan ideals: it is raw, free, honest, and boundless, but with a grace and beauty that transcends pure material considerations. According to al-Badia values, true treasure is found in the whispering wind, the cry of a soaring eagle, the bounty of an unexpected oasis. Much of Zakara's land area is desert, and proud indeed are those Fate has favored with life within them!

Al-Badia dwellers live the lives of nomads, shifting their living areas as seasons, resources, and conditions dictate. Over the centuries, they have formed fairly dependable migration routes, and those well-versed in the lore of the desert and those who choose to embrace it can predict a nomad group's location with a good degree of accuracy.

The desert dwellers fall into two main groups: those who live in the vast expanse known as the High Desert, and those who brave the unforgiving wastes of the Haunted Lands. Most desert nomads are affiliated with one of eleven major tribes (described below).

The eleven tribes each consist of dozens of smaller clans, and are rarely found all together except in circumstances of great importance (the wedding of a sheikh's child, for example). Though members of a clan are fanatically loyal to their own sheiks and amirs, they recognize the need for common good, and from time to time two or more clans will band together. Such unions rarely last for long, and are normally arranged with a specific purpose (such as uniting against a common enemy) – disbanding when that purpose is accomplished. Rarer still

is the banding of multiple tribes; while most nomads concede that such an event may happen, no such occasion has occurred within living memory.

TRIBES OF THE HAUNTED LANDS

Only two tribes are known to exist in the Haunted Lands, and their numbers are few. They subsist mainly by raising livestock such as goats and camels, and harvesting what few dates and figs can be found. The needlecraft of the Haunted Lands' Al-Badia is famous throughout Zakhara, however, and the tribes trade rugs and textiles as well as their animals with what al-Hadhar they encounter – mostly caravans to and from Halwa, Hiyal, and Talwa.

House of Hanif

The House of Hanif (hah-NEEF) is large enough to have its own ambassador in the court of Huzuz, and its people are loyal to the Grand Caliph. As a result, the House is sometimes derogatorily referred to as "The Grand Caliph's Hunting Dogs" by other tribes. The sheikh has two adult sons, born on the same day but to different mothers, who differ greatly on whether the tribe should continue its relation to the Enlightened Throne.

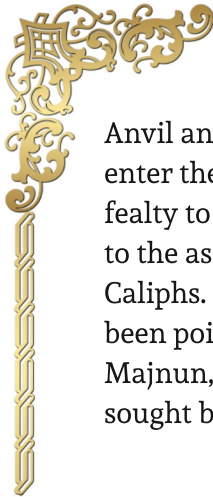
House of Hotek

The house of Hotek is less than a fifth the size of House Hanif, but is far more focused in its purpose: the amir is committed to the destruction of the sinful city of Hiyal. His charisma and commitment to purity has engendered fanatical devotion from his followers, and he personally leads raids against Hiyal's outposts and caravans.

Jann of the Haunted Lands

Though not a tribe in the same sense as the others, the jann of the Haunted Lands inhabit the ruins of an ancient kingdom atop the Great





Anvil and indiscriminately attack any who enter their territory. Their amir has sworn fealty to the Enlightened Throne and has come to the assistance of 14 generations of Grand Caliphs. It is said however that the Amir has been poisoned by a traitorous janni named Majnun, who has fled justice and is highly sought by the court.

TRIBES OF THE HIGH DESERT

Consisting mostly of horse and camel riders, the nine High Desert Tribes embody the romantic fancy of the desert rider. They follow the seasonal grasses through the vast desert throughout the year, camping by wells and oases through the brutal summers. They live across the desert, save in its center; neither man nor beast can survive for long atop the Genies' Anvil.

House of the Bear

The 3,000 members of The House of Dubb (DOOB) are primarily herders, though they do a brisk business harvesting aromatic gums from the Realms of Bleeding Trees near the Al-Suqut Mountains. It is said that their sheik would rather be leading an army than a nomad tribe, and he spends a good deal of his time "adventuring," which leaves most administrative duties on the shoulders of the tribal elders.

House of the Bull

A dwindling tribe of 1,500 in the southern desert, The House of Thawr (THAR) has long been losing young people to easy employment in the Pearl Cities. What began as retaliatory raids against the city now have escalated into a perpetual war; what youths remain now seem doomed to die upon al-Hadhar spears. Pinned between the cities to the south and House Bakr to the north, House Thawr's sheik holds fast to a

vision of a cleansing wind that will vanquish his enemies.

Clan of the Young Camel

The majority of House Bakr (BAH-ker) lives in the city of Tajar - a fairly recent development highly criticized by the tribal elders. Those 500 or so who remain in the desert are fiercely conservative and believe in protecting and maintaining their customs above all else. Both the Rais (leader) of those remaining in the desert and his son have experienced terrible visions of a dire fate for those in the city.

People of the Eagle

The 30 clans belonging to the House of Nasr (NASE-er) are known for their hospitality as well as their skill with weapons. They have adopted as their duty the maintenance of the Desert House, a domelike formation of volcanic rock, and each year the guardianship falls on a different clan. The tribe is led by a fearsome sheikha, a woman who has outlived two spouses and personally leads the tribe's armies against their enemies.

The Ghost-Warriors

The House of Tayif roams the entire length of the High Desert, and is the only major tribe that is Unenlightened. They subsist entirely on raiding and pillaging, always wear white in battle, and are never seen without heavy veils. Their sheikh is said to be an ajami, and is the only leader in Zakhara known to be actively engaged in rebellion against the Grand Caliph.

Children of the Lion

The House of Asad numbers roughly 5,000 members, divided into some 20 clans. Known as some of the wealthiest and friendliest people in the desert, the Children of the Lion are also storied for their arrogance. They breed some of

the finest camels in all of Zakhara, but are easily offended and nurse long grudges when they believe they have been slighted.

Mutuality of the Raven

The jann of the High Desert (formally called the House of Sihr) live atop the unforgiving Genie's Anvil, and their numerous sheiks and amirs all see themselves as first among equals.

Unpredictable and fiercely territorial, the number of jann is completely unknown to mortals, and anyone traveling to the Anvil unaccompanied had better have a good reason to do so. Nonetheless, jann caravans are highly sought after, as they carry goods unknown elsewhere.

League of the Vulture

The House of Uqab (oo-KAHB) is made up of

traitors, outcasts, and degenerates, and is shunned by the other desert tribes. Their numbers are unknown but believed to be few, and they recruit savages and mountain tribes to serve as expendable soldiers in their ceaseless raids. It is said that the tribe eschews even the common courtesies of Zakhara and attacks visitors on sight.

Children of the Wolf

House Dhi'b (DEEB) consists of 4000 or so members, mostly herders and crafters, and they have over time allied with, and against, most other tribes in the High Desert. Their sheikh is known to keep as his chief vizier a powerful sha'ir who is as renowned for his wisdom as he is feared for his genie servants. House Dhi'b assisted the leaders of House Bakr in the overthrow of Tajar, but now preys upon their caravans in the desert.





CHAPTER 2: POWER GROUPS

Greetings, effendi! It is nice to see you again. Can I interest you in a refreshing wash or perhaps a cup of coffee from glorious Ajayib, most esteemed of the Pearl Cities? Oh? You wish to hear more of those who hold power within the Land of Fate, the very movers and shakers that lay the course for our people? Very well.

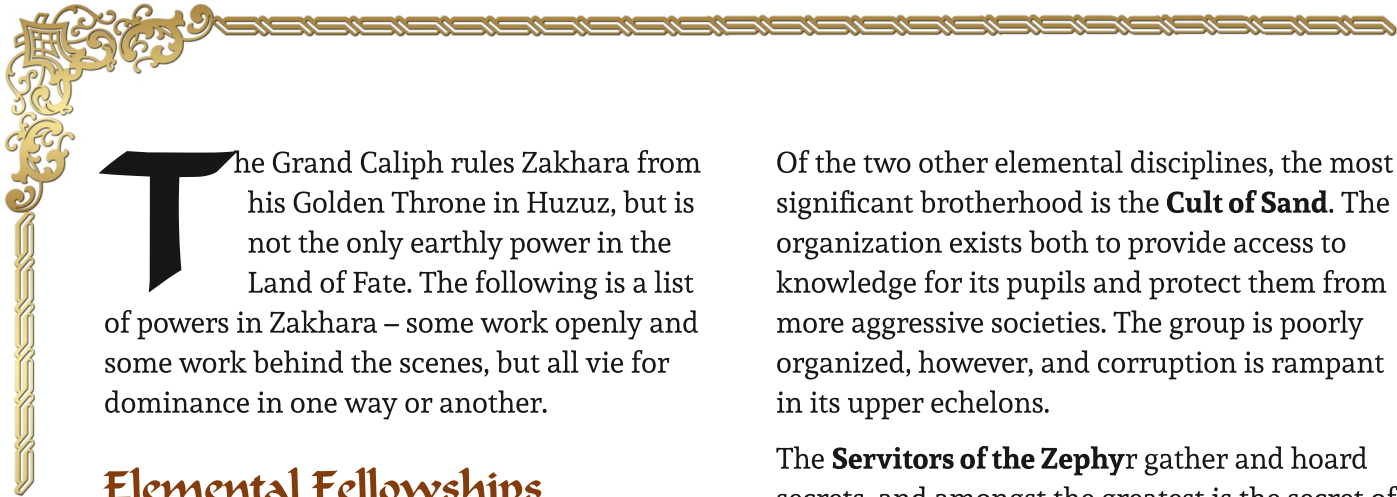
The Grand Caliph, who rules by right of birth, piety, and prowess from right here in Huzuz, is the greatest power in our land. The Caliph's court includes ambassadors from lands and worlds far and wide, and all bow to his great wisdom. The Caliph's family is a power in its own right; only the most foolhardy of fools would cross them and expect anything less than annihilation. Some say that members of the family travel to the markets, suqs, and bathhouses in the city in search of treasures, gofers, and diversions, and any who can impress a royal attendant can gain great fame and fortune indeed!

Of course, among the most perplexing of mysteries these days is the Grand Caliph's lack of an heir. The Caliph has many daughters, but more conservative advisers might insist that any heir-apparent be male. I'll be honest, though — I'm not so sure the Grand Caliph agrees. Now, this might not be true, but some say that one of the Grand Caliph's daughters - a girl whose wisdom already surpasses that of the shrewdest viziers and whose horsemanship already surpasses that of desert sheiks - has his blessing to take the throne once he passes on. The girl, who has earned the love and respect of many, lives along with a sister and they are well-guarded at all times to protect them from the Caliph's enemies. These factors only add fuel to the rumors.

Beyond the court are hosts and hosts of advisers, rulers, wealthy families, and distant relatives who can all claim some measure of power. Not to mention the rugged giants, the terrifying undead of the deserts, the inscrutable tribes and courts of genies, and the unspeakable horror of the *yikaria* - yak-headed folk known for their skill in skin crawling, a foul rite that allows them to occupy and take over the body of another person and walk unknown to work their nefarious plots! Some say they've even made inroads into the court, and possibly even the royal family itself.

But fear not, my friend, for I can see your wits are sharp and your body fit, and so long as you don't do something foolish like offend a genie or cross the Grand Caliph's guard or insult a great ghul, I'm sure your time here will be the stuff of tales for years to come!

— Gorar Al-Askar, historian, scholar, and humble travel guide



The Grand Caliph rules Zakhara from his Golden Throne in Huzuz, but is not the only earthly power in the Land of Fate. The following is a list of powers in Zakhara – some work openly and some work behind the scenes, but all vie for dominance in one way or another.

Elemental Fellowships

Many wizards tend to prefer the company of others who share their affinities; few others can hope to comprehend the workings of a spellcaster's mind. As such, clubs dedicated to each of the four elemental provinces can be found in every corner of Zakhara.

There is only one true elemental fellowship, however: the **Brotherhood of the True Flame**. These evil magicians have held their group together over many mortal generations, and boast operatives throughout the land. Based deep within the Haunted Lands (and even, rumor has it, within the dread Plane of Fire itself) the Brotherhood operates closely with the Flamedeath Fellowship, a holy slayer organization (see below). Not all members of the Brotherhood are fire mages, but all ranking members are, and no other wizards are allowed within their ranks.

The organization for sea mages is known as the **Sea's Children**. They are the largest elemental organization outside the Brotherhood of the True Flame, and are sought after by sea captains, caravan leaders, and others venturing out into water-scarce regions. Sadly, this demand has led to some members of the organization taking advantage of the needy, and rumors persist of a powerful sea mage directing unseemly operations from a secret lair beneath the Crowded Sea. The Children are led by a Triumvirate whose goals and intentions seem to shift as frequently as the waves.

Of the two other elemental disciplines, the most significant brotherhood is the **Cult of Sand**. The organization exists both to provide access to knowledge for its pupils and protect them from more aggressive societies. The group is poorly organized, however, and corruption is rampant in its upper echelons.

The **Servitors of the Zephyr** gather and hoard secrets, and amongst the greatest is the secret of who, exactly, is in charge and what, exactly, they want to do. This organization of wind mages does not act as an information broker, and they seem to have no interest in sharing or profiting off of the secrets they harvest.

Other Sorcerous Societies

The elemental brotherhoods aren't the only arcane organizations in Zakhara. Others form guilds or clubs throughout the Land of Fate as well, but none have the reach or clout of the elementalists. Among the most significant of the other groups are the following:

The Constellation, a fellowship of astrologers

The Hands of Badiat Abd, a discussion forum for sha'irs

The Mechanician's League, which seeks to further the study of clockwork devices

The Red Eyes, a group of spellcasters whose treatise on taking over not only Zakhara but the world fills a 500-page volume

The Society of the Shifting Sands, a treasure-hunting conglomerate dedicated to retrieving ancient artifacts from ruins throughout the Land of Fate

The Spellslayers, a group dedicated to eradicating sorcery from the Land of Fate

The Viziers, an organization of sha'irs with domination goals similar to those of the Red Eyes

Fingers of the Pale Hand

Deep below the surface of Zakhara's oceans, vile sahuagin war endlessly with sea elves, locathah, and other undersea creatures. Most sahuagin worship the shark god Sekolah, but a fringe cult has developed around an albino kraken known as Al-Shahib. Al-Shahib's most fervent followers are known as the Fingers of the Pale Hand, and they are extremely aggressive even for sahuagin. The greatest of these Fingers enter into vile pacts with Al-Shahib itself for great power; these most depraved of sahuagin are known as sâhira.

The Fingers of the Pale Hand dominate waterways between the Ruined Kingdoms and the island of Sahu, demanding tribute of gold, precious gems, and even mortal sacrifices.

You can read more about the Fingers in the supplement **Sea Devils of the Pale Hand**, available now.

Genies

No counting of power groups in the Land of Fate would be complete without a discussion of the inscrutable and mighty genies. Though the jann native to Zakhara primarily belong to nomadic tribes in the Haunted Lands and the High Desert, genies of all types can be found throughout the Land of Fate.

Most genies avoid interacting with ins (the genie term for mortals) unless absolutely necessary. In general ins have little to offer geniekind, and a genie trapped by magic item or clever oath can be bound to servitude for centuries. By an ancient pact, genies follow the Law of the Loregiver and are considered Enlightened creatures, acknowledging the sovereignty of the Grand Caliph and the Golden Throne.

Genies are powerful, clever, and unpredictable, however. Wise mortals stay away from them, and most commoners are terrified of them. And

while tall tales and fisher's stories about genies abound, the one grain of truth to the hearsay is that genies adore flattery – one can never be too effusive, simpering, or humble in their presence.

Many (including themselves) credit genies with the absence of true dragons in the Land of Fate. An old legend holds that a red dragon, seeking new treasures and plunder, visited Zakhara and was buffeted about by genies it mistook for common folk. Upon being told that most inhabitants of the land were even more powerful (since mortal ins have the power to summon, bind, and control genies), the dragon fled. Word of this fantastic and incredibly dangerous place spread, and dragons have avoided it ever since. Whether the story is true or merely fancy, the chromatic and metallic dragons so common elsewhere are virtually unknown in Zakhara.



Giants

In times long past, long before the coming of the Loregiver, giants ruled the Land of Fate. Little is known of this period; what few written records existed are now long forgotten. The evidence exists, though, and can be found in cyclopean ruins buried in the great deserts as well as crumbling, colossal towers sunk deep into the swamps in the Ruined Kingdoms.

Due partly to the land's seclusion, the giants of Zakhara have no place in the Ordning of giants that dictates the hierarchy elsewhere. Most giants in the Land of Fate are solitary or live in tiny enclaves, but as a group giants are just as likely to be Enlightened as any other and many among them find employment and company in the great cities.

In addition to the cloud, fire, frost, hill, stone, and storm giants common to other lands, Zakhara has two main unique giant types: desert giants and reef giants. These giants are discussed in more detail in Chapter 4.

The Golden Throne

By far the most significant power in the Land of Fate, **Caliph Khalil al-Assad al-Zahir** (Master of the Enlightened Throne, Most High Sovereign of the Land of Fate, the Worthy of the Gods, Scourge of the Unbeliever, Confidant of the Genies, etc) is heir to the legendary First Caliph, to whom the Loregiver entrusted Fate's laws. The Grand Caliph's power is absolute and his word is law. But the current Caliph is broadly known to be a fair and decent ruler; even his political opponents and rivals acknowledge that his rulings are fair and made in the best interests of the people.

The Grand Caliph is attended by a host of viziers, attendants, courtiers, and servants, and is protected at all times by a bodyguard made up of the most loyal and dedicated mamluks. He can call upon an army of fanatical warriors to



defend his holdings or aid an ally, and his spy network is second to none. It is said that in the Land of Fate, none can speak without the Grand Caliph listening, and all thanks to his spymaster and uncle, Prince Tannous al-Assad. In addition to his normal army, the Grand Caliph can call upon a navy, an army of jann, and a legion of wizards led by the White Agate, who is also head of a local wizarding school.

If the Grand Caliph has a shortcoming, it is that he has yet to acknowledge an heir despite his many spouses and numerous daughters. This fact has led to rampant speculation, and schemes to take over or inherit the Golden Throne are common among the Grand Caliph's enemies and detractors.

Holy Slayer Fellowships

The gods of the Burning World may be elusive, but their followers are anything but. While it is wise to offer praise to the gods, decrying them can be fatal, and the organizations that bring about that fatality are known as holy slayer fellowships.

While most people are aware that such fellowships exist, the groups themselves operate through absolute secrecy. Only the most devout and penitent of worshippers can be trusted with knowledge of a fellowship's membership or organization, and only the highest-ranking members of a fellowship know more than their own superior and subordinates.

Each fellowship has a signature weapon, viewed as a holy symbol of their god and either used or left behind in holy slayings. The most common fellowships in Zakhara, their gods, and their signature weapons can be found on Table 2 below.

The following are brief descriptions of the fellowships appearing on the table. Note that these are the largest and most common holy slayer groups in Zakhara; you can use them as examples to create your own.

The Everlasting are followers of Hajama and are ruled by a mysterious figure called the Caliph of Shadows, whose secret citadel is rumored to be somewhere in the Haunted Lands.

The Final Chord is a group dedicated to Bala, and is dedicated to destroying the Pantheon. They are rumored to have a home base in the Grey Jungle.

The Flamedeath Fellowship is closely allied with the Brotherhood of the True Flame and though they are dedicated to Najm, rumors persist that the highest-ranking members in fact venerate the elemental fire god Kossuth.

The Friendly Word has a reputation for never actually slaying anyone; they seek to destroy a person's reputation and Station in life instead. Favored tactics include spreading a rumor about an individual that said individual can only refute by revealing an even more horrible fact about themselves.

The Gilded Palm is the closest thing the Land of Fate has to an assassins-for-hire group. They often attack in groups and wealthy merchants value them as bodyguards, and in addition the group has close ties to the Sultana of Hiyal, whose personal servant is a "former" member.

TABLE 2: HOLY SLAYER FELLOWSHIPS

Name	Deity	Weapon
The Everlasting	Hajama	Golden Scimitar
The Final Chord	Bala	Silver jambiya with silver bells tied to its hilt
The Flamedeath Fellowship	Najm	Alchemist's fire
The Friendly Word	Zann	Dagger
The Gilded Palm	Jisan	Dagger with gold hilt
The Grey Fire	Najm	Javelin with grey shaft and red feathers
The Moon-Spinners	Selan	White Scarf
The Soft Whisper	Hakayah	Jade jambiya
The Storm Which Destroys	Pantheon	Obsidian blade
The Wind of Fate	Haku	Blowgun
Wrath of the Old	Kor	Dagger

The Grey Fire is found primarily in the Pearl Cities, and are as famed for their archeological skill as they are for their executions.

The Moon-Spinners are dedicated to Beautiful Selan and based out of Al-Afyal. They use their weapon as a flag and a garrote to weed out followers of the Lost One.

The Soft Whisper is the rare group that admits only women. They are rumored to have members within the Grand Caliph's harim - and some say the group answers to the Grand Caliph directly.

The Wrath of the Old is based in the Furrowed Mountains and seeks to eliminate those with the power to limit learning and knowledge.

League of the Pantheon

In a society where devotion to the gods is as common as wearing pants and often just as casual, the League of the Pantheon (or Pantheist League) stands out for its strict theological positions. The Pantheists adhere to a very precise reading of the Law of the Loregiver, and have little tolerance for any who do not share their interpretation.

Most within the Pantheon cities are kind, humble, and gracious; however, the Pantheist League has a reputation for extremism and irrationality. The head of the League Conclave and leader of the Pantheist league is **Emir Rimaq al-Nimar**, the ruler of I'tiraf, and he works tirelessly to fulfil his dream of Pantheist dogma ruling all of Zakhara.

Mamluk Societies

Like holy slayers, mamluks are divided into groups (called Societies) based on their commitment to an ideal. The Societies are named for these ideals as well, and members identify themselves and their ranking by way of elaborate facial tattoos. Mamluks are prized in militias and military units, though all mamluks

are in theory beholden to the Grand Caliph; many have revolted rather than follow orders that run counter to the will of the Golden Throne.

Common Mamluk Societies and their base cities are listed on Table 3.

TABLE 3: COMMON MAMLUK SOCIETIES

Name	Base
The Dauntless	Qudra
The Defenders	Qudra
The Devoted	I'tiraf
The Devout	Kadarastro
The Dutiful	Qudra
The Exalted	Pantheon
The Faithful	Qudra
The Honored	Huzuz
The Parched	Talab
The Respected	Muluk
The Studious	Qudra
The Valiant	Qudra
The Wanderers	Qudra (Naval)
The Wondrous	Medina al-Afyal

Mystic Groups

Mystics are a rare but vital piece in the hierarchy of faiths in the Land of Fate. Like Ordered preachers (Ethoists, Moralists, and Pragmatists), Mystics are called to serve their faith or deity. Unlike those Ordered preachers, who fill the halls of the great temples and handle day-to-day bureaucracy, Mystics convene in smaller groups. Such groups often consist of a dozen or two Mystics and perhaps two or three times that many followers.

Many Mystics have an uneasy relationship with the Ordered preachers of their faith; the Ordered preachers see themselves as keeping the faith alive and vital through traditions and common behaviors. In contrast, Mystics practice and express their faith through intense meditation, performing activities as esoteric as

dancing, chanting, or even simply reading quietly. Each group is unified by its meditation method, and most are named for those methods.

Despite their individualistic nature, however, revelations from the gods often come to Mystics rather than to the Ordered preachers.

Sometimes the Ordered preachers embrace these revelations, but sometimes they deem the ideas outlandish and try to quash them.

Table 4 lists the best-known Mystic groups in Zakhara, along with that group's meditation method.

Undead

The inhospitable extremes of Zakhara's terrain and climate make it an ideal place for creatures that have no need for food, water, or comfort. Though Necromancy is frowned upon in the Land of Fate, undead creatures are still a menace; enclaves of necromancers and death worshippers were once common in the southeastern areas of the Ruined Kingdoms and islands nearby.

Zakhara is home to two types of undead virtually unknown elsewhere: the scheming ghuls and the bizarre and horrible nasnas. Great ghuls are undead genies, believed to be corruptions of the jann; they are seductive shapechangers known for sucking the marrow from bones as well as their susceptibility to

flattery. Lesser ghuls are created from *ins* and exist primarily as servants and sycophants to the great ghuls. Ghuls are mostly feminine in their natural form, with bushy hair and long drooping eyelashes, but they often travel in disguise. No matter what form a ghul takes, its feet and its tracks are always those of a donkey.

Nasnas are said to be the offspring of evil genies and mortals, possibly cursed by powerful elemental forces. They look like humans cut in half down the middle, with one arm, one leg, half a torso, and half a head. Some sport tiny, nonfunctional bat wings on their shoulder. Unable to speak, nasnas are remarkably swift and strong, hopping along on their one foot with great speed.

Vikaria (Yakfolk)

Thankfully few in number but still greatly feared, the yikaria or yakfolk of the World Pillar Mountains are a source of paranoia and distrust throughout the Enlightened world. Few can claim to have met a yikaria, and few who have lived to tell the tale. With their strange and terrifying ability to inhabit the body of a victim, yikaria exist in the shadows – inscrutable, intelligent, exacting, patient, and almost completely undetectable. Worshippers of a heathen Faceless God known only to them, yikaria may be the greatest threat to the Land of Fate.

TABLE 4: COMMON MYSTIC GROUPS

Name	Faith	Meditation Activity	Region
The Dancing Dwarves	Kor	Dancing	Suq Bay
The Dome Dancers	Haku	Sword Dancing	High Desert
The Readers	Zann	Reading	University Areas
The Chant Masters	Jisan	Singing and Verse	Pearl Cities
The Court of Rhythm	Hajama	Percussion	Ruined Kingdoms
The Quiet Multitude	Selan	Sitting in moonlight	Everywhere



CHAPTER 3: CHARACTERS

What a nice caftan you've acquired! It certainly seems you are enjoying your time here in Golden Huzuz! What's that? You've decided to remain, and seek your fortune as an adventurer? Perfect!

Something you should know. I understand that in some lands, people of an ancestry stick together; elves live with elves, dwarves with dwarves, and so on, and most look down upon goblins, ogres, giants, and the like. Well, here as everywhere in Zakhara, we tend to care much less about what a person is and much more about what a person does. I can't promise you that every elf will love every dwarf like their own kin, but I can promise you that any person - be they elf, ogre, orc, or giant - is as welcome as any other in the Loregiver's eyes.

So then! What sort of adventurer will you be? Will you make your living with a scimitar and shield, protecting others and conquering great beasts? Such warriors are amongst the most respected in our lands, and many great leaders have arisen from their ranks. Be they common folk pressed to learn the ways of battle, children of a sheikh called to defend their tribe, or righteous champions spreading their faith by steel, the path of combat is a tried and true road to glory.

Perhaps you feel the call of the gods, and preach their word in the temples and streets? Zakhara has many gods, and each draws followers of different stripes. Whether they be ordered preachers who maintain temples and shrines and debate holy writ, wandering mystics who use meditation and discipline to bring them nearer their deities, or augurs given the gift of holy sight, the gods' devoted are varied as the flowers in the Grand Caliph's garden.

Is sneaking about or living by your wits more your style? Many a legend has arisen from the deeds of those who cleverly flitted behind the scenes, working from the shadows rather than charging into battle. And perhaps, once again, you will feel the call of the gods and seek to deal with their enemies from the shadows.

Or maybe you shall study sorcery, learning spells of flame, sand, wave or wind at the feet of Zakhara's great magi. You might learn to converse and negotiate with the genies - even bargaining with the great genie lords for power and pledging them your assistance! The ways of sorcery are powerful, but many do not trust the motives or goals of those who practice them.

Maybe you will decide, like me, to become a groomer of the shaggy and a teller of tales to the open-eared! Now, this might not be true, but I've heard that Fate favors indeed those who choose the path of assisting their fellows and brightening the days of their listeners. The trials of such a life are great, but its rewards are greater still.

So choose your path, make your fortune, and forge your destiny. For after all, we have no Fate but the Fate which we are given!

— Gorar Al-Akar, freshener of faces and humble champion of the bold

Characters in fiery Zakhara have access to the same classes, subclasses, feats, equipment, and spells as any other. People in the Land of Fate do use different terms to describe their equipment, however, and do have some unique items and character types.

Equipment

By and large, people and adventurers in the Land of Fate use the same equipment found in other lands. On the other hand, many items common to other cultures (such as heavy suits of plate armor) are impractical to suicidal in the Land of Fate. In other cases, Zakharans simply use different terms to refer to equipment that serves the same function.

Table 5, below, lists Zakharan terms for common weapons, armor, and shields. Note that while most weapons, armor, and shields from the Player's Handbook are still available to characters in the Land of Fate, some are incredibly ill-suited for the extremes of the climate and are very rare. Generally, bulky armor is unknown in the Land of Fate; see Chapter 5 of the Fifth Edition *Dungeon Master's Guide* for the effects of wearing Medium and Heavy armor in high-temperature climates such as those found throughout fiery Zakhara.

TABLE 5: ZAKHARAN EQUIPMENT NAMES

NAME	EQUIVALENT
Ankus	Club
Cutlass	Scimitar
Daraq	As shield but AC bonus of +1
Great Scimitar	Greatsword
Jambiya	Dagger
Katar	Dagger but no Thrown property
Lamellar	Scale Mail
Shamshir	Rapier (deals slashing damage)

THE COMMON TONGUE

The common or trade language in Zakhara is known as Midani, and by default it is assumed to be distinct from the Common language in other lands. For simplicity's sake, however, we use the terms "Midani" and "Common" interchangeably in this book.

Ankus. Also called an elephant goad, this 14-18" rod is primarily designed to control and direct the movement of large animals.

Cutlass. This curved sword has a wide blade weighted at one end and is a common sidearm among corsairs and other seafarers.

Daraq. A small shield generally made of tortoise shell or reinforced hide, a daraq (daw-RACK) can be strapped to the arm, leaving a person's hand free to use for other purposes. Due to its small size, however, the daraq can only be used against one specific attack every round.

Great Scimitar. This massive, curved two-handed sword is also known as a "headsman's sword" due to its popularity among executioners.

Jambiya. The signature tool and weapon of the desert peoples, the jambiyah (JAHM-bee-yah) is a double-edged knife with a curved blade, used for everything from eating to self-defense to assassination.

Katar. Also called a punch dagger, the katar (kah-TAWR) is designed so its blade is perpendicular to its hilt.

Lamellar. Constructed of small metal scales connected by metal links, lamellar (LAMB-ell-awr) is the heaviest armor commonly seen in the Land of Fate. Even so, it is worn mostly by those in cooler areas.



Shamshir. A longer scimitar favored by horse riders and nobles, the shamshir (shawm-SHEER) is commonly decorated and worn as a fashion accessory, even by those unskilled in using it as a weapon.

Archetypes

Most character archetypes common to other settings work just fine in the Burning World, though many go by different names. Table 6 lists classes and backgrounds from the core rules and lists the Zakharan term for such a character.

In addition to references from the core rulebooks, the table lists a number of concepts unique to the Land of Fate. Those concepts are described more fully in the Character Kits and New Subclasses sections, below.

CHARACTER KITS

This section introduces - or rather, reintroduces - a different type of template that helps define a character's role in society. The idea of templates to layer over a character and provide new options is nothing new; such options have existed for almost as long as roleplaying games have. The specific idea of a character "kit" has existed officially in Dungeons & Dragons since 1989, and has appeared in various forms in every edition afterward.

5th Edition provides a similar idea in the form of character Backgrounds, but sometimes a Background, even combined with a character class, doesn't quite fill the required niche. Perhaps you're looking to play a character who excels at telling stories and passing along news, but isn't quite a bard. Perhaps you wish to play a character who has the gift of minor prophecy

WHY KITS?

Kits have much in common with backgrounds, and some groups may find them redundant. We felt there was a design space in between backgrounds and multiclassing, however, and kits fill that space. Kits also allow characters from multiple classes to share an archetype, allowing the same idea to be expressed different ways.

Our intention is to broaden character expression without adding significant power, and we feel kits accomplish this goal handily. But ultimately, the game won't suffer if you don't use the kits, treat the kits like backgrounds, or just use the concepts as a guide to roleplaying.

and fortune telling, but isn't quite a diviner. Perhaps you wish to play a character who is greatly skilled at interacting with genies directly. All of these concepts provide interesting options for characters regardless of their class, but are a little beyond the scope of Backgrounds and a little too broad and integral to be feats.

This chapter introduces a new take on the classic character kit. Unlike backgrounds, a character doesn't necessarily start out with a kit. Each kit has qualifications that a character must meet in order to take it, and most kits require characters to be at least 5th level. A character may only have 1 kit.

As always, not having a kit doesn't prevent a character from doing anything; a character lacking the Mounted Warrior kit can fight from horseback the same way a character who isn't a fighter can use a sword. The kit represents someone who has dedicated themselves to a given course of behavior.



TABLE 6: ZAKHARAN ARCHETYPES

ZAKHARAN NAME	ARCHETYPE
Askar	Martial Combatant, folk hero
Astrologer	Academic who looks to the stars for divination and scrying
Barber	A groomer, gossip, and surgeon
Beggar-thief	Highly trained swindler who pretends to be destitute
Clockwork Mage	Mechanic who creates automatons and geared toys
Corsair	Sea-faring warrior
Digitologist	Academic who looks to mathematics for divination and scrying
Elementalist	Magician focused on the power of air, earth, fire, or water
Ethoist	Preacher that acknowledges and tolerates many gods and/or faiths
Faris	Holy warrior
Hakima/Hakim	Preachers gifted with discernment and special sight
Holy slayer	Assassin devoted to a holy order or faith
Jackal	Magic user who steals spells and powers from others
Kahin	Idol priest or druid
Mageweaver	Artisan who weaves magic into textiles and cloth
Mamluk	Slave warrior
Moralist	Preacher who acknowledges only a select god or gods
Mounted Warrior	Specialist in animals and combat while riding them
Mystic	Wandering preacher unaffiliated with a specific temple or shrine
Mystic of Nog	Combatant who enhances their body with magic and focus
Pragmatist	Preacher who acknowledges the validity of many or all gods or faiths
Rawun	Storyteller and historian, skilled with oratory, singing, and/or instruments
Sa'luk	Scoundrel or general rogue
Sha'ir	Expert in genie lore and communication
Sorcerer/Sâhir	General term for magic-users of all kinds
Spellslayer	Magic user who hunts and kills other magic users

Reading the Entries

Each of the kits below is presented in the following format. All text other than the kit name and description addresses the character. Note that not all kits include information from every category listed below.

Kit Name: The name of the kit. In some cases, this is a name by which the character would refer to themselves; in others, it is merely a

reference for the player. The kit name is followed by a short description of the kit and its place in the world.

Prerequisites: Benchmarks a character must meet in order to take the kit, typically ability score or skill bonus minimums. These requirements vary, but in general a character must be at least 5th level in order to take a kit.

Skills: Skills gained by a character who takes

the kit. If the character already has one or more of the listed skills, they do not gain additional or alternate skills instead of those listed. These skills represent proficiencies attained in the course of training for a kit, and no others are gained in their place.

Other proficiencies: This section provides additional proficiencies, such as tool proficiencies, gained by taking a kit. Like other skills, these proficiencies cannot be swapped out.

Special: Some kits provide additional benefits, which are listed in this section.

Astrologer/Digitologist

Students of the stars and numbers, astrologers and digitologists tend to come from wealthy families and are accustomed to both privacy and respect. Though two distinct disciplines, astrologers and digitologists share enough features to occupy a single kit. Note, however, that a character is either an astrologer or a digitologist; practitioners view the two disciplines as clearly distinct. Astrologers and digitologists tend to avoid the clatter of cities, preferring to work from towers deep in the wilderness, though many have a flair for the dramatic and enjoy appearing uninvited in royal courts to make grand pronouncements.

Prerequisites: Intelligence 12+, Lawful alignment, proficiency bonus +3

Skills: Investigation, Nature

Tool Proficiency: Navigator's Tools

Special: Your knowledge of the cosmos or numbers (respectively) is second to none. You have advantage on Intelligence checks related to the cosmos (astrologer) or numbers (digitologist).

In addition, you gain the ability to cast *augury* as a ritual by consulting the stars (astrologer) or poring over mathematical texts (digitologist).



Once your proficiency bonus reaches +5, you cast *divination* instead of *augury*.

Once you use this ability, you must finish a long rest before you can use it again.

Barber

Once upon a time, barbers were far more than groomers. They passed along news and stories, carried messages, and most importantly, provided surgical and dentistry services.

A character who takes this kit spent time developing their information gathering and minor medical skills. Though they will never be able to provide the level of treatment a divinely gifted character can (unless of course they learn the relevant spells), barbers are able to handle most mundane treatments and analysis.

Prerequisites: Dexterity 14+, Wisdom 12+, Proficiency bonus +3

Skills: Medicine, Sleight of Hand

Tool Proficiency: Barbers gain proficiency with the healer's kit. If a character already has this tool proficiency, they instead gain a +2 bonus on checks made using the kit.

Special: You have advantage on Charisma checks against creatures you have successfully

treated with your surgical or dental skill, and disadvantage on Charisma checks against creatures you have treated unsuccessfully or harmed with those skills.

While grooming a creature, you have advantage on skill checks against that creature.

Beggar-thief

The plight of beggars varies from region to region in Zakhara, but a life without family or home, subsisting on the kindness of strangers, is never easy. Most afflicted with such a situation are plain and honest folk, but some malfortunates instead resort to deception and thievery, tailoring their pitiable stories to manipulate the generous.

Prerequisites: Dexterity 12+, Charisma 13+

Skills: Persuasion, Sleight of Hand

Special: When you succeed on a Charisma (Persuasion) check contested by a target's Wisdom (Insight) check, you have advantage on Dexterity (Sleight of Hand) checks against that target until the end of your next turn.

Farisa/Faris (Holy Warrior)

In the Land of Fate, wars are fought over territory, vengeance, honor, and a host of other reasons. But for some warriors, war is a chance for personal redemption, an opportunity to cleanse their souls of sins and infractions, and to muster the faith and resolve of their beliefs and causes. Those who dedicate themselves to such fervor are known as farisan (fah-REES-awn) (sing. farisa or faris) or holy warriors.

Prerequisites: Strength 12+, Wisdom 12+

Skills: Insight, Religion

Special: Your very presence is an inspiration to your fellows. You have advantage on Charisma checks to influence people who share your faith (both clergy and laypeople).

Hakima/Hakim

While the word Hakim simply means "wise," those known as Hakimas (feminine) or Hakims (masculine) have powers of discernment far beyond those of ordinary mortals. A Hakima can easily determine when a character is being truthful and can even see through illusions and magical disguises.

Hakimas and hakims are considered "Free Priests" in Zakhara - they are often found in the service of a deity or faith, but rarely confine themselves to a specific temple or shrine.

Prerequisites: Wisdom 16+, Proficiency bonus +3

Skills: Insight. A Hakima has advantage on Wisdom (Insight) checks made to determine if a creature is being truthful as far as the creature is aware. This ability cannot determine information a creature does not possess; if the creature truly believes that the information it is providing is accurate, even if the information is false, the Hakima will not be able to tell that the creature is lying.

Special: You can speak a command word to grant yourself truesight out to 120 feet for 10 minutes. Once you use this ability, you must finish a long rest before you can use it again.

Holy Slayer

More than simply a killer raised in a temple, the holy slayers of Zakhara are part assassin, part mafia, and part deacon. Sometimes seen as dangerous radicals, holy slayers live in secret amongst the common people. They are organized into discrete orders, each willing to mete out the justice of their faith at the behest of their order's Grandmother or Grandfather - the absolute head of the organization.

Prerequisites: Wisdom 14+, Disguise +6

Proficiencies: You are proficient in your god's holy weapon. Each order has a distinct weapon

associated with it, and these weapons are as much a calling card or sigil as they are tool (see Chapter 2).

Skills: Disguise Kit, Religion

Special: You know how to adjust your speech and body language in such a fashion as to make it clear your threats carry the weight of your order. You have advantage on Intimidation checks made to cow enemies of your faith. You can make this same type of check to characters friendly toward your order to gain preferential treatment.

Mamluk

Mamluks are a caste of soldiers organized into a potent fighting force by various nobles and rulers, and sometimes ascended to rulership themselves. Highly trained and fanatically focused, mamluks pursue their goals with almost unshakeable dedication.



Prerequisites: Strength 12+, Constitution 12+, Proficiency bonus +3

Proficiencies: Martial weapons

Skills: Athletics, Intimidation

Special: You automatically succeed on any Intelligence, Wisdom, or Charisma skill check made to resist being dissuaded from your goals. You have advantage on saving throws to resist enchantments and illusions.

Mounted Warrior

Warriors who specialize in fighting from the back of a horse, camel, dragon, or other creature are common in fantasy fiction. As comfortable in the saddle as on foot, Mounted Warriors are a deadly addition to any military group.

Prerequisites: Dexterity 12+, Animal Handling +6

Skills: Survival, Nature

Special: When you make a successful attack from the back of a mount, you can use your reaction to make one additional attack before the end of your turn.

Mystic

Everyone follows the gods in their own way. Some seek security and consistency in priestly orders; some quietly give praise on their own. A few, however, engage in elaborate meditation practices: dancing, cavorting, or even making music to feel a closer connection to the divine.

Prerequisites: Wisdom 12, Athletics, Acrobatics, or Performance +5

Skills: You can select one skill of your choice, which must be tied to your chosen group's mystic meditation method (see Chapter 2).

Special: Whenever you engage in your group's meditation method, add twice your proficiency bonus to any skill checks made to use that skill.

Preachers of the Faith

The gods of Zakhara are numerous, and there are as many ways to worship them as there are grains of sand in the desert. Despite this fact, most gods, particularly the Enlightened gods and gods of the Pantheon, have religious orders dedicated to their service. Preachers of these orders come from all walks of life and have many different career paths; the one thing they all have in common is a dedication to spreading the word of their faith.

These Ordered Preachers are broadly divided into three groups, depending on their view toward other gods and religions. Every faith has members who fall into all three camps, though the ratios vary greatly from religion to religion.

Preacher of the Faith Ethical

Preachers of the Faith Ethical, also known as Ethoists, form the backbone of every faith. While pragmatists wander the world and moralists spew fire and brimstone from the pulpit, Ethoists maintain temples and shrines, make sure that everything is ready for prayer services, and call to the faithful for communal prayer. An Ethoist does not deny or decry other gods, but does actively seek to turn nonbelievers to their own “true path.”

Prerequisites: Wisdom 12, non-Chaotic alignment

Skills: History, Persuasion

Special: Double your ability modifier when making Charisma checks among the faithful of your own religion, and your Charisma modifier is effectively doubled when calculating your Station amongst the same. You are welcome in the home of any member of your flock, home or away, and you can maintain a Modest lifestyle by expending the amount that normally qualifies for a Poor lifestyle.

Preacher of the Faith Moral

Every faith has the firebrands who loudly proclaim that one way is right and all others are wrong, who adhere rigidly to ancient traditions, and who decry any variation from traditional forms. In the Land of Fate, these firebrands are known as Preachers of the Faith Moral, or Moralists.

Prerequisites: Wisdom 12, Lawful alignment

Skills: Intimidation, Religion

Special: You have advantage on Charisma checks among the faithful of your own religion, and your Charisma modifier is effectively doubled when calculating your Station amongst the same. You are welcome in any temple that



keeps ordered preachers of your religion, home or away, and you can maintain a Comfortable lifestyle by expending the amount that normally qualifies for a Poor lifestyle. You can issue commands to lower-ranking members of your order and expect immediate obedience.

Preacher of the Faith Pragma

The most common (and most easy-going) members of a religious order, Preachers of the Faith Pragma, commonly known as Pragmatists, are often wanderers, more comfortable on the road than within a temple or shrine. Pragmatists easily acknowledge the value of all gods and religions and most enjoy lively theological debates.

Prerequisites: Wisdom 12

Skills: Persuasion, Survival

Special: Double your ability modifier when making Charisma checks among non-moralist faithful of any religion, and your Charisma modifier is effectively doubled when calculating your Station amongst the same. You are welcome in the home of most people, home or away, and you can maintain a Poor lifestyle by expending the amount that normally qualifies for a Squalid lifestyle.

Rawun

Zakhara is known as a land of stories, and in all the Land of Fate none are more adept at telling those stories than the rawun (rah-OON). Legendary for their skill at spinning tales, rawuns also serve as historians and teachers, serving as everything from a clown in the bazaar to a sultan's closest advisor.

Prerequisites: Charisma 12, Intelligence 14, History or Performance +5

Skills: Athletics, Acrobatics, Insight

Special: While you are entertaining an audience, choose a number of creatures in the

audience equal to your Charisma modifier (minimum 1). Each of those creatures must succeed on a Charisma saving throw with a difficulty class equal to $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ or focus its attention on you to the exclusion of everything else around it. This effect lasts for one minute, until you stop performing, or until the creature takes damage, whichever happens first.

Once you use this ability, you must finish a long rest before you can use it again.



Sha'ir

Sha'irs (shah-EERS) are wise folk skilled in interaction with genies. Some sha'irs go so far as to partner with elemental familiars known as gens, but all sha'irs know the proper etiquette and forms of address when communicating with geniekind. Some sharpen their skills to the point where they can demand (and receive) audience with genie rulers.

Prerequisites: Charisma 16+, Proficiency bonus +3, able to speak Primordial or one of its dialects (Aquan, Auran, Ignan, and Terran)

Skills: Arcana, Persuasion

Special: Whenever you make a skill check involving or related to genies or the works of genies, you are considered proficient in that skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.



NEW SUBCLASSES

Characters in Zakhara are not too different from those found in other settings; with the right equipment, options, and terminology, any rascal can be a sa'luk and any peasant an askar. There are a few roles, however, that are difficult to fill simply with the use of different names or even kits. For those, we provide the subclasses below.

Monk: Mystic of Nog

Not to be confused with the groups who exercise intense meditation methods, Mystics of Nog are devotees of an ancient tradition that allowed them to channel magical energies to augment their physical forms. No mere ascetics, Mystics of Nog are fearsome warriors in their own right.

MINOR ALTERATION

Starting at 3rd level when you choose this tradition, you gain three additional ki features: Hammerblow, Silent Walk, and Sudden Speed.

Hammerblow

You can spend 1 ki point as part of your action to deal double damage to any object you strike. This feature also allows you to bypass an object's damage threshold if that threshold is equal to one half your monk level or less.

Silent Walk

You can use your reaction to spend 1 ki point and muffle the sound of your footfalls. You have advantage on Stealth checks for a number of minutes equal to your Wisdom modifier.

Sudden Speed

When you move, you can spend 1 ki point to double your movement rate until the beginning of your next turn.

BOOST ATTRIBUTE

Beginning at 6th level, you can use your ki points to temporarily boost your physical prowess. You can use your reaction to increase your Strength, Dexterity, or Constitution score according to Table 7 (below). This ability can boost the chosen score to a maximum of 22.

This increase lasts for a number of minutes equal to your Wisdom modifier, at which point you gain one level of Exhaustion for each point by which you boosted your attribute (one level of Exhaustion for a +1 boost, two levels of Exhaustion for a +2 boost, etc). These exhaustion levels remain until you finish a short or long rest.

Once you use this ability, you must finish a short or long rest before you can use it again.

FAST HEALING

Beginning at 11th level, you can spend ki points to increase the speed at which your body heals. As an action, you can spend 6 ki points to roll one or more Hit Dice, up to 1/3 your maximum number of Hit Dice (rounded down). For each Hit Die spent in this way, roll the die and add your Constitution modifier to it. You regain hit points equal to the total (minimum 1 per Hit Die

TABLE 7: MYSTIC OF NOG

KI POINTS SPENT	BOOST
1	+1
3	+2
6	+3
10	+4



spent). You cannot exceed your maximum hit points using this ability. Any Hit Dice you use in this manner are not available the next time you take a short rest and return normally the next time you take a long rest.

HANDS OF STONE

At 17th level, you have mastered the art of dealing damage with your body. When you make an unarmed attack, you can spend 3 ki points to change your unarmed attacks to cold iron, silver, adamantine, magic, or any other material needed to bypass a creature's damage resistance. This effect lasts for a number of minutes equal to your Wisdom modifier.

In addition, you can spend 6 ki points when you take the Attack action to add your Wisdom modifier to the attack roll in addition to all other modifiers.

Clockwork Magic

Wizards are well known for their study of secrets esoteric and ephemeral. There are, however, a rare few non-magical artisans who take advantage of advanced learning and study the “magic” of applied science. Moving even beyond such marvelous inventions as the astrolabe and quadrant, these technical adepts, called Clockwork Mages, create and power mechanical constructs.

Also commonly known as “Mechanicians” or “Toymakers” by the populace, Clockwork Mages closely guard the secrets of their trade. Whether they come by their abilities by developing arcane theories, praying for guidance from their deities, or studying at the feet of a master tinker, those skilled with mechanics are rare indeed. Many of those who observe these mysteries in action think of it as a talent or art, but to others mechanical aptitude is nothing more than practiced scholarship.

Rogue: Mechanician

Most Mechanicians guard their secrets and mechanical knowledge jealously; it is no surprise that many take the Hermit background, preferring a life of isolation to better perfect their craft. On the other hand, some seek to use their abilities for the amusement of the populace – if your character is of this disposition, consider the Entertainer background. In truth, Clockwork Mages come from all walks of life – though they are undeniably more common among city-dwellers than those who live in the wilderness.

CLOCKWORK SAVANT

At 3rd level, you gain proficiency with tinker's tools (clockworker's tools). You add your proficiency bonus to any skill check made to

craft or analyze mechanical devices.

Using these tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device called a “mechanical” which has an AC of 5, 1 hit point, moves 5 feet per round, and has no carrying capacity. The device also has no stealth capability and cannot make attacks.

The mechanical is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. The mechanical can move, attack, or carry loads for you, depending on your level and the enhancements you dictate when it is created. Made of metal plates, struts, and wires, a mechanical will never be mistaken for a living specimen of its form, but can be mistaken for a sculpture or statue if it remains motionless.

A mechanical cannot think for itself, and does not need to eat, drink, or sleep. Mechanicals cannot be charmed, exhausted, frightened, or poisoned, and are immune to poison and psychic damage. A mechanical moves and/or attacks as one of your actions. A mechanical will never attack or bring harm to its creator.

There is no limit to the number of mechanicals you can create or produce. You are able to empower 1 mechanical at a time at 3rd level, and this number increases as you gain knowledge and power. Each mechanical must be created and empowered individually, and the Clockwork Mage must pay the cost

for creating each one.

Repairing a Mechanical: A mechanical ceases to function after 24 hours unless you spend 1 hour repairing it to keep the device functioning, or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. This 24 hour limit can also be extended by empowering the mechanical (see below).

MECHANICAL APTITUDE

Also starting at 3rd level, you gain the ability to enhance one of your mechanicals, a process called Empowerment. Empowering the mechanical can take a variety of forms, depending on your level and the choices you make.

All mechanicals are created with the base attributes described above. When creating an empowered mechanical, the maximum size you can create is determined by your rogue level, as seen on Table 8 below. The size of the mechanical determines its duration, hit points, armor class, and carrying capacity. All mechanicals use their creator’s Wisdom (Perception) modifiers, including Passive Perception, and their creator’s saving throw bonuses. A mechanical can perceive objects and creatures within 50 feet of it with the same vision capabilities as a normal human.

A Clockwork Mage can create a mechanical of any size for which they qualify, as

TABLE 8: CONSTRUCTING A MECHANICAL

ROGUE LEVEL	MAXIMUM SIZE	DURATION	HIT POINTS	ARMOR CLASS	CARRYING CAPACITY
3rd	Tiny	24 hours	20	10	30
9th	Small	1 week	50	15	75
13th	Medium	1 month	75	18	150
17th	Large	1 year	100	22	300

determined by their level; for example, a 13th level Mechanician can create Medium, Small, or Tiny mechanicals.

Once the mechanical's size is determined, choose two attributes from the following: Stealth, Movement, or Attack Bonus (as shown on Table 9 below). The empowered mechanical gains the attributes listed under that column on the table, determined by the creator's level. A Mechanician can choose to empower a mechanical with a lower-level Stealth or Attack bonus if they choose to do so.

TABLE 9: MECHANICAL CAPABILITIES			
ROGUE LEVEL	STEALTH	MOVEMENT	ATTACK BONUS
3rd	+4	30	+5
9th	+8	Fly, Swim, Burrow*	+9
13th	+10		+11
17th	+13		+15

*A mechanical's Swim speed is equal to its walking speed, its Fly speed is 2x its walking speed, and its Burrow speed is equal to 1/2 its walking speed

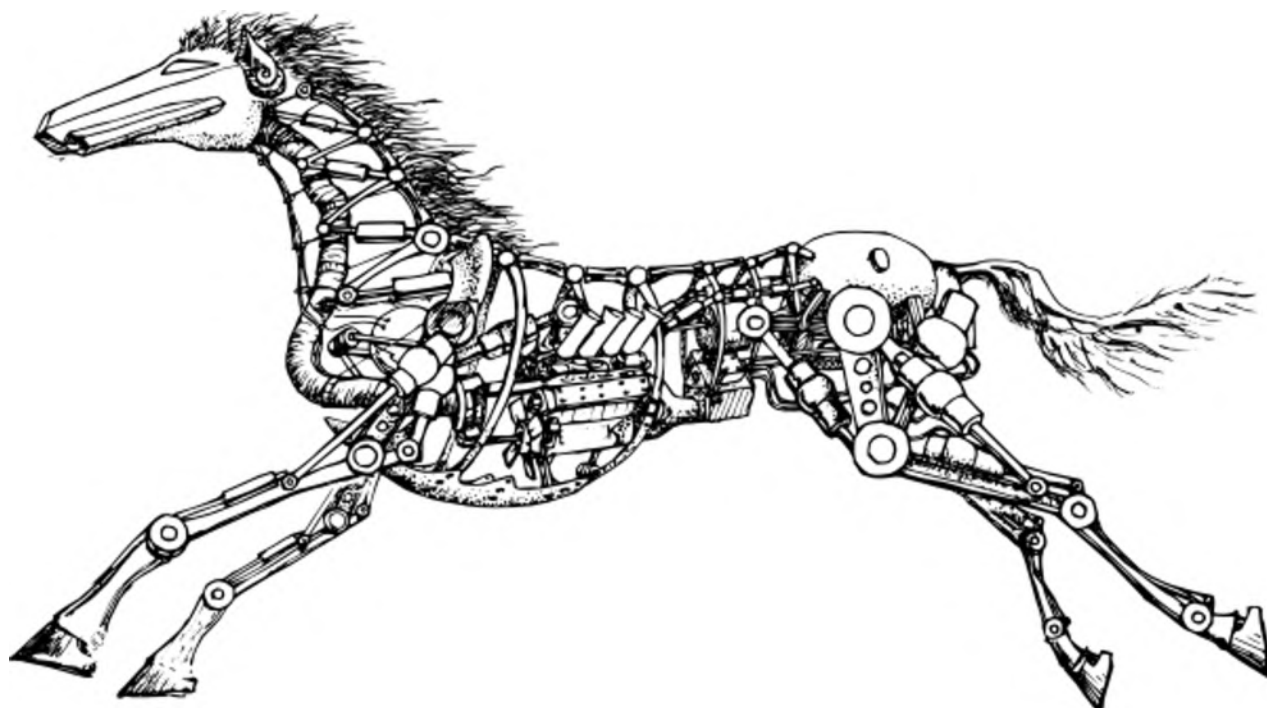
Maximum Size lists the largest mechanical the rogue can create at a given level. A mechanical's size can effect line of sight and cover for other creatures, but has no impact on the mechanical's carrying capacity or combat abilities.

Duration is the length of time the mechanical remains in operation. At the end of this period, the mechanical simply stops working and remains inert unless repaired (see above).

Hit Points is the maximum hit point total the mechanical can have. Mechanicals do not heal naturally, but can be repaired as described above. If it is reduced to 0 hit points, a mechanical is destroyed and its parts cannot be recovered or reused.

Armor class is the AC value for the mechanical. This feature functions in the same manner it does for any creature.

Carrying Capacity lists the amount of weight the mechanical can carry. Mechanicals do not experience movement penalties for encumbrance if that optional rule is used.



Stealth lists the bonus the mechanical will add to Stealth skill checks it makes.

Movement lists the mechanical's walking (or rolling) speed. At 9th level, additional movement methods become available to mechanics, as listed on the table.

Attack Bonus is the bonus added to attack rolls the mechanical makes. A mechanical can be designed to make either melee or ranged attacks, but not both, and the same bonus applies to either attack method. The mechanical inflicts 4 (1d6) damage on a successful attack.

A mechanical cannot act on its own, but can follow commands such as "Attack <target>," "Carry <target> and follow me," "Sound an alarm if <target> approaches." The target of the command can be any creature, creature type, or a specific individual. The mechanical will continue following the last command it was given unless it is stopped, it reached the end of its operational duration, or it is destroyed. It will follow commands only from its creator, and the Mechanician can issue a new command as a bonus action.

IMPROVED APTITUDE

Beginning at 9th level, you are able to empower 3 mechanicals at a time.

In addition, you can empower each of the mechanical with one of your class features, depending on which attributes you chose to enhance:

Evasion: the mechanical gains the use of your Evasion ability.

Dodge: the mechanical gains the use of your Uncanny Dodge ability.

Sneak Attack: the mechanical gains the use of your Sneak Attack, as a rogue of one half your level (rounding fractions up).

A NOTE ON ROCK GNOMES

Given their natural aptitude for mechanical devices, a disproportionately high number of rock gnomes become Clockwork Mages. Rock gnome mechanics can use their Mechanical Aptitude feature to empower any of the devices they create using their Tinker ability.

While a mechanical is empowered with a class feature, you cannot use that feature yourself until you retrieve it by repairing the mechanical, the mechanical's duration expires, or the mechanical is destroyed.

MECHANICAL SAVANT

At 13th level, you no longer lose the use of your Evasion, Uncanny Dodge, or Sneak Attack abilities when you have empowered mechanicals with those abilities.

In addition, the mechanicals you empower can act independently and have their own initiative if you choose to give them this ability. They still follow your commands and will never cause harm to their creator.

CONSTRUCT KINSHIP

At 17th level, your familiarity with created creatures is such that no creature of the construct type wishes to harm you. When a construct creature attacks you, that creature must make a Wisdom saving throw against a DC equal to your Rogue level. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Warlock: Pact of the Lamp and The Noble Genie Patron

Your patron is a noble genie, one of the powerful rulers of geniekind. This being may have tricked you into servitude or may itself have been tricked into providing you with power; you might also have simply come to mutually agreeable terms for your abilities. In any case, the Noble Genie operates slightly differently from other patrons.

The majority of warlock patrons form pacts with the warlock independently of the patron's nature, but a warlock who seeks the Noble Genie has but one option for a pact: the Pact of the Lamp. Similarly, no other patron will feel bound to this pact; for all intents and purposes, the Pact of the Lamp and the Noble Genie patron are one and the same. The features of the pact and the benefits of the patron are effectively the same progression.

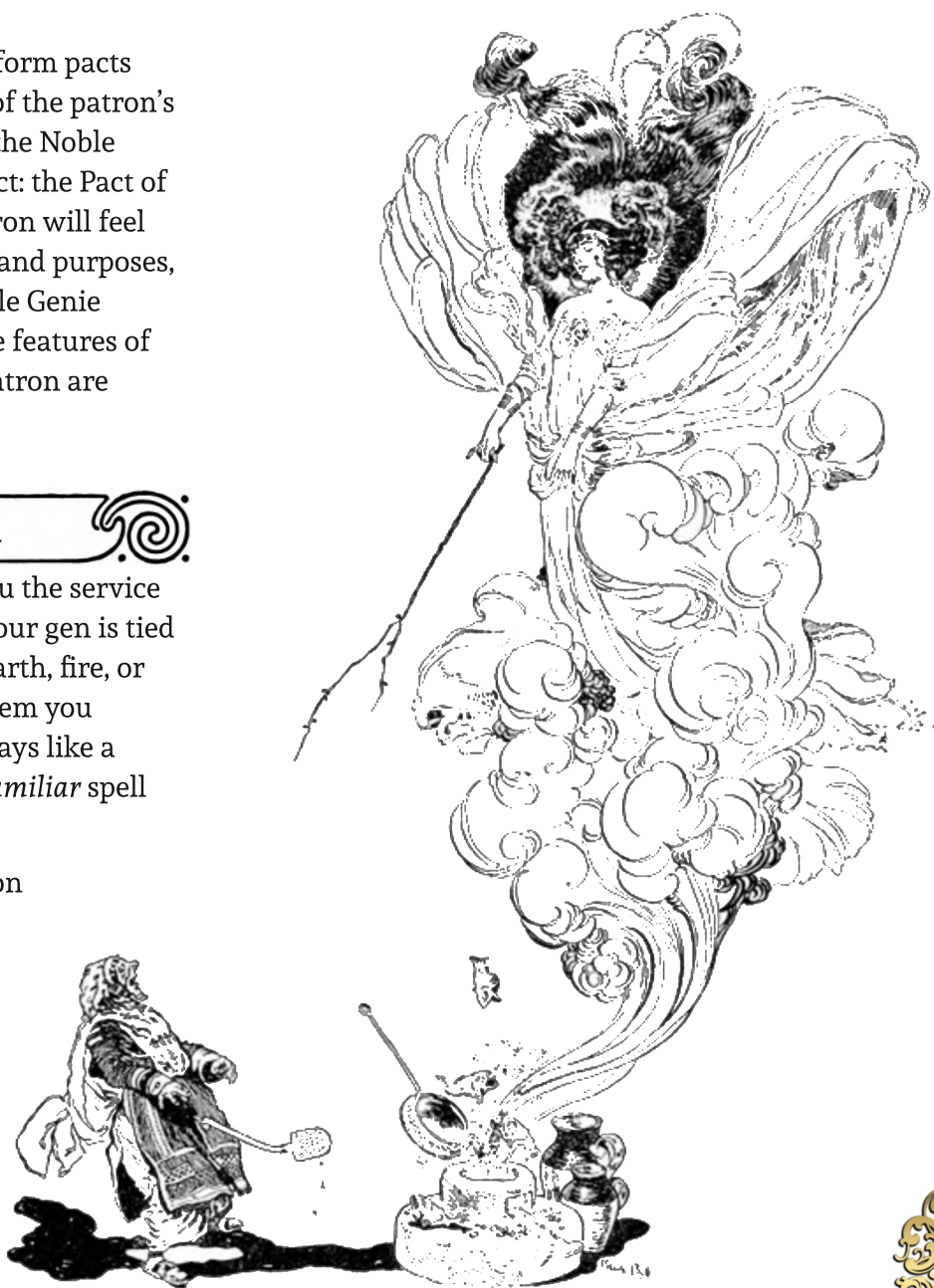
GENIE FAMILIAR

At 1st level, your patron grants you the service of a genie familiar called a gen. Your gen is tied to one of the four elements: air, earth, fire, or water, but can be whichever of them you choose. Your gen behaves in all ways like a creature summoned by the *find familiar* spell except as noted below.

- Your gen has statistics as listed on page 179-180.
- Your gen is a distinct individual and has its own personality and desires. It will always obey your commands but may resent doing so if you order it to perform actions it opposes.
- Your gen always has the same

form, and you cannot change its form by casting *find familiar*. In addition, the gen feels gravely insulted by you casting *find familiar* when the gen is bound to you, and you may need to appease it.

- If your gen drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you petition it to do so and complete a long rest. Depending on why the gen dropped to 0 hit points, it may hold a grudge or require additional penance from you before it returns.





PACT BOON

At 3rd level, your gen is able to fetch spells for you. As an action, you provide the gen with one spell slot chosen by you and ask it to fetch a spell.

You can request the gen fetch any spell for you, even those normally restricted to other classes. The time it takes for the gen to return depends on the type of spell you request. Spells that are on your spell list and are of a level you can cast are fairly easy, but spells not on your class spell list or of higher level than you can cast take longer since the gen must negotiate with powerful forces on your behalf to obtain the spell. Consult Table 10, below.

If you request a spell of higher level than you can cast or is not on your spell list, you must provide your gen with two spell slots instead of one.

If a spell is of higher level than you can cast, you can only cast it as a ritual (even if the spell itself lacks the ritual tag) and you must succeed on a Charisma saving throw with a Difficulty Class equal to 15 + the spell's level. You can add one half your warlock class level to this check.

If the spell is not on your class spell list, you must cast it as a ritual as above but do not add your warlock class level to the check. If the spell

TABLE 10: GENS AND SPELL FETCHING

SPELL REQUESTED IS ...	TIME REQUIRED
On your class spell list and of a level you can cast	Spell level x 1 minute
On your class spell list but higher level than you can cast	Spell level x 10 minutes
Not on your class spell list but of a level you can cast	Spell level x 10 minutes
Not on your class spell list and higher level than you can cast	Spell level x 1 hour

is of higher level than you can cast and not on your class spell list, you make the check with disadvantage.

If you succeed on the check, your gen provides you with the spell and you can cast it using the slot(s) you provided to the gen or as a ritual as described above. You must cast the spell before you finish a short or long rest or the spell is lost.

If you fail the check, the spell and slots are lost, and your gen must leave to apologize and explain itself to the powers from which it fetched the spell. The gen is gone for one hour per level of the spell if the spell was on your class list and of a level you can cast, or one day per level of the spell if it was not one you could normally cast. Repeated attempts to cast spells beyond your ability or power may also draw the attention of powerful genies, demons, or gods.

GENIE AID

Beginning at 6th level, you can call upon nearby genies for aid. Make a DC 20 Charisma skill check. On a success, genies arrive as described on Table 10, below.

Genies who arrive are friendly to you and your companions but will not engage in combat on your behalf unless you are attacked. The genies

TABLE 11: GENIE AID RESULTS

WARLOCK LEVEL	EFFECT
6th	1 janni arrives within 1 hour
10th	2d4 jann or one dao, djinni, efreeti, or marid arrives within 1 hour
14th	5d4 jann or 2d4 dao, djinn, efreet, or marids arrive within 1 hour

are not charmed or under your control, and if you behave in a hostile fashion the genies will likely abandon you – then return later with reinforcements.

If you are party to an attack on a genie after you summon it, this ability ceases to work until you have atoned for the assault. Such atonement may involve large gifts of gold, gems, or magic items to a noble genie house, a period of indentured servitude, fulfillment of a quest, or a similar activity.

Once you use this ability, you must complete a long rest before you can use it again.

GENIE PROTECTION

At 10th level, you have resistance to acid, cold, fire, and lightning damage. When your gen is within 10 feet of you, you also have advantage on saving throws to resist the effects of the damage type associated with the gen.

GENIE BINDING

At 14th level, you are able to enter into a long-term contract with a normal genie of your choice. Once the contract period begins, the genie is your willing servant under agreed upon terms. The genie is always friendly to you unless you violate the terms of the agreement.

Contract terms vary, but typical contracts include the following:

- Assisting in the construction of a magic item
- Guarding a tower, keep, or other structure
- Providing magical transportation

Once the term of the contract has been fulfilled (normally 101 days or the completion of a specific task), the bound genie departs.

Normally, a genie will not agree to fight for a character except under specific circumstances, the execution of which immediately releases

the genie from its contract. Most genies will also demand other concessions from a warlock seeking to bind them, such as payment in gold, gems, or other items of interest.

Alternatively, you can use this ability to demand (and receive) audience with a noble genie or genie ruler. In these situations, meeting with you counts as fulfilling the contract as far as the genie is concerned, and any other agreements or negotiations you reach are outside the scope of this ability.

Option: Separate Pact and Patron

The Pact of the Lamp and the Noble Genie patron were designed to synergize, but nothing prevents you from using the two subclass features independently.

If you take this route, some combinations become more bizarre; for example, if your patron grants you a gen but you choose to take the Pact of the Chain, how do your two familiars interact? If you choose the Pact of the Lamp but follow the Archfey, does your gen familiar have any respect for your patron and vice versa? Again, these options present some golden opportunities for roleplaying and shouldn't cause too much trouble if you decide to use or allow them, but not everyone opts to take that course.

If you do choose to separate the Noble Genie from the Pact of the Lamp, here are the features associated with each:

LEVEL	NOBLE GENIE PATRON	PACT OF THE LAMP
1	Genie Familiar	
3		Spell Fetching
6	Genie Aid	
10	Genie Protection	Genie Protection
14	Genie Binding	Genie Binding

Wizard: Flame Mage

Of all the elements, Flame is by far the most feared. Rightly or no, wizards who follow the path of Flame are thought to be more violent and destructive than others – and sadly, the impression is correct more often than not. Wizards of the Flame are also courted aggressively by the Brotherhood of the True Flame, whose ruinous ways go a long way toward shaping opinions of the tradition.

As a Flame Wizard, you are not restricted in the nature of spells you can learn and cast, but you tend to prefer those that involve fire and raw destructive power.

FLAME SAVANT

Beginning when you select this path at 2nd level, you learn Ignan if you don't already know it and you have advantage on Charisma checks made to interact with creatures that have resistance or immunity to fire damage.

NIMBUS

Also beginning at 2nd level, you can use an action to surround yourself with a thin barrier of flame. The barrier gives off light like a torch and lasts for a number of minutes equal to your Intelligence modifier.

While your Nimbus is active, any time a creature makes a successful melee attack against you it takes fire damage equal to the highest spell level you can cast. For example, a creature that makes a successful melee attack against a 5th level fire mage would take 3 fire damage from this feature, whereas a creature that makes a successful melee attack against a 9th level fire mage would take 5 fire damage from this feature.

WILDFIRE

Starting at 6th level, you learn the cantrip *fire bolt* if you don't already know it. When you cast *fire bolt* you can choose additional targets; choose a number of creatures or objects up to your Intelligence modifier that are within 10 feet of *fire bolt*'s primary target. The creatures or objects you choose are also affected by the spell (make a separate attack roll for each). You have disadvantage on the attack rolls against these additional targets.

STEWARD OF FLAME

At 10th level, you have resistance to fire damage, and you can compel lesser flame creatures to follow your orders. As an action, you can choose one fire-resistant or fire-immune creature with a Challenge Rating of 5 or less that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

INFERNO

At 14th level, your mastery over fire is near complete. All targets who take fire damage from your spells are set on fire: Each target takes 1d6 fire damage at the start of each of their turns. A creature can end this damage by using its action to make a Dexterity saving throw against your wizard spell save DC to extinguish the flames.

In addition, when you cast a spell that deals fire damage, creatures immune to fire damage take half damage from the spell and creatures with resistance to fire damage take full damage from the spell.

Wizard: Sand Mage

Were you to ask an average Zakharan what qualities best describe a sand mage, those qualities would probably be steadfastness, reliability, and a tendency to be opinionated. While there is no universal dictum stating that sand mages must be lawful or stubborn, the perception persists. Perceptions aside, it is true that sand mages do tend to be more physically powerful than other wizards.

As a Sand Wizard you are not restricted in the nature of spells you can learn and cast, but you tend to prefer those that involve paralyzation and incapacitation.

EARTH SAVANT

Beginning when you select this path at 2nd level, you learn Terran if you don't already know it and you have advantage on Charisma checks made to interact with creatures that have resistance or immunity to paralyzation or being moved.

BEDROCK

Also beginning at 2nd level, you can use a bonus action to anchor yourself to your surroundings. While anchored in this manner, any creature attempting to move you against your will (by shoving, telekinesis, or other methods) must succeed on an Strength saving throw against your spell save DC to do so.

SAND SHADOW

Starting at 6th level, you can vanish in a puff of dust in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain

invisible until the start of your next turn or until you attack or cast a spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

STEWARD OF EARTH

At 10th level, you have advantage on saving throws against any effect that causes the incapacitated condition, and you can compel lesser earth creatures to follow your orders. As an action, choose one creature with a burrow speed and a Challenge Rating of 5 or less that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

ENTOMB

At 14th level, the structure of reality obeys your command. Choose a creature that you can see within 60 feet of you. It must make an Wisdom saving throw against your wizard spell save DC. On a failed save, the target falls into a sandy pit that opens up beneath its feet. While in this pit the creature cannot be targeted by attacks or spells and cannot be seen. Nothing else can enter this pit, nor can any creature teleport or use planar travel to get into or out of it.

At the end of your next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied and is stunned until the beginning of its next turn.

Once you use this feature, you can't use it again until you finish a long rest.

Wizard: Sea Mage

Water is precious and rare in the lands of Zakhara, and so are sea mages. Valued for their ability to conjure and command the most valuable of all commodities, sea mages are nonetheless not well trusted. These wizards can be as capricious and inconstant as the waves they follow, and while they can earn good coin for their services, few want them around for longer than manners require.

As a Sea Wizard you are not restricted in the nature of spells you can learn and cast, but you tend to prefer those that involve misdirection and suffocation.

WATER SAVANT

Beginning when you select this path at 2nd level, you learn Aquan if you don't already know it and you have advantage on Charisma checks made to interact with creatures that have a swim speed.

THIRST OF AGES

Also beginning at 2nd level, you can control a creature's need to drink when you touch it. Make a melee spell attack against the target. On a hit, choose one of the following effects:

Hydrate. The creature's water needs are fulfilled for 24 hours.

Dehydrate. The target must succeed on a Constitution saving throw against your wizard spell save DC or take 4d4 necrotic damage from overwhelming thirst. A creature who fails the save by 5 or more also gains one level of exhaustion.

Once you use this feature, you can't use it again until you finish a long rest.

OCEAN'S CHILD

Starting at 6th level, you have a Swim speed equal to your walking speed, and you can breathe air and water.

Also at 6th level, you can use your action to create a mirage that looks like the rippling of the ocean. Each creature within 30 feet of you who sees the mirage must make a Wisdom saving throw. On a failed save, the creature becomes charmed until the end of your next turn. While charmed by this effect, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage. Once you use this feature, you must finish a short or long rest before you can use it again.



STEWARD OF THE WAVES

At 10th level, you have advantage on saving throws against any effect that causes suffocation or exhaustion, and you can compel lesser sea creatures to follow your orders. As an action, you can choose one creature with a swim speed and a Challenge Rating of 5 or less that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

OCEAN'S CRUSH

At 14th level, you can conjure the sea's power and bend it to your will. Choose a number of creatures equal to your Intelligence modifier within 60 feet of you that you can see. Each of these targets must succeed on a Intelligence saving throw against your wizard save DC or believe they are drowning and begin to suffocate. At the start of its next turn, each target drops to 0 hit points and is dying.

A creature that has a swim speed has disadvantage on this saving throw since the sensation of drowning is unknown to them.

Once you use this feature, you must finish a long rest before you can use it again.

Wizard: Wind Mage

Some think wind mages are fickle and flighty as a summer breeze; others fear well the power of the storm. While many wind mages tend toward the lighthearted side, quick with a laugh and a bit of a dance in the twilight, their power is often at odds with those of other wizards. As the ocean wind ripples the waves, as the desert gusts topple the dunes, and the quick puff quenches the flame, so move wizards of the wind.

As a Wind Wizard you are not restricted in the nature of spells you can learn and cast, but you tend to prefer those that involve interference and movement.

WIND SAVANT

Beginning when you select this path at 2nd level, you learn Auran if you don't already know it and you have advantage on Charisma checks made to interact with creatures that have a fly speed.

WIND DANCER

Also beginning at 2nd level, your feet seem to barely touch the ground when you walk.

If you fall 60 feet or less you can use your action to take no falling damage and land on your feet. Once you use this ability, you must finish a long rest before you can use it again.

WIND RIDER

At 6th level, you add the *fly* spell to your spellbook if it is not there already. When you cast *fly*, the spell's duration is doubled and it does not require concentration.

WIND RULER

At 10th level, you can cast *fly* as a bonus action instead of an action, and you can compel lesser air creatures to follow your orders. As an action, you can choose one creature with a fly speed and a Challenge Rating of 5 or less that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

WHIRLWIND

At 14th level, you create a 15-foot-radius, 30-foot-tall cylinder of swirling air centered on a point you can see within 60 feet of you. The whirlwind lasts up to one minute as long as

you maintain concentration (as if concentrating on a spell). Any creature but you that enters the whirlwind must succeed on a Strength saving throw against your Spell Save DC or be restrained by it and take 8d6 bludgeoning and force damage. You can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if you lose sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a Strength check against your Spell Save DC. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind. Once you use this feature, you must finish a long rest before you can use it again.





CHAPTER 4: CREATURES & NPCs

Greetings once again, effendi, and so good to see you! Aha! You wish now to know what manner of creatures to expect around Huzuz? I was expecting this question. Can I interest you in a fig, or a date, perhaps? Indeed, they are tasty.

Now, our climate here makes it ideal for many creatures throughout Zakhara. Camels, birds, crocodiles, and many other creatures make their homes here the same as they do anywhere.

Similarly, many peoples common elsewhere also call Huzuz home: hardy veterans, brave warriors, depraved cultists, and others abound as they do in your area.

And just like you, we in Huzuz have our share of unique creatures, from noble giants to strange and horrible undead creatures. There are folk here that are virtually unknown elsewhere - clever rawuns, secretive holy slayers, elemental wizards, and some who even cavort with and control the genies themselves!

As anywhere in Zakhara, some beings more adapted to colder climes simply don't make a home here. The most famous (and among the most noteworthy) of these are the chromatic and metallic dragons. Now, this may not be true, but legend holds that when the world was young, a great red dragon traveled here in its endless quest for riches. It encountered a young girl on a beach and, being hungry after its long journey, decided to swoop down and make a snack of her. To the dragon's surprise, the girl disappeared and in her place a great wave of water smote the beast from the sky! Recovering its senses, the dragon headed inland.

Presently, it came upon a shepherdess tending a flock of goats. The dragon chased and the goats fled, but the wyrm was surprised when the shepherdess confronted it and demanded that it stop! The dragon, enraged, enveloped her in its flaming breath, and was shocked when she not only emerged unburnt, she called forth a column of flame that singed even the dragon's mighty scales!

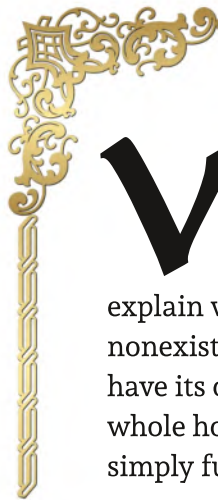
Now thoroughly distraught and weary, the dragon chose a deep cave in which to take a nap. Imagine its surprise when an old man tapped it on the snout and demanded it leave! The dragon responded irritably that it had claimed the cave as its own - whereupon the old man not only mocked the great wyrm, he caused the mountain itself to collapse!

Feeling more and more that it had made a colossal mistake, the dragon pressed onward until it found a small boy playing a pipe. Now cautious, fearful of what great powers these strange people exhibited, the dragon described its encounters and asked for guidance. The boy nodded as the dragon spoke and confirmed that the girl on the beach was his cousin, the shepherdess was his aunt, and the old man in the cave was his uncle! The dragon, astounded, asked if all residents of the burning world were so powerful.

The boy responded that no, most residents of the land were far more powerful than his family, and in fact many of them directly commanded the boy, his cousin, his aunt, and his uncle. Whereupon the dragon fled, and warned its fellows in the north to never travel across the World Pillar Mountains.

The wise, of course, realize that the girl on the beach was a marid, the shepherdess an efreeti, the old man was a dao, and the boy was a djinni. The more powerful creatures the boy mentioned were ins, many of whom pact with noble geniekind or use magic items to command and control the genies. But the dragon was not wise, knew no better, and to this day its ilk are rare in the Land of Fate.

— Gorar Al-Askar, Humble teller of tales and recounter of history



Whether you choose to adopt Gorar's story as truth or merely folklore, it and similar tales can help explain why some monsters are uncommon or nonexistent in Zakhara. The Land of Fate does have its own dragons known as vishaps, and a whole host of additional creatures adapted to or simply fun to use in its extreme climes.

The following section includes more than 50 monster and NPC types for adding Zakharan flavor to your campaign.

Encounters in Zakhara

If you are constructing random encounter tables based on terrain types or using pre-existing encounter tables based on terrain type, the monsters and NPCs in this section can easily be swapped or added into such charts. While Zakhara has no **Arctic** terrain, it has plenty of **Coastal**, **Desert**, **Forest**, **Grassland**, **Hill**, **Mountain**, **Swamp**, **Underwater**, and **Urban** areas. There are openings to the **Underdark** as well, most prominently in the areas surrounding and below the city of Ajayib.

The lists below suggest which of the new monsters and NPCs described in this section are most suited to each terrain type, though of course discovering a creature in a place it normally avoids can be the perfect recipe for a memorable campaign arc!

COASTAL: All except Yikaria

DESERT: All except Reef Giant, Pahari, Sartani, and Sea Wyrms

FOREST: Bird Maiden, Copper Automaton, Genies (any), Giants (all except Desert and Reef), Living Idols (any), Lycanthropes (all), Giant Mason-Wasp, Nasnas, Ogre, Roc, Serpents (all), Silats (any), Singing Tree, Stone Maiden, Talking Bird, Elemental Vermin (all), Vizier's Turban

GRASSLAND: Bird Maiden, Black Cloud of Vengeance, Camel of the Pearl, Winged Cats (any), Desert Centaur, Copper Automaton,

Crysmal, Azer, Genies (any), Giants (all except Reef), Living Idols (any), Lycanthropes (all), Giant Mason-Wasp, Nasnas, Ogre, Roc, Serpents (all), Silats (any), Singing Tree, Talking Bird, Vizier's Turban

HILL: Bird Maiden, Black Cloud of Vengeance, Winged Cats (any), Desert Centaur, Copper Automaton, Crypt Servant, Crysmal, Azer, Genies (any), Giants (all except Reef), Living Idols (any), Lycanthropes (all), Giant Mason-Wasp, Nasnas, Roc, Serpents (all), Silats (any), Singing Tree, Stone Maiden, Talking Bird, Vishaps (all)

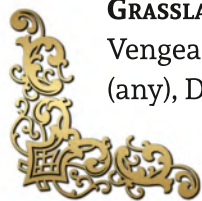
MOUNTAIN: Bird Maiden, Black Cloud of Vengeance, Winged Cats (any), Copper Automaton, Crypt Servant, Crysmal, Azer, Genies (any), Giants (all except Reef), Living Idols (any), Lycanthropes (all), Giant Mason-Wasp, Nasnas, Roc, Serpents (all), Silats (any), Singing Tree, Stone Maiden, Talking Bird

SWAMP: Bird Maiden, Copper Automaton, Winged Cats (any), Crypt Servant, Crysmal, Azer, Genies (any), Giants (any except Desert and Reef), Living Idols (any), Lycanthropes, Nasnas, Roc, Serpents (any), Silats (any), Singing Tree, Talking Bird

UNDERDARK: Al-Jahar, Copper Automaton, Crypt Servant, Crysmal, Azer, Genies (any), Living Idols (any), Nasnas, Serpents (any), Silats (any), Elemental Vermin (any), Vizier's Turban, Yikaria

UNDERWATER: Copper Automaton, Crypt Servant, Sea Wyrms, Firethorn (Sea Rose), Gawwar Samakat, Marid, Tasked Genie (any), Reef Giant, Living Idols (any), Pahari, Sartani, Spitters

URBAN: Al-Jahar, Bird Maiden, Winged Cats (any), Copper Automaton, Crypt Servant, Crysmal, Azer, Genies (any), Giants (all except Ogre and Reef), Living Idols (any), Lycanthropes (all), Giant Mason-Wasp, Nasnas, Ogre, Serpents (all), Silats (any), Singing Tree, Stone Maiden, Talking Bird, Elemental Vermin (all), Vizier's Turban, Yikaria



MONSTERS BY CHALLENGE RATING

CHALLENGE 0

Cat, Winged, Lesser
Firethorn (Sea Rose)
Gen, Air (Djinniling)
Gen, Earth (Daolani)
Gen, Flame (Efreetikin)
Gen, Water (Maridan)
Merchant (NPC)
Vizier's Turban

CHALLENGE 1/8

Astrologer/Digitologist (NPC)
Barber (NPC)
Physician (NPC)
Vermin, Elemental, Crawler
Vermin, Elemental, Duster
Vermin, Elemental, Flameling
Vermin, Elemental, Spitter
Vizier (NPC)

CHALLENGE 1/4

Beggar-Thief (NPC)
Talking Bird

CHALLENGE 1/2

Bird Maiden
Clockwork Mage (Mechanician) (NPC)
Pahari

CHALLENGE 1

Cat, Winged Greater
Dervish (NPC)

Genie, Tasked, Administrator*
Genie, Tasked, Architect/Builder*
Genie, Tasked, Artist*
Genie, Tasked, Deceiver*
Genie, Tasked, Herder*
Genie, Tasked, Markeen*
Genie, Tasked, Messenger*
Genie, Tasked, Miner*
Genie, Tasked, Oathbinder*
Genie, Tasked, Sage*
Genie, Tasked, Warmonger*
Genie, Tasked, Winemaker*
Ghul, Lesser
Nasnas
Spellslayer (NPC)
Vishap, Wyrmling

CHALLENGE 2

Al-Jahar
Centaur, Desert
Firethorns, Swarm of
Ghul Lord (Deathspeaker) NPC
Matrud (NPC)
Ogre, Zakharan
Rawun (NPC)
Silat, Young
Yikaria

CHALLENGE 3

Crypt Servant
Crysmal
Faris (Holy Warrior) (NPC)
Genie, Tasked, Guardian*



CHALLENGE 4

Copper Automaton
Janni
Lycanthrope, Werehyena
Mason-Wasp, Giant
Serpent, Elder Giant Cobra
Silat, Adult
Stone Maiden
Vishap, Young

CHALLENGE 5

Camel of the Pearl
Ghul, Great
Holy Slayer (NPC)
Jackal (Spellthief) (NPC)
Janni Leader
Janni Vizier*
Sartani

CHALLENGE 6

Ghul, Great, Sand Mage*
Giant, Desert
Giant, Jungle
Giant, Ogre
Lycanthrope, Werelion
Mage Sand (NPC)
Mage, Flame (NPC)
Mage, Sea (NPC)
Mage, Wind (NPC)
Sha'ir (NPC)
Singing Tree

CHALLENGE 7

Genie, Tasked, Slayer*
Silat, Matriarch
Vishap, Adult
Yikaria High Priest

CHALLENGE 8

Giant, Island
Living Idol, Animal

CHALLENGE 9

Sea Wyrn

CHALLENGE 10

Living Idol, Healing

CHALLENGE 11

Gawwar Samakat
Roc, Two-Headed

CHALLENGE 12

Giant, Reef
Living Idol, Elemental
Vishap, Ancient

CHALLENGE 16

Living Idol, Death

CHALLENGE 22

Black Cloud of Vengeance

*variant

AL-JAHAR (DAZZLE)

The al-jahar (or dazzle) is rarely seen in its natural form; a genderless winged humanoid composed of heat waves and patches of bright glare. Dazzles are almost always found in urban areas and use *alter self* to maintain multiple long-term personas throughout a city, along with a dozen short-term disguises. Almost without fail these forms will be very attractive, of any gender or race. Each long-term persona may have a job, friends, a home, and even provide aid to their city.

Thought to have been created from ancient, dark magics during the fall of the Ruined Kingdoms, al-jahar use illusions and social manipulation to maintain a constant stream of negative emotions from the unwitting victims they surround themselves with, feeding off the energy and leaving their companions feeling stressed and tired. This effect is quite minimal, and victims typically only suffer from the social consequences of the trouble caused by an al-jahar.

Al-jahar prefer large cities, where they can work a dozen taverns and coffee shops a night and leave no one the wiser for their passing. The bruised bouncers and arguing couples dazzles leave in their wake generally have no way of discovering that their ill feelings aren't natural, or are at least being unnaturally amplified.

Dazzles are very territorial, and will not share a small town or large neighborhood with another of their kind. At all costs they avoid hakimas and genies, who can see through the Dazzle's illusions. When a dazzle is truly starved for energy only their *alter self* ability still functions, and the dazzle will attach itself to any group that will have it, slowly working to encourage group disharmony until they can feed again.

AL-JAHAR (DAZZLE)

Medium fey, neutral evil.

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	12 (+1)	21 (+5)

Skills Deception +9, Insight +3, Persuasion +7

Damage Immunities psychic, radiant

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Magic Resistance. The al-jahar has advantage on saving throws against spells and other magical effects.

Innate spellcasting. The al-jahar's innate spellcasting ability is Charisma (Spell DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *alter self*, *friends*, *shocking grasp* (2d8)

3/day each: *charm person*, *enthrall*, *light*, *magic mouth*, *nondetection*

1/day each: *blight*, *confusion*

Psychic Vampire. The al-jahar gains one level of exhaustion for every 24 hours that pass without it successfully frightening creatures for at least 10 cumulative minutes using its Torment ability (see below).

ACTIONS

Multiattack. The al-jahar makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) slashing damage

Torment. The al-jahar chooses up to three creatures it can see within 30 feet of it. Each of those creatures must succeed on a DC 15 Wisdom saving throw or become frightened for one minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Note that under most circumstances the targets will not be aware that the al-jahar is the source of this effect, though over time most creatures will come to associate their disquiet with the presence of the al-jahar.

BIRD MAIDEN

High in the mountains and deep within pristine grottoes live the reclusive bird maidens: fey-like creatures who can transform into birds. Related to the northern swanmays, bird maidens practice the magic of kahins (idol priests) and craft the energies of the land they inhabit. Though their natural form is that of a humanoid female of uncertain ancestry, bird maidens have no true sex or gender.

Bird maidens possess a deep wisdom and are skilled with druidic magic, however, and they are sought out by those with the patience and resilience to learn at their feet. They avoid confrontations at all costs and never engage in combat unless absolutely necessary. A bird maiden will use its Shape Change ability to transform into a bird and flee before it willingly

causes harm to another creature - even in self-defense.

Like swanmays, bird maidens have a token that is key to their transformations. This token can be a shawl or scarf (typically of feathers), and is the only article of clothing or equipment that changes form with the bird maiden when it transforms. Without this token, a bird maiden cannot change into a bird. Some wicked mortals have been known to steal the token from a bird maiden in order to extort marriage, healing, knowledge, or other services from it.



BIRD MAIDEN

Medium humanoid (swanmay), any alignment.

Armor Class 12 (16 with barkskin)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	12 (+1)	18 (+4)	16 (+3)

Skills Medicine +6, Nature +8, Perception +6

Senses passive Perception 16

Languages Common, Druidic, Sylvan

Challenge 1/2 (50 XP)

Spellcasting. The bird maiden is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *mending*

1st level (4 slots): *entangle*, *fog cloud*, *goodberry*, *speak with animals*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning or damage if wielded with two hands.

Change Shape. The bird maiden magically polymorphs into a Tiny, Small, or Medium bird, or back into its true form. Its statistics are the same in each form. No equipment it is wearing or carrying is transformed with it except the shawl or scarf, and the bird maiden must be wearing its fetish in order to use this ability. The bird maiden reverts to its true form if it dies.

BLACK CLOUD OF VENGEANCE

Many Zakharans describe the land's rare thunderstorms as "angry," as though the gods themselves have manifested their rage into a tangible cloud of darkness and spite. Few metaphors manifest quite so literally as a black cloud of vengeance.

Thought by some to be punishments sent by the gods to chastise the unfaithful, black clouds of vengeance are sentient, living storms that pound out acid, lightning, and torrential rains

upon everything below them. Black clouds of vengeance never appear without purpose, and seem to focus their attacks upon cities and tribes that lack temples to the Enlightened gods. Curiously, these colossal elemental storms also avoid areas populated by genies, though few can even speculate as to the reason for this aversion.

BLACK CLOUD OF VENGEANCE

Gargantuan elemental, chaotic neutral.

Armor Class 16 (natural armor)

Hit Points 362 (25d20 + 100)

Speed Fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	15 (+2)	16 (+3)	15 (+3)

Damage Immunities acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Senses truesight 60 ft., passive Perception 13

Languages Primordial

Challenge 22 (41,000 XP)

Envelop. The black cloud of vengeance covers a space 360 feet in diameter, 100 or more feet above the ground. Within this area it can occupy another creature's space and vice versa.

Extreme Temperatures. The temperature within the area covered by a black cloud of vengeance varies between extreme cold to extreme heat. All creatures within the area covered by the black cloud of vengeance must succeed on a DC 10 Constitution saving throw at the end of each hour they remain within the area or gain one level of exhaustion.

Genie Vulnerability. The black cloud of vengeance has disadvantage on saving throws and skill checks against genies and genie magic, and genies have advantage on attack rolls against a black cloud of vengeance.

Magic Resistance. The black cloud of vengeance has advantage on saving throws against spells and other magical effects.

Raging Storm. The ground beneath a black cloud of vengeance counts as difficult terrain, and the constant winds and rain impose disadvantage on

ranged attack rolls and Wisdom (Perception) checks that rely on hearing or sight. A flying creature within the area beneath a black cloud of vengeance must land at the end of its turn or fall. The winds and precipitation extinguish nonmagical open flames immediately.

ACTIONS

Lightning Bolts. The black cloud of vengeance calls six bolts of lightning from the cloud to strike six creatures or objects of its choice. A given creature or object can't be struck by more than one bolt. A struck creature must make a DC 17 Dexterity saving throw. The creature takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Thunder of Vengeance (Recharge 4-6). All creatures within the space covered by a black cloud of vengeance must succeed on a DC 17 Constitution saving throw or take 7 (2d6) thunder damage and be deafened for 5 minutes.

LEGENDARY ACTIONS

The black cloud of vengeance can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Black Cloud of Vengeance regains spent legendary actions at the start of its turn.

Acid Rain. All creatures within the space covered by the black cloud of vengeance take 7 (2d6) acid damage.

Gusts of Wind. All creatures within the space covered by the Storm of Vengeance must make a DC 18 Strength saving throw or be knocked prone.

Intensify (Costs 3 Actions). The black cloud of vengeance magically regains 105 (10d20) hit points.

CAMEL OF THE PEARL

Camels of the Pearl are elephant-sized celestial camels with white fur and multicolored eyes. Zakharan legends hold that the first Camel of the Pearl was created from a single mountain-sized pearl by Jisan the Bountiful to aid the downtrodden and bereaved. Many al-Badia tales feature Camels of the Pearl who appear as saviors and guides when all seems lost.

Camels of the Pearl rarely appear to mortals unless needed, and as such their arrival is seen by some as a sign of bad luck. However, they live amongst genies, giants, and powerful Enlightened creatures as mounts and teachers. Ultimately, Camels of the Pearl seek to spread their wisdom and further the virtues of piety, honor, and charity.

The White Mirage

It is said that the greatest of all Camels of the Pearl is known as the White Mirage. Its statistics are the same as a normal Camel of the Pearl except it has **Wisdom** and **Charisma** scores of 20, and the Spellcasting trait should be replaced by the following:

Spellcasting. The White Mirage is a 20th level spellcaster (spell save DC 19, +11 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mage hand, resistance, sacred flame, spare the dying*

1st level (4 slots): *bless, cure wounds, purify food and drink, detect evil and good*

2nd level (3 slots): *lesser restoration, augury, aid, calm emotions, locate object, prayer of healing, zone of truth*

3rd level (3 slots): *revivify, bestow curse, mass healing word, remove curse, tongues*

4th level (3 slots): *divination, locate creature*

5th level (3 slots): *geas, hallow*

6th level (2 slots): *heal, heroes' feast*

7th level (2 slots): *divine word*

8th level (1 slot): *holy aura*

9th level (1 slot): *gate*

CAMEL OF THE PEARL

Huge celestial, lawful good.

Armor Class 13 (natural armor)

Hit Points 50 (5d12+15)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	13 (+1)	17 (+3)	16 (+3)

Skills Insight +6, Medicine +6, Perception +6, Persuasion +6, Sense Motive +6, Survival +6

Condition Immunities exhaustion, charmed, frightened, poisoned

Senses passive Perception 16

Languages Celestial, Common, Primordial

Challenge 5 (1,800 XP)

Magic Resistance. The Camel of the Pearl has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Camel of the Pearl's weapon attacks are magical.

Innate spellcasting. A Camel of the Pearl's innate spellcasting ability is Wisdom (Spell DC 14). It can innately cast the following spells, requiring no material components.

At will: *invisibility*

3/day each: *create food and water, identify, protection from evil and good*

Spellcasting. The Camel of the Pearl is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mage hand, resistance, spare the dying*

1st level (4 slots): *bless, cure wounds, detect evil and good*

2nd level (3 slots): *lesser restoration, augury*

3rd level (3 slots): *bestow curse, remove curse, tongues*

4th level (1 slot): *divination, locate creature*

ACTIONS

Multiattack. The Camel of the Pearl makes two attacks: one with its bite and one with its trample.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+6) piercing damage

Trample. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (3d10+6) bludgeoning damage. Target must succeed on a DC 17 Strength saving throw or be knocked prone.

CATS, WINGED

Among Zakhara's most wondrous creatures, winged cats are prized as pets and companions. Though their origins are unknown, most regard their company as a gift from Fate herself. Zakharan winged cats are distantly related to the northern tressym.

Greater winged cats, also known as jana-nimr, are prized for their practical wisdom and hunting skill. Jana-nimr speak their own language known as al-Eamiq (al-YAH-mik) and sometimes deign to learn the Common tongue as well. Jana-nimr wingspans average 10-15 feet.

Lesser winged cats, also known as "fluttercats" or jana-qitat, resemble common housecats with fur-covered wings. Their coloration can be even more unusual than those of normal cats, with bright red, green, and purple hues being common. Fluttercats live mostly in the cities, and their playful mid-air tussles delight many a child and visitor. A Jana-qitat's wingspan is about 3 feet.

LESSER WINGED CAT

Tiny beast, unaligned.

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (13)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

Keen Smell and Sight. The winged cat has advantage on all Wisdom (Perception) checks that rely on smell or sight.

ACTIONS

Flyby. The winged cat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

GREATER WINGED CAT

Large beast, unaligned.

Armor Class 12

Hit Points 37 (5d10+10)

Speed 30 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	4 (+2)	8 (-1)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages al-Eamiq, Common

Challenge 1 (200 XP)

Keen Smell and Sight. The winged cat has advantage on all Wisdom (Perception) checks that rely on smell or sight.

Pounce. If the winged cat flies at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the winged cat can make a bite attack against it as a bonus action.

ACTIONS

Flyby. The winged cat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



CENTAUR, DESERT

The centaurs who inhabit Zakhara's deserts live nomadic lives not too different from other al-Badia. Though they tend to be somewhat smaller than their sylvan cousins, often resembling ponies more than horses, Zakharan centaurs possess all the normal abilities and game statistics of their northern kin.

Desert centaurs are fiercely territorial, and competition for resources in the deep desert makes many tribes initially hostile to outsiders. Most, however, accept the Law of the Loregiver and the Enlightened gods, and visitors can expect the same hospitality found elsewhere in Zakhara.

Desert centaurs use the normal centaur statblock.

COPPER AUTOMATON

Wondrous creations of machinery constructed by expert engineers and clockworkers, copper automatons are manufactured humanoid creatures similar to golems. Endowed by their creators with just enough intelligence to be useful as guardians and gatekeepers, copper automatons are prized by the wealthy for their tireless, uncomplaining service.

A copper automaton's body is normally fashioned of copper or bronze in the shape of an armed warrior, though they can be constructed in any form. The statistics below represent a copper automaton armed with a scimitar, which is the most common design.

The actual secrets of creating copper automatons is thought by many to have been part of an efreeti plot to conquer the Land of Fate, and this rumor may help explain why the copper automatons are not allowed in most cities.

COPPER AUTOMATON

Medium construct, neutral.

Armor Class 16 (natural armor)

Hit Points 94 (11d8 + 44)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison, fire, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 4 (1,100 XP)

Magic Resistance. The Copper Automaton has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Copper Automaton's weapon attacks are magical.

Ignite. When the Copper Automaton hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

ACTIONS

Multiattack. The Copper Automaton makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 4) slashing damage and 3 fire damage.



CRYPT SERVANT

The ancient kingdoms of Nog and Kadar were home to many secrets, most of them best left buried. Their proximity to the necromancers of Ysawis and the death-worshippers on the Isle of Sahu meant that the blackest of magicks couldn't help but seep into the cities.

Fortunately, most of those secrets were buried with the Ruined Kingdoms. The best known artifact of that time are crypt servants, the undead remains of creatures who willingly agreed to serve their masters for all eternity. Similar in appearance to liches and revenants, crypt servants are most often found protecting their masters' tombs from desecration and robbery.

Since the discovery of crypt servants in the Ruined Kingdoms, crypt servants became popular with other powerful spellcasters and rulers and can now be found throughout Zakhara.



CRYPT SERVANT

Medium undead, lawful neutral.

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	11 (+0)	13 (+1)	11 (+0)

Damage Resistances necrotic

Skills Perception +3

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60, passive Perception 13

Languages The language of its creator or master

Challenge 3 (700 XP)

Deathly Weapons. When the crypt servant hits with a melee weapon, it deals an extra 7 (2d6) necrotic damage (included in the attack).

ACTIONS

Multiattack. The crypt servant makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

DRAGON-KIN, SEA WYRM

The creatures known as sea wyrms are lengthy, wingless, serpentine creatures who enjoy slipping through the warm oceans. Sea wyrms (sometimes mistaken for sea serpents, though any ship's captain worth a dinar knows the difference) travel in small family groups and can often be spotted flitting and lazing about in the open waters.

Sea wyrms mate for life, and any found as a pair are invariably mates. They guard their lairs and eggs jealously, and possess just enough rudimentary intelligence to employ basic tactics in combat. For all their size, however, sea wyrms are not normally dangerous to mortals and can occasionally be employed as scouts or guards for merchant fleets.

Sea wyrms captured as eggs or while very young can be trained as mounts and sentries, and are used as such by locathah, pahari, and sahuagin alike. Attempting to steal sea wyrm eggs from a lair is an incredibly dangerous feat, however, as the wyrms have long memories and little love for those who would take their young.

SEA WYRM

Huge dragon, chaotic neutral.

Armor Class 16 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +6

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 9 (5,000 XP)

Amphibious. The sea wyrm can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 27 (6d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the sea wyrm can't constrict another target.

Swallow. The sea wyrm makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the sea wyrm, and it takes 14 (4d6) acid damage at the start of each of the sea wyrm's turns. A sea wyrm can have only one creature swallowed at a time.

If the sea wyrm takes 20 damage or more on a single turn from the swallowed creature, the sea wyrm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the sea wyrm. If the sea wyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

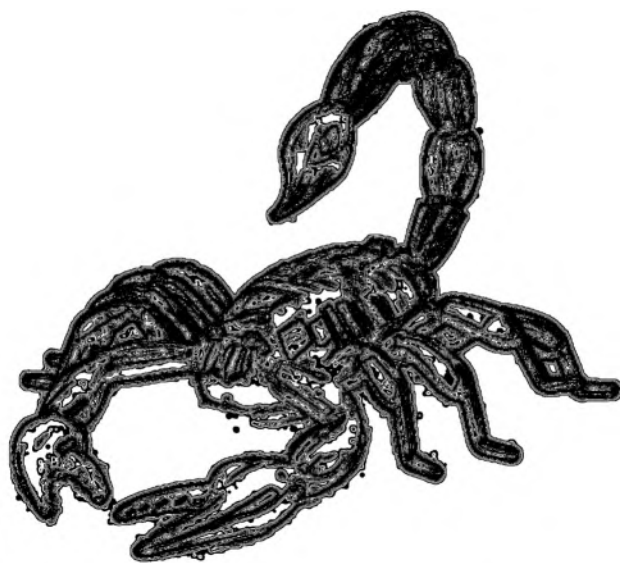


ELEMENTAL KIN, EARTH, CRYSMAL

Crysmals are crystalline elemental creatures native to the Plane of Earth. Though they are extremely rare on the Material Plane, crysmals have an insatiable appetite for precious gems and can sometimes be found in mines and other such repositories.

Crysmals look like heaps of gemstones, though individual crysmals tend to be entirely one color. Crysmals attack to defend their territory or in an attempt to obtain food, and have a nasty sting. They also have a sharp, rotating appendage they can launch as an attack, though once launched the appendage takes almost a full day to regrow.

Crysmals travel in packs and have a complex social structure similar to hive insects, though the actual roles individual crysmals fill within the group can vary from one day to the next. Crysmals are docile enough to be kept as pets, though few can afford the volume of gemstones necessary to keep a crysmal properly fed and complacent.



ELEMENTAL KIN, FIRE, AZER

Azers in Zakhara are not too different from those found elsewhere, though many hail (or claim to hail) from the fabled City of Brass in the Plane of Fire. Azer can be found amongst the jann tribes in the High Desert and the Haunted Lands, particularly those living on the Genie's Anvil and the Great Anvil, respectively. As elsewhere, azers are prized for their skill in weaponsmithing and metalwork, and azer-made weapons, armor, and jewelry fetch high prices at the bazaar.

CRYSMAL

Small elemental, neutral.

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Con +4

Skills Acrobatics +5, Perception +5, Stealth +5

Damage Resistances lightning, slashing damage from nonmagical weapons

Damage Immunities cold, fire

Senses darkvision 60 ft., passive Perception 15

Languages Terran

Challenge 3 (700 XP)

Crystal Sense. Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Shard Spike (1/day). *Ranged Weapon Attack.* +5 to hit, range 20 ft/60 ft. A crysmal can launch its tail spike as a ranged attack. On a hit, the target takes 11 (3d6) piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take an additional 7 (2d6) slashing damage.

Until the spike regrows, the crysmal's sting attack is reduced to 5 (1d6+2) damage.

FIRETHORN (SEA ROSE)

Firethorns, also known as sea roses, are a species of luminescent plant native to certain islands in Zakhara's Crowded Sea. They resemble common roses in all respects save three: their rudimentary intelligence, poisonous thorns, and the mind-addling mist they emit. Firethorns (so called because of the coating of painful poison on their thorns) sometimes grow in large patches, and on occasion a secretive botanist, alchemist, or magic user will group a plot of firethorns around a tower or manor to help keep out unwanted visitors.

FIRETHORN

Medium plant, unaligned.

Armor Class 6 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities fire

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages --

Challenge 0 (10 XP)

False Appearance. While the firethorn remains motionless, it is indistinguishable from a normal bush.

Heated Body. A creature that touches the firethorn or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

REACTIONS

Confusion Mist. The firethorn emits a puff of orange mist at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

- 1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.
- 5- 6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

SWARM OF FIRETHORNS

Gargantuan swarm of medium plants, unaligned.

Armor Class 6 (natural armor)

Hit Points 57 (5d8 + 5)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	1 (-5)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages --

Challenge 2 (450 XP)

False Appearance. While the firethorn remains motionless, it is indistinguishable from a normal bush.

Heated Body. A creature that enters the swarm's area or begins its turn there takes 3 (1d6) fire damage.

Swarm. The swarm can occupy another creature's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Thorn Lash. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 8 (2d6 + 1) piercing damage plus 4 (1d8) poison damage.

REACTIONS

Confusion Mist. A creature that enters the swarm's area or begins its turn there must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

- 1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.
- 5- 6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

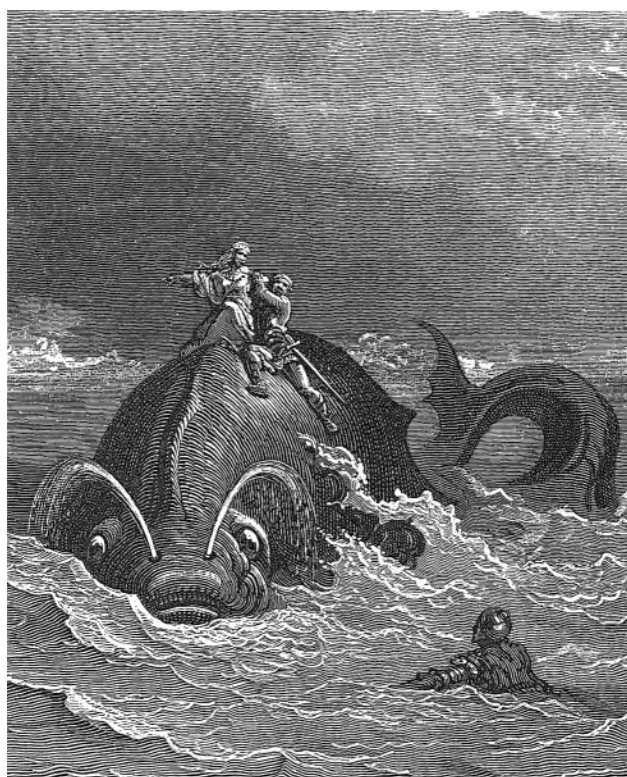


GAWWAR SAMAKAT

This gargantuan blue-gray fish is often mistaken for a whale until its fins and gills breach the waterline, and then ship crews must spring into action to avoid the deep rumbling song that will lead their ship to a whirlpool and bring doom and destruction for all onboard.

More intelligent than a mere animal, the gawwar samakat (gahw-WARR SAM-a-kat) has a cunning just high enough to strategize cleverly, drawing ships onto rocks and shoals while maintaining a safe distance and using the water as cover. Once the shipwrecked vessel is deposited at the bottom of the sea by its whirlpool, the gawwar samakat can greedily swallow the drowned sailors whole.

The gawwar samakat is often encountered near the edges of shipping lanes, close to nautical hazards that it can use to its advantage. If the ship is small enough - and manages to evade the song, hazards, and whirlpools - a gawwar samakat may simply ram the vessel and sink it, swallowing the struggling sailors whole one after another until it is sated for a time.



GAWWAR SAMAKAT

Gargantuan monstrosity, neutral.

Armor Class 13 (natural armor)

Hit Points 247 (15d20 + 90)

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	6 (-2)	8 (-1)	8 (-1)

Saving throws Dex +5

Senses passive Perception 14

Languages Common

Challenge 11 (7,200 XP)

Siege Monster. The gawwar samakat deals double damage to objects and structures.

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 53 (8d10 + 9) piercing damage. If the target is a creature it is grappled (escape DC 18). Until this grapple ends, the target is restrained and the gawwar samakat can't bite another target.

Charming Song (1/day). The gawwar samakat voices an eerie, wordless song that enthralls one target within 500 ft. that is captaining or piloting a ship. Creatures that can't be charmed are immune to this effect.

The creature must succeed on a DC 10 Wisdom saving throw or begin immediately steering the ship in a direction the gawwar samakat chooses (typically into a whirlpool or against jagged rocks).

Whirlpool (Recharge 6). The gawwar samakat chooses a point it can see within 500 feet of it, and a whirlpool 55 (10d10) ft. in diameter and 18 ft. deep forms at the selected point. When a creature moves into a whirlpool or starts its turn there, it must make a DC 12 Strength (Athletics) check. On a failure, the creature is immediately moved 15 ft. toward the vortex's center and the creature is restrained by the whirlpool until the start of its next turn. If the creature reaches the whirlpool's center, the creature plunges 15 ft. under the surface and begins to suffocate unless it has a swim speed.

If a vessel starts its turn in a whirlpool with a diameter greater than the vessel's length, the ship's officers and crew must succeed on a DC 16 group Vehicles (water) check to escape. On a failure, the vessel is immediately moved 15 ft. toward the vortex's center, and the vessel is restrained by the whirlpool until the start of its next turn. If the check fails by 5 or more, the vehicle also takes 3d10 bludgeoning damage to its hull.



GENIES

Of all creatures in the multiverse, none is so closely identified with Zakhara as the genie. Feared by commoners, prized by spellcasters, sought by sha'ir, and dreamt of by romantics, genies are amongst the most powerful and unpredictable creatures in the Land of Fate.

Genies in Zakhara (including noble genies) are identical to their counterparts in other worlds. Though individual genies' personalities vary wildly, all genies demand respect - and all have a weakness for flattery.

The four main genie species - dao, djinn, efreet, and marids - are closely associated with the elemental planes and spend as much time on those planes as possible. Each genie type has its own ruler, who presides over a court on its home elemental plane and commands godlike power and resources.

The genie rulers are as follows:

Dao: Great Khan Kabril Ali al-Sara al-Zalazil, who rules from the Sevenfold Mazework within the Great Dismal Delve in the Plane of Elemental Earth.

Djinn: Great Caliph Husam al-Balil ben Nafhat al-Yugayyim, who rules the Plane of Elemental Air from the Court of Ice and Steel.

Efreet: Grand Sultan Marrake al-Sidan al-Hariq ben Lazan, whose tyrannical fist rules the Plane of Elemental Earth from his Charcoal Palace in the City of Brass.

Marids: Great Padishah Kalbari al-Durrat al-Amwaj ibn Jari, who administers business from within the Citadel of Ten Thousand Pearls in the Plane of Elemental Water.

Each of these puissant creatures is attended by scores of genie nobles, elementals, and other creatures suited to each habitat. Most every genie of a given type pays at least lip service to their ruler, though their exact degree of



deference varies greatly from one genie type to another, and even from one genie to the next.

Dao, djinn, efreet, and marids in the Land of Fate have the same game statistics and general personalities as those found elsewhere.

Presented below, however, are two other types of genies, both somewhat more common in the Land of Fate: **jann** and **tasked genies**. Jann are genies made up of all four elements and are native to the Material Plane. Tasked genies were once genies of another type, but have performed the same duty over and over for so long they have become adapted to perform that duty and that duty only.

Both jann and tasked genies are described in greater detail below.

JANN

Weakest of the true genie types, the jann (singular: janni) are formed of all four elements and are native to the Material Plane. Looking much like tall humans in peak physical condition, jann have skin tones ranging from a reddish tint to dark earth, hair color running from the pale of wind to the deep green-black of the deep seas, and eyes that sparkle with all the colors of the elements.

Jann tribes dwell in harsh deserts too extreme for mortals, living a nomadic lifestyle with few permanent communities – though rumors persist of a fabled “City of Genies” hidden within the deep desert. The sheiks of some jann tribes in the High Desert and Haunted Lands have sworn alliances with the rulers of nearby cities, but are rarely called upon for aid.

On rare occasions, jann will send a caravan out of the desert to trade for goods they are unable to produce. Unlike other genies, there are no noble jann, and jann are never able to grant wishes or disguise themselves naturally (though jann spellcasters can learn to do such things using magic).

Proud and Private. Tribes of jann rarely interact with *ins*, and expect to be treated with respect when they do. Jann do not demand the groveling and obeisance expected by the greater genies, but still see themselves as superior to mortals in every way.

Invaluable Allies. The loyalty of a janni or jann tribe is not given lightly. Mighty indeed is the ruler who can count a janni among his allies, and mightier still the one who can count them among her friends.

Peerless Breeders. Jann are masters at animal husbandry, and the horses and camels they raise are unparalleled in grace, beauty, and endurance. An animal bred or raised by a janni can be expected to command twice (or more!) the normal asking price for such an animal.

Expert Bargainers. Jann know their worth, drive hard bargains, and almost always get the best of any trade negotiations.

Mortal Guise

Some janni leaders possess the ability to magically change their appearance. A janni with this ability can use an action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The janni can remain in the new shape for as long as it likes. It reverts to its true form if it dies.

Most commonly, this ability is used by viziers in order to pass unnoticed among *ins*, in order to tease out information the mortals might otherwise be unwilling to reveal.

JANNI

Medium elemental, neutral.

Armor Class 16 (lamellar)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

Skills Perception +4, Stealth +4

Condition Immunities exhausted

Senses darkvision 90 ft., passive Perception 14

Languages Common, Primordial

Challenge 4 (1,100 XP)

Innate Spellcasting. The janni's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *invisibility*

2/day each: *enlarge/reduce*

1/day: *create food and water*

ACTIONS

Multiattack. The janni makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage

JANNI VIZIERS

Janni sheiks and amirs are frequently accompanied by spellcasting viziers. A janni vizier has all the statistics of a janni leader, except Interplanar Travel is replaced by the following:

Fire Truth. A janni vizier can determine whether a person is lying to them by lighting a candle and asking the person questions; as long as the person answers truthfully, the candle remains lit. This effect lasts ten minutes, and a vizier can use the ability once per day.

Spellcasting. The janni vizier is a spellcaster. Its spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). The janni vizier has the following wizard spells prepared:

3/day: *augury, divination, detect magic*

JANNI LEADER

Medium elemental, neutral.

Armor Class 16 (lamellar)

Hit Points 168 (16d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	17 (+3)	14 (+2)	18 (+4)

Skills Perception +6, Stealth +6

Condition Immunities exhausted

Senses darkvision 90 ft., passive Perception 15

Languages Common, Primordial

Challenge 5 (1,800 XP)

Extrplanar Travel. The janni leader can transport itself to the Astral Plane, Ethereal Plane, or any of the elemental planes (air, earth, fire, and water) for up to 48 hours. During this time, it is protected from any negative effects of being on that plane (extreme heat on the Plane of Fire, for example). After 48 hours, the janni leader returns to the place it left.

The janni leader can take up to six creatures with it when it travels to other planes. These creatures are also protected from any harmful effects of the planes while traveling with the janni leader.

Innate Spellcasting. The janni's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *invisibility*

2/day each: *enlarge/reduce*

1/day: *create food and water*

ACTIONS

Multiattack. The janni makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage



TASKED GENIE

Genies are legendary for their commitment. Fixing a genie's focus upon a single task isn't easy, but once a genie has set themselves to a task they are nearly impossible to dissuade. Some genies allow such focus to evolve into dangerous obsessions and infatuations, but some, who focus on and perform the same task time after time for decades, gradually lose the desire and ability to do anything else.

A tasked genie is an elemental spirit that is dedicated almost single-mindedly to a specific task or purpose. While their origin is a mystery, including the exact type of genie they were originally, tasked genies serve a vital purpose throughout the Multiverse. They serve a host of functions too sensitive, menial, or dangerous for normal genies.

The statistics block here is a framework for a tasked genie and should be modified by the specific task the genie is to perform before it is used. While the tasked genie varieties listed below are the most commonly known, you should feel free to develop your own variants if you so desire.

Tasked genies are not subject to effects that target normal genies or elementals unless the effect specifically applies to all elementals or all genies. There are no tasked genie nobles.

The most common tasked genies, and their modifications from the base stat block are below. A tasked genie's challenge rating does not change unless noted in its description.

TASKED GENIE, BASE

Medium elemental, neutral.

Armor Class 12

Hit Points 75 (10d8 + 30)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	12 (+1)	4 (+2)	15 (+2)

Skills Perception +4

Condition Immunities exhausted

Senses darkvision 90 ft., passive Perception 14

Languages Common, Primordial

Challenge 1 (200 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 4) bludgeoning damage.

Administrator

A tasked administrator genie acts as an advisor, negotiator, or other bureaucrat. Administrators avoid combat as much as possible, viewing it as a distraction from their important duties.

An administrator gains the following skills and traits:

Skills. Insight +6, Persuasion +6.

Inscrutable. The administrator is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the administrator's intentions or sincerity have disadvantage.

Innate Spellcasting. The administrator can innately cast the following spells, requiring no components:

At will: *tongues*

Architect/ Builder

A tasked architect genie serves as a planner, designer, and laborer for the construction of edifices, towers, and other buildings. They are sought after by genie rulers and ins alike for their skill and are a common audience request from sha'irs.

An architect gains the following skills and traits:

Skills. an architect has advantage on Intelligence checks made to recall design features and on Strength checks made to assemble structures.

Innate Spellcasting. The architect can innately cast the following spells, requiring no components:

1/day: wall of stone

Artist

A tasked artist genie excels at a specific form of art and is colloquially referred to by the descriptor that matches its specialty.

For example, an artist specialized in poetry is called a Poet, and an artist specialized in painting is known as a Painter.

An artist gains the following skills and traits:

Skills. Performance +6.

Tools. One of the following: Brewer's Supplies, Cook's Utensils, Glassblower's Tools, Jeweler's Tools, Leatherworker's Tools, Painter's Supplies, Potter's Tools, Weaver's Tools, or Woodcarver's Tools, any musical instrument, singing, or dancing, +6.

Deceiver

A tasked deceiver genie exists to obscure the truth and hinder understanding. Typically used as spies and infiltrators, deceivers are a danger even to their patrons when not actively being directed.

A Deceiver gains the following skills and traits:

Skills. Deception +6, Persuasion +6.

Tools. Proficiency in the disguise kit. A deceiver has advantage on all checks using its kit.

Indistinct. The deceiver's body is blurred, shifting and wavering to all who can see it. Any creature has disadvantage on attack rolls against the deceiver unless it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Guardian

A tasked guardian genie is dedicated to the specific defense of one location.

A Guardian gains the following skills and traits:

Armor Class 18 (natural armor)

Senses truesight 60 ft.

Devoted. A guardian automatically succeeds on saving throws against any effect that would distract or deter it from its mission.

Relentless. If the guardian takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Multiattack. The guardian makes three slam attacks.

Challenge 3

Herder

A tasked herder genie is a perfectionist in the craft of caring for and leading a group of animals.

A herder gains the following skills and traits:

Skills. Animal Handling +6

Innate Spellcasting. The herder can innately cast the following spells, requiring no components:

At will: *Speak with animals*

ACTIONS

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. **Hit:** The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Messenger

A tasked messenger genie is a frenetic creature that seems to always be in motion. They act as trusted couriers who deliver their missives to the intended recipient, no matter where that recipient is.

A messenger gains the following skills and traits:

Speed 60 ft.

Skills. Investigation +6, Survival +6

Innate Spellcasting. The messenger can innately cast the following spells, requiring no components:

At will: *locate creature* (no distance limitation as long as the creature is on the same plane as the messenger)

1/day: *plane shift* (self only)

Markeen (Genie Double)

A markeen (mahr-KEEN) is a genie formed as a perfect visual duplicate of a mortal. The markeen is not magically linked to its double in any way, though they absolutely are aware of the duplicate's existence. Markeen act in all ways like the mortal they resemble, behaving as traders, merchants, soldiers, and aristocrats as necessary. Typically, only famous, wealthy, and powerful beings have genie doubles.

A markeen gains the following skills and traits:

Skills. Deception +6, Insight +6

Languages any languages known by its duplicate

Eagle's Splendor. The markeen has advantage on Charisma checks.

Miner

A tasked miner genie is the ultimate excavator and laborer: tireless, uncomplaining, strong, and immune to poison. Miners are hunched, with long arms, spade-like hands, and thick, gnarled fingers.

A tasked miner gains the following skills and traits:

Speed 10 ft., burrow 30 ft.

Skills. Athletics +7, Perception +6

Condition Immunities exhausted, poisoned

Senses Darkvision 120 ft., passive Perception 16

Innate Spellcasting. The miner can innately cast the following spells, requiring no components:

At will: *locate object*



Oathbinder

A tasked oathbinder genie exists to enforce a solemn oath made before it. Oathbinders normally appear under only two circumstances: when they are summoned to witness a vow and when one of the oathbound breaks the pact.

An oathbinder gains the following skills and traits:

Skills. Insight +6

Damage Immunities. The oathbinder is immune to all damage and harmful effects from a creature that is subject to its oathbind ability.

Oathbind. The oathbinder places a magical command on a creature that it can see, forcing that creature to carry out some service or refrain from some action or course of activity as determined by its oath. If the creature acts in a manner contrary to the oath, it immediately takes 5d10 psychic damage and is stunned for one minute, and the oathbinder appears within 10 feet of the creature. The creature suffers the damage even if it is normally immune to psychic damage.

If the creature renews its solemn oath before the oathbinder, the creature is poisoned for one month but suffers no additional effects unless it breaks its oath again. The creature is poisoned even if it is normally immune to the poisoned condition.

If the creature does not renew its oath or breaks its oath a second time, the oathbinder shrinks the creature to a height of 1 inch and imprisons it inside a gemstone or similar object. While imprisoned in this way, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the oathbinder lives.

Sage

A tasked sage genie is a near-absolute expert in a very specific field of study. While a mortal sage might know a great deal about, for example, the Inner Planes, a huge amount about the Plane of Water, and have scraps of information about the Citadel of Ten Thousand Pearls, the knowledge a tasked sage possesses is the opposite. Continuing the example: a sage might know everything about the reason the Great Padisha of the Marid has never exiled or slain the mortal water mage Hatim al-Rakal (despite the latter's continuous attempts to overthrow the marid empire), would know a good deal about life in the court of the Great Padisha, and perhaps know a little about the Citadel itself. In short, tasked sages are incredibly specialized in their knowledge, and finding the right sage to consult for a given topic is itself a monumental accomplishment - to say nothing of the price such a sage might demand for their information.

A sage gains the following skills and traits:

Abilities. Intelligence 22

Skills. Arcana +12, History +12, Religion +12

Peculiar Genius. A sage automatically succeeds on any Intelligence skill check related to their area of expertise that has a Difficulty of 25 or less.

Slayer

A tasked Slayer genie has but one purpose: to commit murder as much and as often as possible. Four-armed and sleekly muscular, a Slayer possesses a barely controlled fury tempered by a desperate need to remain undiscovered.

A slayer gains the following skills and traits:

Skills. Hide +6, Sleight of Hand +6, Stealth +6

Blood Frenzy. The slayer has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Rage. While engaged in combat, the slayer has advantage on Strength checks and Strength saving throws, and has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The slayer makes four scimitar attacks: one with each of its arms.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Challenge 7

Warmonger

A tasked warmonger genie is not terribly dangerous on its own; warmongers dislike physical combat and have no interest in putting themselves at risk. Rather, a warmonger's threat comes from its fondness for goading others to fight, and its skill at strategy, tactics, and directing combatants.

A warmonger gains the following skills and traits:

Skills. Intimidation +6, Persuasion +6

Climate of Courage. The warmonger and all creatures friendly to the warmonger that are within 30 feet of it can't be frightened as long as the warmonger is conscious.

Innate Spellcasting. The warmonger can innately cast the following spells, requiring no components:

At will: fear, heroism

1/day: mass suggestion (DC 12)

ACTIONS

Command Ally. The warmonger targets one ally it can see within 30 feet of it. If the target can see and hear the warmonger, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Winemaker

A tasked winemaker genie is the ultimate connoisseur and creator of fine libations. Endowed with a long snout like an elephant's, winemakers excel at discerning prime vintages and picking the choicest grapes. Winemakers tend fields and casks during the hot and cold seasons and supervise vintner teams during the harvests.

A Winemaker gains the following skills and traits:

Skills. Nature +6, Perception +6, Persuasion +6

Senses passive Perception 16

Innate Spellcasting. The winemaker can innately cast the following spells, requiring no components:

At will: detect poison and disease

3/day: purify food and drink

1/day: plant growth

Master Vintner The winemaker has advantage on Wisdom (Perception) checks made to determine the quality or purity of alcoholic spirits.



GHULS

In the deep deserts and forlorn mountains of Zakhara, few creatures are as feared as the legendary ghuls (GOOLZ). Undead genies thought to be a cursed form of jann, ghuls almost always have female-associated forms, as well as bushy hair and incredibly long eyelashes that droop down over their faces. A ghul's skin is pale and clammy, its fingers end in wicked claws, and the dry, fetid stench of ancient bones surrounds it. Well aware of how their appearance disgusts others, great ghuls almost always disguise themselves when dealing with mortals. They are fond of perfumes and jewelry to hide their true nature, and are as susceptible to flattery as any genie. No matter its disguise, however, a ghul's feet are always those of a donkey – they wear long, flowing robes and special shoes to try and disguise this fact.

Despite their solitary nature, ghuls are fascinated by living creatures and sometimes seek them out. The wise mortal keeps their wits about them when dealing with a ghul, for it is only a matter of time before curiosity gives way to ravenous hunger.

Great ghuls sometimes become spellcasters and sha'irs, making pacts with powerful genie nobles to gain a measure of power over their greater cousins or mastering the magicks of flame, sand, or wind. For reasons unknown, great ghuls rarely become sea mages. Something about mastering magic causes a ghul to increase in size, and a great ghul mage stands head and shoulders over its lesser brethren.

Lesser ghuls are created from mortal females. Through dark rites, compelling magic, and horrific science, prisoners are forced to consume elixirs that transform them into mockeries of their former selves. Lesser ghuls generally seem plaintive and miserable, and shun combat.

GREAT GHUL

Medium undead, neutral evil.

Armor Class 15 (natural armor)

Hit Points 75 (10d8+30)

Speed 40 ft., Burrow 10 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	8 (-1)	12 (+1)

Saving throws Str +7, Dex +5, Cha +4

Skills Disguise +4, Stealth +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 9

Languages Common, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The ghul's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *invisibility*, *shocking grasp* (2d8)

Magic Resistance. The ghul has advantage on saving throws against spells and other magical effects.

Turn Resistance. The ghul's elemental affinity gives it advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The ghul makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage. Instead of dealing damage, the ghul can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature that is grappled by the ghul, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage.

Change Shape. The ghul magically polymorphs into a Small or Medium female humanoid, or back into her true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. No matter what form it takes, the ghul always has the feet of a donkey. The ghul reverts to its true form if it dies.

GREAT GHUL SAND MAGE

True terrors of the wastes, great ghul spellcasters reach monstrous size and rule gleefully over lesser undead creatures. Make the following changes to the great ghul statblock:

Large size

Hit Points 85 (10d10+ 30)

INT 15

Challenge 6

Spellcasting. The ghul is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The sand mage has the following wizard spells prepared:

Cantrips (at will): *blade ward, chill touch, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, shield, sleep*

2nd level (3 slots): *hold person, shatter*

3rd level (3 slots): *gaseous form, nondetection*

4th level (1 slot): *blight*



LESSER GHUL

Medium undead, neutral evil.

Armor Class 13 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft., Burrow 1 ft., Climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	8 (-1)	7 (-2)	8 (-1)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 8

Languages Common

Challenge 1 (200 XP)

Innate Spellcasting. The ghul's innate spellcasting ability is Charisma (spell save DC 9, +1 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *invisibility, shocking grasp* (1d8)

ACTIONS

Multiattack. The ghul makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage. Instead of dealing damage, the ghul can grapple the target (escape DC 12).

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature that is grappled by the ghul, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage.

Change Shape. The ghul magically polymorphs into a Small or Medium female humanoid, or back into her true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. No matter what form it takes, the ghul always has the feet of a donkey. The ghul reverts to its true form if it dies.

GIANTS, ZAKHARAN

Four main remnants of Zakhara's long-lost giant civilization remain, now known as desert giants, island giants, jungle giants, and reef giants.

These four giant types, along with another, stranger offshoot called ogre giants, make up the most common types of giant in the Land of Fate. While other giants are not unheard-of, Zakharan giants generally eschew the Ordning and are therefore shunned by their northern cousins.

GIANT, DESERT

Of the Zakharan giant types, adventurers are most likely to meet the desert-dwellers. Strong, proud, fierce, and independent, desert giants see themselves as the best of all remnants from the once-great giant kingdoms. Plagued by an ancient curse that gradually turns them to stone, desert giants roam the lonely wastes, herding cattle and patrolling their territory. Desert giants prefer to ride instead of walk when they can, though few creatures are great enough to bear them; a desert giant and their mount form deep and intense bonds. A desert giant's skin resembles the sand and rocks of their homelands, allowing them to blend in easily with their surroundings despite their size.

Desert giants do not collect and throw rocks like many other giants - such boulders are rare in the deep deserts. When they can, they make giant spears when they pass jungle lands or scrub forests and hurl them with great force.

Desert giants' tales bemoan their fate and the fate of their ancestors, cursed to transform into stone as they reach old age. A few desert giants have learned the secret of briefly releasing their ancestors' spirits from the stone to which they transformed; these "sand-shifters" hold important positions as viziers and elders amongst the tribes.



DESERT GIANT SANDSHIFTER

Desert giant sand-shifters are able to call their ancestors back from the stones. Add the following Action to a desert giant sand-shifter's statistics block:

Will of the Ancestors. The sand-shifter magically calls forth 2d4 ancestral forms from the ground (use the statistics of a dust mephit). The called ancestral forms arrive at the end of the sand-shifter's turn, acting as allies of the sand-shifter and obeying its spoken commands. The ancestral forms remain for 1 hour, until the sand-shifter dies, or until the sand-shifter dismisses them as a bonus action.

DESERT GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	13 (+1)

Saving throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 6 (2,300 XP)

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

ACTIONS

Multiattack. The giant makes two weapon attacks.

Spears. Melee or ranged Weapon Attack: +9 to hit, reach 15 ft. or range 20/60 ft., one target. Hit: 16 (3d6 + 6) piercing damage or 19 (3d8 + 6) piercing damage if used with two hands to make a melee attack.



GIANT, ISLAND

Island giants are an oddity in Zakhara. Each one looks different, though each is monstrous in its own way; some have the legs of a beast, some are reptilian in form, and most have horns or a single eye like a cyclops. Island giants breed with any other type of giant, and the child of such a union is always an island giant and always combines the worst features of the parents.

Island giants tend to be suspicious and hostile. They speak only a primitive dialect of Midani (Common) and eat almost anything, including the flesh of ins and other sentient creatures. As a result of these traits, they are generally despised and avoided by other creatures, including other giants. In order to preserve their species, some island giants (most commonly females) have developed the ability to change their shape. This ability allows them to find mates more easily, though they are also known to use it purely to lure travelers for easy meals.

ISLAND GIANT

Huge giant, chaotic evil.

Armor Class 12 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	9 (-1)	11 (+0)	10 (+0)

Saving throws Con +7, Wis +3

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages Common

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 33 (5d10 + 6) bludgeoning damage.



ISLAND GIANT SHAPECHANGERS

Some island giants (generally females) possess the ability to change their form. They typically use this ability to find mates, but will also use it purely for their own amusement. For giants of this sort, add the following to the giant's statistics block:

Change Shape. The giant magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The giant reverts to its true form if it dies.

GIANT, JUNGLE

Respected for their great strength but feared for their willingness and propensity to eat absolutely any creature of flesh, jungle giants are a terror of the Zakharan rainforests. Tall, lanky, and more prone to firing gargantuan longbows than throwing rocks, jungle giants enjoy competitions and friendly games of skill - games that tend to leave smaller participants winded or severely wounded, depending on the nature of the game.

Jungle giants have greenish skin and dark green hair - features that allow them to blend into their jungle homes surprisingly well considering their enormous size. They prefer to strike from ambush, but might take an interesting-looking creature captive instead of impaling it - depending, of course, on how hungry the giant is at that exact moment.

For all their fearsome height and terrifying appetite, jungle giants are friendlier toward smaller folk and more likely to converse with them than most giants. The jungle giants' love of sport makes them willing participants in hunts and other group activities, and they get along well with other jungle-dwelling folk - at least until they get hungry.

Though jungle giants enjoy friendly matches and contests, this love does not necessarily mean they always play fair. Jungle giants often tip their arrows with a poison derived from curare plants, which can cause paralysis. Many a target has delighted in surviving the strike from a massive arrow only to realize with horror and despair that any prayer of escape was futile as their limbs began to stiffen.

JUNGLE GIANT

Huge giant, neutral.

Armor Class 16 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	12 (+1)	11 (+0)	10 (+0)

Saving throws Dex +6, Con +7

Skills Stealth +9, Survival +3

Senses passive Perception 16

Languages Common, Elven, Giant

Challenge 6 (2,300 XP)

Jungle Camouflage: The giant has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks or two longbow attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.





GIANT, OGRE

Sporting enormous floppy ears and a single eye in the center of their forehead, ogre giants seem to have as much in common with cyclopes and ogres as they do with other giants. They do, however, tower even over most giants, standing 20-25 feet tall.

Ogre giants are simple creatures and easily confused, but despite this fact they live in a complex social structure with its own mores and taboos. Ogre giants do not keep slaves, never eat the flesh of sentient creatures, and carefully bury the dead - both their own and the dead of their enemies - in elaborate cairns. These cairns make ogre giant clan areas highly desirable plundering grounds for tomb raiders and necromancers, though opening a cairn is considered sacrilege by the ogre giants and punishable by death.

OGRE GIANT

Huge giant, chaotic neutral.

Armor Class 13 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	7 (-2)

Senses darkvision 120 ft., passive Perception 10

Languages Giant

Challenge 6 (2,300 XP)

Keen Hearing. The giant has advantage on Wisdom (Perception) checks that rely on hearing.

Poor Depth Perception. The giant has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The giant makes two greatclub attacks or two rock attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

OGRE GIANT SAGHIR

Ogre giants mature quickly, and most juveniles have the same statistics as adults. Roughly one out of every 4 ogre giant children, however, is born "small" - a *saghir* (SAV-geer). Saghir ogre giants have the game statistics of ogres but suffer no stigma or social disadvantages in ogre giant society.

GIANT, REEF

Reef giants tend to be loners and recluses, living in lavish underwater manors speckled throughout the warm coastal waters. The reef giant population in Zakhara has been declining for decades due to a mysterious disease and ongoing territorial feuds with krakens, sahuagin, pahari, tritons, and other denizens of the ocean.

Many reef giants collect lost cargo from shipwrecks; the more honest will try and return the bounty to its rightful owners, most simply try to resell the merchandise for a profit. Some reef giants maintain herds of cattle on their islands, but typically those who do are elderly or infirm and otherwise incapable of foraging for their food.

The strength and power of reef giants makes them sought-after by seafaring merchants and corsairs. For those who can afford their price, the guardianship of a reef giant can help ensure smooth sailing.



REEF GIANT

Huge giant, neutral good.

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	22 (+5)	13 (+1)	16 (+3)	19 (+5)

Saving throws Str +12, Con +10, Wis +7, Cha +9

Skills Arcana +5, Athletics +12, History +11, Perception +7

Damage Resistances acid

Damage Immunities cold, poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 12 (8,400 XP)

Amphibious. The giant can breathe air and water.

ACTIONS

Multiattack. The giant makes two trident attacks.

Trident. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) piercing damage, or 35 (6d8 + 8) piercing damage if used with two hands to make a melee attack.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage.

Whirlpool (Recharge 6). The giant points its trident at a point it can see within 500 feet of it, and a whirlpool 55 (10d10) ft. in diameter and 28 ft. deep forms at the selected point. When a creature moves into a whirlpool or starts its turn there, it must make a DC 10 Strength (Athletics) check. On a failure, the creature is immediately moved 15 ft. toward the vortex's center and the creature is restrained by the whirlpool until the start of its next turn. If the creature reaches the whirlpool's center, the creature plunges 15 ft. under the surface and begins to suffocate unless it has a swim speed.

If a vessel starts its turn in a whirlpool with a diameter greater than the vessel's length, the ship's officers and crew must succeed on a DC 15 group Vehicles (water) check to escape. On a failure, the vessel is immediately moved 15 ft. toward the vortex's center, and the vessel is restrained by the whirlpool until the start of its next turn. If the check fails by 5 or more, the vehicle also takes 3d10 bludgeoning damage to its hull.

LIVING IDOLS

Living idols are a rarity in Zakhara inasmuch as they exist only to be objects of worship. All are made of stone and represent long-forgotten deities and faiths, and their modern worshippers frequently have no understanding of an idol's past history or representation. The idols themselves aid and abet these approaches, since all of them exude a magical effect that prompts onlookers to worship them unquestioningly.

A complete affront to the Enlightened gods and faiths, living idols are inherently heretical and their worship is officially banned in all Zakharan cities. Punishments range from forced charity work and acts of contrition to imprisonment and even death.

Though their forms vary greatly, living idols can be categorized into four general groups or types. Each type, along with a typical cult inspired by it, is described below.

ANIMAL IDOL

Animal idols and their cults are among the simplest and most straightforward. The veneration of certain animals (such as camels, cats, serpents, or even vishaps) is not too uncommon in the Land of Fate, but most animal idols are carved in the shape of less-popular animals and vermin such as scorpions and rats.

The cult of an animal idol tends to be provincial, consisting of a small town or tribe. The cultists believe that the idol is protecting them from unseen threats, and react violently to anyone who tries to convince them otherwise. Like all living idol cultists, cults of animal idols protect the idols at all costs, and have little patience for the arguments of outsiders and non-believers.

ANIMAL IDOL

Large construct, lawful neutral.

Armor Class 16 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+5)	13 (+1)	4 (-3)	16 (+3)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 12

Languages -

Challenge 8 (3,900 XP)

Immutable Form. The idol is immune to any spell or effect that would alter its form.

ACTIONS

Multiaction. The idol makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+5) bludgeoning damage.

Idol Charm (recharge 5-6). The idol targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the idol. The charmed target will try to protect the idol.

Each time the idol or the idol's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the idol is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.





DEATH IDOL

Large construct, lawful neutral.

Armor Class 16 (natural armor)

Hit Points 225 (8d10 + 126)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	4 (-3)	15 (+2)	19 (+4)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 12

Languages -

Challenge 16 (15,000 XP)

Idol Charm. A creature that voluntarily touches the idol must make a DC 18 Charisma saving throw. On a failure, the creature is charmed and will do everything to protect the idol. A charmed creature can repeat the saving throw once per hour. On a success or when the effect ends for the creature, it becomes immune to the idol's Charm for 24 hours.

Immutable Form. The idol is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The idol makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 33 (4d12+7) bludgeoning damage.

DEATH IDOL

Death idols are almost always horrific in appearance, depicting ghouls, skeletons, or other dispassionate, inhuman, and otherworldly figures. In some ways death idols are less dangerous than other living idols, since their ability to charm and control onlookers is limited to creatures who touch them, but the charm ability itself is far more potent.

The cults that arise around death idols tend to be savage and violent but are often more subtle than those surrounding other living idols. Death cults almost always engage in the sacrifice of living creatures, typically ins, and thus the cult's members know to lie low and avoid or deflect the suspicion of outsiders - especially Enlightened preachers and town guards. Death cults also tend to have the most turnover in the upper ranks, as the idol frequently requires the sacrifice of a high priest or other ranking member to prove their devotion.

ELEMENTAL IDOL

Large construct, chaotic neutral.

Armor Class 16 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	4 (-3)	16 (+3)	12 (+1)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 12

Languages -

Challenge 12 (8,400 XP)

Idol Charm. A creature that comes within 20 feet of an elemental idol or ends its turn there must succeed on a DC 18 Wisdom saving throw or have any feelings of hostility the creature feels replaced by feelings of indifference. This indifference ends if the target is attacked by the idol or if it witnesses any of its friends being harmed by the idol.

Immutable Form. The idol is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The idol makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12+6) bludgeoning damage.

Summon Elemental (1/Day). The idol magically summons an elemental of challenge rating 5 or lower. The elemental appears in an unoccupied space next to the idol. It disappears when it drops to 0 hit points or after 24 hours, whichever comes first.



ELEMENTAL IDOL

Elemental idols are typically carved in the shape of a faceless figure resembling a preacher or ascetic. Keenly attuned to the emotions and mental states of those around them, an elemental idol uses its charm ability to calm the nearby creatures and foster feelings of affection towards it rather than manipulating those creatures to worship it directly. Elemental idols also have the ability to summon an elemental guardian, seen as a miracle by those who do

choose to worship the idols, and as a reward for leaving sacrifices by the most devoted.

In lieu of forming cults, elemental idols sow chaos in those around them. Askars and mamluks tend to become incredibly possessive of elemental idols upon seeing them, and some tribes have been fighting over an elemental idol for generations. Elementalist wizards, on the other hand, generally try to destroy an elemental idol if they discover its existence.

HEALING IDOL

Cults dedicated to healing idols are among the rarest idol cults in Zakhara, and many members of such cults would be insulted to be labeled as such. Healing idols protect and bestow healing upon their cultists, as the name suggests, but few such cults are benign as a result. Healing idols often demand sacrifices of beauty, camaraderie, and generosity, so their cults exhibit all of these traits, but the actions always seem forced and mechanical. The healing idol feeds off the positive energy of such gestures, and its appetite always increases over time.

Healing idols are most often formed as an old male or a young female figure, and some swear that the different forms have different abilities. In addition, worshippers often attribute beneficial changes in weather patterns, especially the onset of rain, to the grace of the healing idols.



HEALING IDOL

Large construct, chaotic neutral.

Armor Class 16 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	23 (+3)	4 (-3)	12 (+1)	14 (+2)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages -

Challenge 10 (5,900 XP)

Immutable Form. The idol is immune to any spell or effect that would alter its form

Protective Aura. The idol radiates an aura with a 100-feet-radius that protects all creatures within it from aberrations, celestials, elementals, fey, fiends, and undead, unless they are themselves such a creature. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target may make a new saving throw against the relevant effect once it enters the aura, and has advantage on the new saving throw.

ACTIONS

Multiattack. The idol makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12+5) bludgeoning damage..

Healing (1/Day). The idol targets a creature within 60 feet that isn't a construct or undead. The creature magically regains all its hit points. This effect also ends blindness, deafness, and any diseases affecting the target.

Idol Charm (recharge 5-6). The idol targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the idol. The charmed target will try to protect the idol.

Each time the idol or the idol's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the idol is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

LYCANTHROPEs

Lycanthropes in the Land of Fate function the same as lycanthropes anywhere, and follow all the normal rules. All of the common lycanthrope types can be found in Zakhara, though werebears are extremely rare.

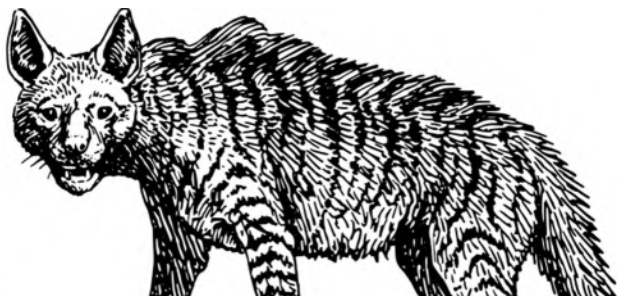
Lycanthropes are as likely to be Enlightened as any other citizen.

In addition to the rarity of werebears, Zakhara is home to some lycanthropes virtually unknown elsewhere. The most common of these creatures are werehyenas and werelions.

LYCANTHROPE, WEREHYENA

Werehyenas are a plague upon the nomads and settlements of the Zakhara desert. Almost always male, werehyenas travel in large packs, swindling the unwary when they can and scavenging for food when they must. A favorite werehyena tactic, especially among the Unenlightened, is to send a lone pack member ahead to infiltrate a settlement or caravan, posing as a friendly and lost traveler. Once welcomed into the fold, the werehyena charms and convinces its new companions to allow more and more “wanderers” in - those wanderers, of course, being the rest of the werehyena pack.

It is a testament to the spiritual fortitude of al-Badia and their faith in the Loregiver that such duplicity has not led them to shirk their decency and manners. Despite the manipulations of werehyenas, the desert peoples still welcome strangers into their midst - and the werehyenas always welcome the opportunity for more easy prey.



WEREHYENA

Medium humanoid (human, shapechanger), neutral evil.

Armor Class 13

Hit Points 104 (16d8 + 32)

Speed 30 ft. (40 ft. in hyena form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.

Senses passive Perception 13

Languages Common (can't speak in hyena form)

Challenge 4 (1,100 XP)

Shapechanger. The werehyena can use its action to polymorph into a hyena, or back into its true form, which is humanoid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werehyena has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Primal Fear. When the werehyena takes fire damage, it has disadvantage on attack rolls until the end of its next turn.

Traceless Step (Hyena Form Only). The werehyena does not leave a trace unless it deliberately wants to do so.

ACTIONS

Multiattack. In humanoid form, the werehyena makes two scimitar attacks or two longbow attacks. In hyena form, it makes two bite attacks.

Bite (Hyena Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werehyena lycanthropy.

Scimitar (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

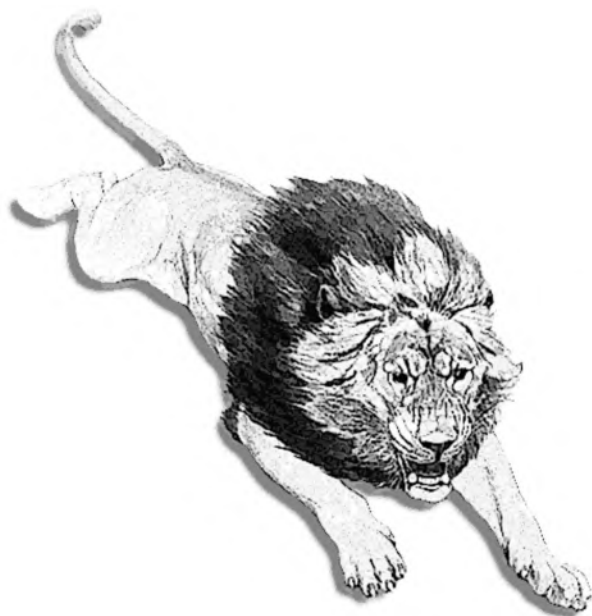
Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Charm Aura (3/Day). Any creature hostile to the werehyena that starts its turn within 20 feet of the werehyena must make a DC 11 Wisdom saving throw, unless the werehyena is incapacitated. On a failed save, the creature is charmed by the werehyena for 1 hour or until the werehyena harms the creature.

LYCANTHROPE, WERELION

Werelions possess all the strength and majesty of lions, with the savagery and mercilessness to match. Traveling in matriarchal prides across the savannas and grasslands, werelions consider it their duty to prey upon the weak in the name of supporting their groups. Each matriarch enjoys absolute unquestioned authority within her pride, and is in turn fiercely protective of her pridefellows.

Though they are swift runners and capable fighters, werelions prefer to ambush their prey and attack from hiding. They also prefer to have the advantage of numbers, though since their prides rarely sport more than six or ten members, such an advantage is not always possible. Sometimes werelions can be found in the company or employ of other creatures who share their terrain, and werelions can be found following desert centaurs, vishaps, and even nomadic warlords when circumstances dictate. Werelions as a group are fiercely competitive with weretigers, and typically refuse to share territory or lodging with them.



WERELION

Medium humanoid (human, shapchanger), lawful evil.

Armor Class 13

Hit Points 153 (18d8 + 88)

Speed 30 ft. (40 ft. in lion form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

Senses passive Perception 12

Languages Common (can't speak in lion form)

Challenge 6 (2,300 XP)

Shapechanger. The werelion can use its action to polymorph into a lion, or back into its true form, which is humanoid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Feline Empathy. Werelions can empathically communicate with felines and monstrous felines.

Keen Smell. The werelion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce (Lion Form Only). If the werelion moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the werelion can make one bite attack against it as a bonus action.

Running Leap (Lion Form Only). With a 10-foot running start, the lion can long jump up to 25 feet..

ACTIONS

Multiattack. In humanoid form, the werelion makes two scimitar attacks. In lion form, it makes a claw and a bite attack.

Bite (Lion Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werelion lycanthropy.

Claw (Lion Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) slashing damage.

Scimitar (Humanoid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage.



MASON-WASP, GIANT

Giant mason-wasps are generally friendly towards *ins* and do not attack except in self-defense. Creatures who establish communication with giant mason-wasps (through spells or other abilities) find them talkative and inquisitive.

Giant mason-wasps make excellent pets and guardians, with a natural inclination toward helpfulness and assistance. The wasps' affinity for construction, from which their name derives, makes them useful for building strong but temporary dwellings, and many lost wanderers credit their survival to the good will and assistance of a giant mason-wasp.

Wasps of all kinds are thought by many Zakharans to be messengers of the gods, and killing a wasp is believed to bring bad luck or the evil eye. The giant mason-wasps' one mortal foe are vishaps; the land dragons love to break into giant mason-wasp nests and devour the eggs and larvae within, which they consider to be a sweet delicacy.

GIANT MASON-WASP

Medium monstrosity, neutral good.

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	7 (-2)	15 (+2)	10 (+0)

Damage Immunities fire

Senses passive Perception 12

Languages -

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The mason-wasp makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 10 (3d6) fire damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the target is a creature other than an undead and fails its save, it is additionally paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fire Breath (Recharge 5-6). The mason-wasp exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

NASNAS

Nasnas are a horrifying type of monster, resembling normal *ins* but bisected down the middle and missing either the right or left half of their body. Nasnas understand spoken language, but are unable to speak due to missing half of their vocal cords. They are able to emit a high-pitched warble, however, which they often use as a war cry to disorient and frighten their foes.

Nasnas are sterile, and their creation involves an unholy rite that requires feeding one half of a specially treated fruit to a woman, who gives birth to a baby nasnas months later. The most vile of alchemists, sorcerers, and priests might try to keep groups of women specifically to bear nasnas, though such groups are usually discovered quickly and ended by local farisan.

NASNAS

Medium monstrosity, lawful evil.

Armor Class 14 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	13 (+1)	7 (-2)	10 (+0)	9 (-1)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered.

Senses passive Perception 12

Languages understands Common but can't speak

Challenge 1 (200 XP)

ACTIONS

Multiattack. The nasnas makes two scimitar attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

OGRE, ZAKHARAN

Though many creatures looked down upon in other lands find a comfortable home in the Land of Fate, few seem to have found their niche more effectively than ogres. Far from the vicious brutes they are known as in other lands, Zakharan ogres embrace the Law of the Loregiver, worship Enlightened gods, and participate in civic duties as successfully as any other citizens.

Fully adapted to urban life and finding ready employment as guards as well as laborers, guides, and even metalworkers, the ogres of Zakara's cities are valued for their strength as well as their straightforward natures.

Among al-Badia ogres are less common, but no desert sheik with any sense would turn away the sheer strength and fortitude of an ogre. Though they do consume far more water, food, and other resources than other desert-dwelling people, ogres invariably prove their value.

Zakharan ogres use the normal ogre statblock.



PAHARI

Pahari are fey shapechangers who live in the shallow waters of rivers, lakes, and seacoasts. While in their natural form pahari resemble mermaids, but they can also change into the form of a normal *ins* (typically shaped like a human or elf) and the form of a large fish with iridescent scales. Inquisitive and adventurous, pahari that live near mortal settlements often sneak into the towns and cities to get a taste of life on land.

The pahari fondness for and fascination with mortal life leads them to follow ships, especially in the deeper and more treacherous waters.



Though they tend to remain out of sight and unknown to the ship's crew, pahari have been known to rescue distressed or shipwrecked sailors, generally leaving no trace of their presence aside from a dim, hazy memory. Many a corsair owes their life to a pahari who intervened after a foolhardy rubban sailed too deeply into danger and lost their ship. Wise rubbans know the value of pahari aid, and hedge their bets by heaving gold, gems, and valuables overboard upon beginning a voyage, both as a tribute and a show of appreciation.

PAHARI

Medium fey (shapechanger), chaotic good.

Armor Class 13

Hit Points 21 (4d8 + 3)

Speed 10 ft., (30 ft. in human form), swim 40 ft. (30 ft. in human form, 60 ft. in fish form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Senses darkvision 120 ft., passive Perception 10

Languages Aquan, Common, Sylvan

Challenge 1/2 (100 XP)

Shapechanger. The pahari can use its action to polymorph into a Small fish, a human woman, or back into its true form, which is that of a mermaid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed..

Amphibious. The pahari can breathe air and water.

Kiss of Life's Breath. The pahari can kiss a Large or smaller creature, granting it the effect of *water breathing* for 24 hours.

Magic Resistance. The pahari has advantage on saving throws against spells and other magical effects.

ACTIONS

Spear (Mermaid or Human Form Only).

Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.



ROC, ZAKHARAN

Zakhara is home to many of the giant birds known as rocs. For reasons unknown, Zakharan rocs tend to be slightly smaller and more ill-tempered than their northern cousins. Some say they are cleverer and more covetous as well.

Roc, Two-Headed

The two-headed roc is often considered an omen of good luck due to its extreme rarity, despite its aggressive and vicious nature.

Two-headed rocs are slightly more intelligent than common rocs and employ more advanced tactics in combat. A favorite trick is dropping large rocks and boulders onto their prey.

Two-headed rocs are the scarcest of all giant raptors, and their eggs are highly prized by zoologists and collectors.



TWO-HEADED ROC

Gargantuan monstrosity, unaligned.

Armor Class 16 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 20 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	6 (-2)	16 (+3)	9 (-1)

Saving Throws. Dex +4, Con +9, Wis +7, Cha +3

Skills. Perception +7

Senses passive Perception 17

Languages –

Challenge 11 (7,200 XP)

Two Heads. The roc has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The roc makes three attacks: one with each of its beaks and one with its talons.

Beak. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage.

Talons. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

Dropped Rock. *Ranged Weapon Attack:* +12 to hit, all creatures in a 10' diameter area directly below the roc. *Hit:* 21 (6d6) bludgeoning damage.

SARTANI

Part giant and part enormous crab, sartani are thankfully found mostly in the southernmost oceans of Zakhara, in the islands and archipelagos southwest of the Crowded Sea. Possessed of a dim intelligence but a fierce hunger, sartani prey upon anything they can. With their enormous size, fearsome claws, and omnivorous tendencies, they eat almost anything they want.

In order to keep sartani from massacring their livestock, domesticated animals, and even family members, many villages in the southwest seas preemptively offer food or specially bred animals as sacrifices to keep the crab-giants at bay. Some go even further and worship the sartani as living gods or as incarnations of the crab god Kar'r'rga, which is behavior the sartani are clever enough to encourage and enjoy.

Strangely, no credentialed academic or scholar has managed to find or interact with a sartani firsthand or confirm the monsters' existence. Expeditions regularly set out from the Pearl Cities with the goal of discovering, capturing, or taming sartani, but none have yet succeeded in even finding one, let alone capturing it. The faithful see this as evidence of the creatures' divine origins and nature; skeptics see it as proof of local superstitions and tribal myths.



SARTANI

Huge monstrosity, chaotic neutral.

Armor Class 18 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	5 (-3)	11 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Sartani

Challenge 5 (1,800 XP)

Cold Susceptibility. If the sartani takes cold damage, it is slowed down; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The sartani makes two attacks with its pincer.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+5) bludgeoning damage.

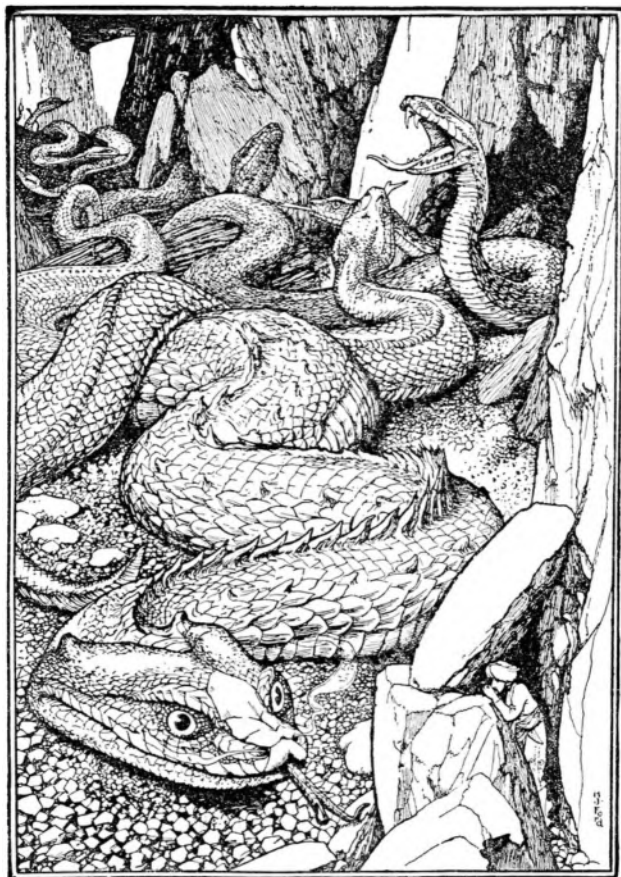
SERPENTS

The relentless heat that pervades Zakhara makes most of the continent an ideal environment for reptiles, and among the most commonly found reptiles are snakes.

Most common snake species can be found within the Land of Fate. Zakhara is also home to a multitude of winged snakes, commonly known as "spark snakes," and the wealthy favor giant cobras as treasure guardians.

Snake, Elder Giant Cobra

Like many reptiles, **giant poisonous snakes** are more common in Zakhara than they are elsewhere. Generally, these creatures are no different than any other members of their species, but for reasons unknown some giant cobras prove extremely long-lived and possess a canniness far beyond the norm. These massive creatures are known as elder giant cobras, and are trained by the wealthy and daring to guard lairs, hoards, and valuables.



ELDER GIANT COBRA

Huge beast, unaligned.

Armor Class 16 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	10 (+0)	13 (+1)	10 (-2)

Senses passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Mesmerize (recharge 5-6). The elder giant cobra moves itself about in a hypnotic fashion while murmuring rhythmically. Each creature within 30 feet who sees the pattern must make a DC 13 Wisdom saving throw.

On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

SILATS

Silats are a race of hags found throughout Zakhara. Though they spend most of their time searching for food, silats sometimes pursue other goals as well.

In their natural form, silats look like female giants: humanoid, but enormous. Their heads are crowned by the horns of a ram, and their flesh is withered blue or green. Their teeth and nails are yellow ivory and are incredibly tough - perfect for rending human flesh.

When encountered by mortals, silats are almost always disguised. Unlike most hags, silats gain power as they age, and their age is reflected by the number of spirals of their horns. The very oldest silats are known as Matriarchs.



YOUNG SILAT

Large fey, chaotic neutral.

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Magic Resistance. The silat has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The silat makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Change Shape. The silat magically polymorphs into a Medium or Large creature, or back into its true form. Its statistics are the same in each form, though the silat can only use its claw or bite attack when the new form has suitable claws or teeth. A single feature of the silat, usually the feet, will remain unchanged. Any equipment it is wearing or carrying isn't transformed. The silat reverts to its true form if it dies.

ADULT SILAT

Large fey, chaotic neutral.

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	15 (+2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Magic Resistance. The silat has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The silat makes two attacks: one with its bite and one with its claws.

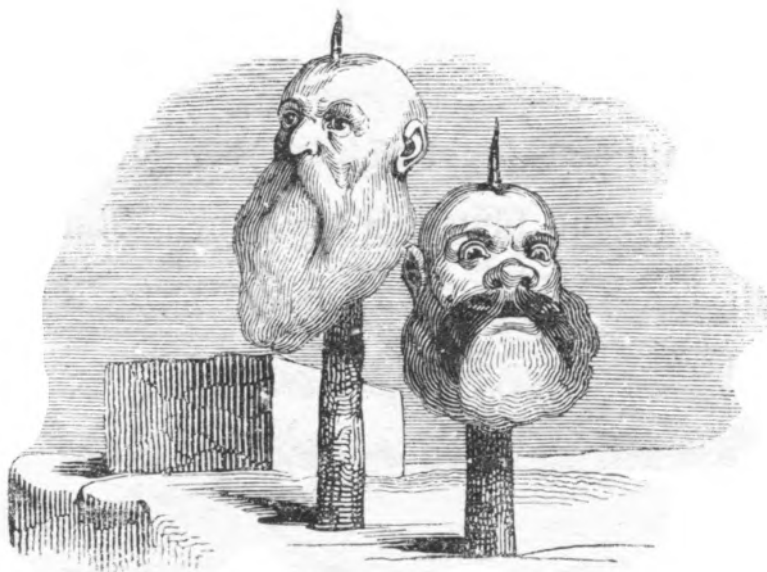
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Change Shape. The silat magically polymorphs into a Medium or Large creature, or back into its true form. Its statistics are the same in each form, though the silat can only use its claw or bite attack when the new form has suitable claws or teeth. A single feature of the silat, usually the feet, will remain unchanged. Any equipment it is wearing or carrying isn't transformed. The silat reverts to its true form if it dies.

Polymorph Other (3/Day). The silat targets a creature it can see within a range of 10 feet. The target must succeed on a DC 14 Wisdom saving throw or be transformed into a beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its own alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment while transformed.



SILAT MATRIARCH

Huge fey, chaotic neutral.

Armor Class 18 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	15 (+2)	16 (+3)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

Magic Resistance. The silat has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The silat makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Change Shape. The silat magically polymorphs into a Medium or Large creature, or back into its true form. Its statistics are the same in each form, though the silat can only use its claw or bite attack when the new form has suitable claws or teeth. A single feature of the silat, usually the feet, will remain unchanged. Any equipment it is wearing or carrying isn't transformed. The silat reverts to its true form if it dies.

Polymorph Other (3/Day). The silat targets a creature it can see within a range of 10 feet. The target must succeed on a DC 16 Wisdom saving throw or be transformed into a beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its own alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment while transformed.

Polymorph Object (3/Day). The silat touches one Medium or smaller mundane object it can see within a range of 5 feet that isn't worn or carried by creature. The object turns into a desired different mundane object of the same basic material for 1 hour, or until the silat uses a bonus action to end the effect.





SINGING TREE

Though the name sounds innocuous and poetic, singing trees are highly dangerous creatures that lurk in Zakhara's forests. Each leaf sings in its own voice, resulting in a beautiful harmonic chorus which this carnivorous plant uses to lure unwary creatures close so it can feed on their blood. Singing trees are highly territorial, and while they mainly feast on unintelligent animals they have no compunction about eating sentient creatures if they get hungry enough.

Some wealthy Zakharans keep singing trees as curiosities or even starve them and use them as guards. The extraordinarily lucky manage to obtain and keep both a singing tree and a talking bird, since the two creatures are able to maintain a close and almost symbiotic relationship.



SINGING TREE

Huge Plant, unaligned.

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	2 (-4)	10 (+0)	14 (+2)

Senses passive Perception 10

Languages -

Challenge 6 (2,300 XP)

False Appearance. While the singing tree remains motionless, it is indistinguishable from a normal tree.

Magic Resistance. The singing tree has advantage on saving throws against spells and other magical effects.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated or restrained creature. Hit: 20 (3d10+4) piercing damage.

Charming Song (Recharge 5-6). The singing tree sings a charming melody. Every creature within 300 feet of the singing tree that can hear the song must succeed on a DC 15 Wisdom saving throw or be charmed until the song ends. The singing tree must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the singing tree is incapacitated.

While charmed by the singing tree, a target is incapacitated. If the charmed target is more than 5 feet away from the singing tree, the target must take the Dash action on its turn to move toward the singing tree by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the singing tree, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this singing tree's song for the next 24 hours.

STONE MAIDEN

As shy, peaceful, and quick to flee as a gazelle, stone maidens are strange fey creatures that bond with a specific rock formation and refuse to leave it. These faerie creatures resemble mortal females, though their skin tone changes over time to more closely resemble the rock formation to which they are bound. Loathe to fight despite having an impressive array of combat capabilities, stone maidens try to use mind-warping magic to repel unwanted visitors.

Some legends hold that stone maidens are descended from an ancient desert priestess tricked and enspelled by a crafty dao. These legends hold that the bond between the stone maidens and their rock outcroppings is a curse instilled by the dao, and stone maidens are to this day looking for a way to break it. Whatever the truth, stone maidens are seen as lucky and are often sought out by youths in search of treasure, lovers in search of omens, and dreamers in search of guidance.



STONE MAIDEN

Medium fey (elemental), neutral good.

Armor Class 14 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	14 (+2)	13 (+1)	15 (+2)

Damage Immunities poison

Conditions Immunities petrified, poisoned

Senses passive Perception 11

Languages Common, Terran

Challenge 4 (1,100 XP)

Innate Spellcasting. The stone maiden's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day: meld into stone, stone shape, suggestion

Magic Resistance. The stone maiden has advantage on saving throws against spells and other magical effects.

Stonebound. When the stone maiden moves more than a quarter of a mile away from her lair, she must succeed on a DC 14 Constitution saving throw once per minute or her hit point maximum is reduced by a cumulative 9 (2d8) points. This reduction lasts until the stone maiden finishes a long rest within a quarter-mile radius around her lair. The stone maiden dies if this effect reduces its hit point maximum to 0.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Animate Rock (1/Day). The stone maiden magically animates a Medium rock it can see within 60 feet of it. A rock has statistics like those of a stone maiden, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option as well as magic resistance and the ability to cast spells. An animated rock remains animated as long as the stone maiden maintains concentration, up to 1 minute (as if concentrating on a spell).

TALKING BIRD

Talking birds are among Zakhara's enduring mysteries. Said to have been placed in the Land of Fate to assist the worthy, talking birds live very long lives which they use to amass as much knowledge as they can. Eager to share their stories, talking birds are known to speak about their favorite subjects at length - though many talking birds have no qualms about embellishing, hiding, or stretching the truth when it suits them.

Talking birds have an unusual affinity for singing trees, and sometimes nest in or near them. The trees will spare the talking bird's life as long as the bird eats ants and other pests, and the talking bird's calls and song draws birds and other animals for the singing tree to feed upon.

TALKING BIRD

Small monstrosity, neutral.

Armor Class 12

Hit Points 28 (8d6)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	17 (+3)	21 (+5)	14 (+2)

Skills History +5, Insight +7, Nature +5, Religion +5

Senses passive Perception 15

Languages Common and up to eight other languages

Challenge 1/4 (50 XP)

Magic Resistance. The talking bird has advantage on saving throws against spells and other magical effects.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

Know Alignment. The talking bird targets a creature it can see within a range of 10 feet. The creature must succeed on a DC 15 Charisma saving throw. On a failed save, the talking bird knows the creature's alignment. A target that successfully saves is immune to this ability for the next 24 hours. Celestials, fiends, and undead automatically fail the saving throw. A creature is not aware that it has been targeted by this ability.



VERMIN, ELEMENTAL

The term "elemental vermin" is used, often derisively, as a catch-all for creatures ranging from derelict and itinerant genies to the gens who accompany sha'irs. The lowest of vermin, pure castoff elemental essence, are known as wâgis (WAG-ees).

Vaguely humanoid in shape, these creatures have no part in the ecology of any plane, and the reasons for their very existence would be up for debate were it not such an exceedingly low priority for virtually every sage.

DUSTER

Tiny elemental, neutral.

Armor Class 13 (natural armor)

Hit Points 1 (1d4-1)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	8 (-1)	3 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 2) piercing damage.

Dust Devil. A 5-foot-radius, 5-foot-tall cylinder of swirling air magically forms on a point the duster can see within 30 feet of it. The whirlwind lasts as long as the duster maintains concentration (as if concentrating on a spell). Any creature but the duster that enters the whirlwind must succeed on a DC 10 Strength saving throw or be restrained by it. The duster can move the whirlwind up to 10 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the duster loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 10 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Invisibility. The duster magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the duster wears or carries is invisible with it.

Wâgis are similar in many ways to free gens, and may be distantly related to them.

Crawlers are weak earth elementals that have doglike heads with long feelers and large, savage claws. The most aggressive of the wâgis, crawlers use their feelers to search for prey in the dark tunnels where they burrow.

Dusters are wâgis from the Plane of Air. Fickle and cowardly, these creatures look like tiny armadillo-headed humans and flee at the first sign of conflict. Their ability to fly and turn invisible makes them especially difficult to find and eradicate.

Flamelings are regarded by many as the most dangerous of the wâgis, due to their fondness for setting fires. A flamelings looks something like a humanoid alligator and is covered in luminescent scales.

Spitters look like nothing so much as humanoid frogs with mouthfuls of needle-sharp teeth. A spitter's greenish body is covered in warts and ridges, and it secretes a foul-smelling poison.

CRAWLER

Tiny elemental, neutral.

Armor Class 14 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-2)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

False Appearance. While the crawler remains motionless, it is indistinguishable from a rock.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) slashing damage.

FLAMELING

Tiny elemental, neutral.

Armor Class 11 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	10 (+0)	3 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Illumination. The flameling sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

ACTIONS

Fire Ball. *Ranged Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried.

SPITTER

Tiny elemental, neutral.

Armor Class 12 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	3 (-4)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Stench. Any creature other than a spitter that starts its turn within 5 feet of the spitter must succeed on a DC 10 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all spitters for 1 hour.

ACTIONS

Spit. *Ranged Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) poison damage.



VISHAPS

Zakhara lacks the winged chromatic and metallic dragons native to northern lands, but Fate is not so kind as to leave the land free of vain and greedy reptiles altogether. Vishaps are sly, cunning flightless dragons who live in the deep deserts in rocky outcroppings and hidden caverns. Vishaps are cowardly and cruel, preying upon creatures weaker than themselves and ruling their territories by fear and intimidation.

Unlike other dragons, vishaps do not have breath weapons, and most cannot cast spells. Despite their great size and ungainly bodies, however, vishaps are swift and strong. They enjoy tactics such as pouncing and climbing, and have no fear of heights. Older vishaps can burrow as well, an ability they use to create lairs and traps alike. A vishap's preference for a lair is always an existing cavern or underground structure they can take over and rule with minimal effort.

ANCIENT VISHAP

Huge dragon, neutral evil.

Armor Class 21 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 60 ft., Burrow 30 ft., Climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	24 (+7)	21 (+1)	17 (+3)	26 (+8)

Saving throws Str +11, Dex +8, Con +11, Wis +7

Skills Deception +12, Perception +7, Stealth +8

Damage Immunities fire

Senses truesight 120 ft., passive Perception 17

Languages Common, Draconic, Giant, Primordial, Terran

Challenge 12 (8,400 XP)

Camouflage. The vishap has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Innate Spellcasting. The vishap's innate spellcasting ability is Charisma (Spell DC 18) It can innately cast the following spells.

4/day: invisibility

3/day: sleep

2/day: suggestion

1/day: charm monster

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The vishap makes one attack with its bite and two with its claws or four attacks with its claws.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) piercing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.

LEGENDARY ACTIONS

The vishap can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vishap regains spent legendary actions at the start of its turn.

Detect. The vishap makes a perception check.

Tail Attack (Costs 2 Actions). The vishap makes a tail attack.

Pounce. If the vishap moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the vishap can make one bite attack against it as a bonus action.



ADULT VISHAP

Large dragon, neutral evil.

Armor Class 18 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 60 ft., Burrow 30 ft., Climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	17 (+1)	15 (+2)	20 (+5)

Saving throws Str +9, Dex +6, Con +8, Wis +5

Skills Deception +9, Perception +5, Stealth +6

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 15

Languages Common, Draconic, Giant, Primordial, Terran

Challenge 7 (2,900 XP)

Camouflage. The vishap has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Innate Spellcasting. The vishap's innate spellcasting ability is Charisma (Spell DC 18) It can innately cast the following spells.

3/day: invisibility

2/day: sleep

1/day: suggestion

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The vishap makes one attack with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

LEGENDARY ACTIONS

The vishap can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vishap regains spent legendary actions at the start of its turn.

Detect. The vishap makes a perception check.

Tail Attack. (Costs 2 Actions). The vishap makes a tail attack.

Pounce. If the vishap moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the vishap can make one bite attack against it as a bonus action.



YOUNG VISHAP

Large dragon, neutral evil.

Armor Class 16 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	15 (+2)

Saving throws Str +7, Dex +4, Con +6, Wis +3

Skills Deception +4, Perception +3, Stealth +2

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Giant, Primordial, Terran

Challenge 4 (1,100 XP)

Camouflage. The vishap has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Innate Spellcasting. The vishap's innate spellcasting ability is Charisma (Spell DC 15). It can innately cast the following spells.

2/day: invisibility

1/day: sleep

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The vishap makes one attack with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

VISHAP WYRMLING

Medium dragon, neutral evil.

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	8 (-1)	15 (+2)

Saving throws Str +5, Dex +3, Con +4, Wis +1

Skills Deception +4, Perception +1, Stealth +3

Damage Immunities fire

Senses Darkvision 60ft, passive Perception 11

Languages Common, Draconic, Giant, Primordial, Terran

Challenge 1 (200 XP)

Camouflage. The vishap has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

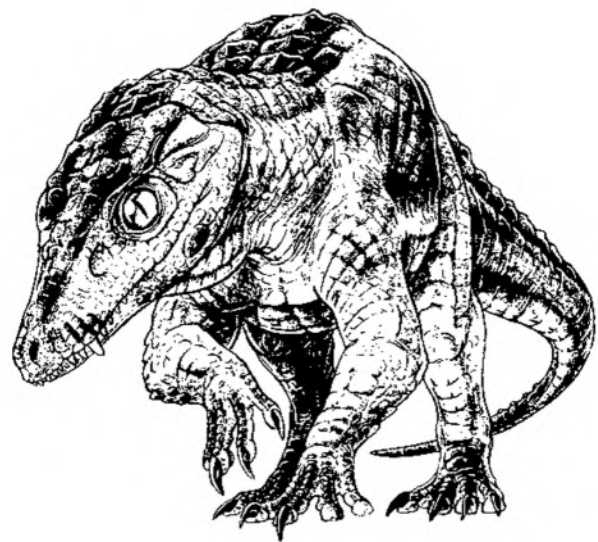
Innate Spellcasting. The vishap's innate spellcasting ability is Charisma (Spell DC 12). It can innately cast the following spells.

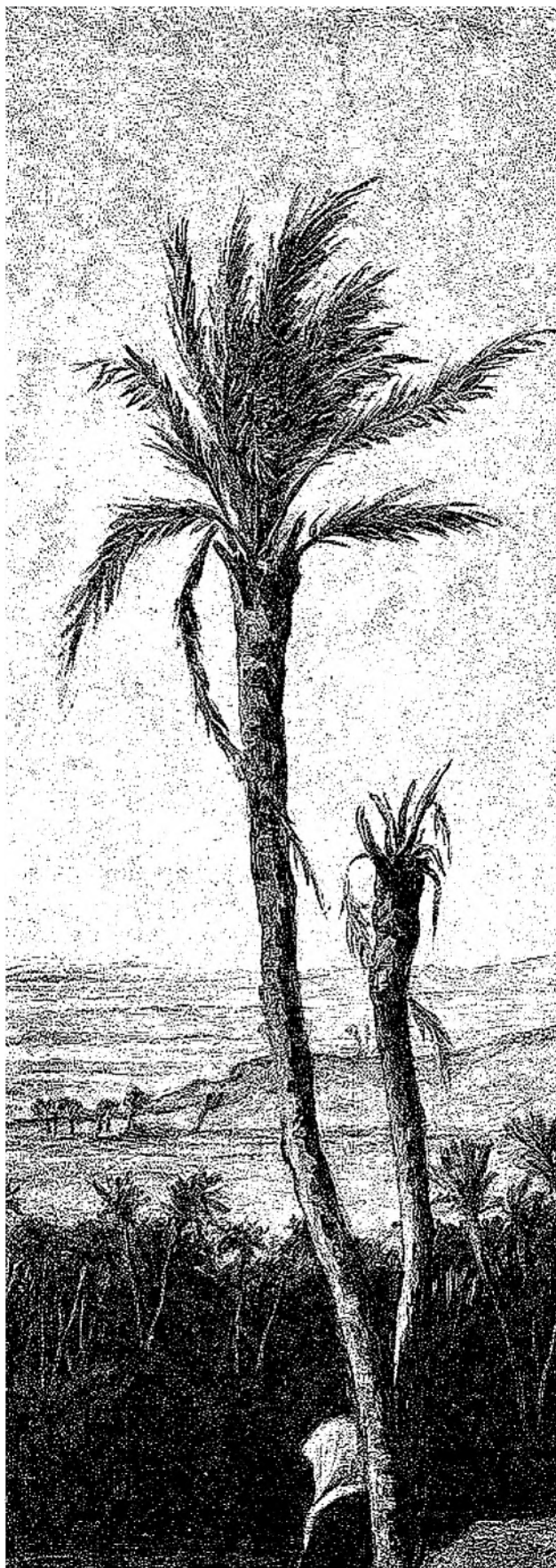
1/day: invisibility

Keen Smell. The dragon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.





VIZIER'S TURBAN

Sages disagree on whether the strange creatures known as Vizier's Turbans should even be counted as creatures at all. Undeniably possessed of a keen intelligence, these sentient head wraps share traits with mimics, genies, parasites, and intelligent magic items.

Regardless of their origin or purpose, vizier's turbans seem never to be found by accident. They bond with spellcasters and provide their hosts with a useful boost in spell power, though they do not provide such power for free. They demand portions of the caster's life force in return for the power - represented in game terms by levels of exhaustion.

A vizier's turban will only bond with a character that is attuned to one magic item or a character not attuned to any magic items at all. If a character is attuned to two or three magic items when it attempts to bond with the vizier's turban, the bonding fails but the character learns the reason why. In addition, while bonded to the vizier's turban, a character cannot attune to more than one magic item. Any attempt to attune to additional magic items simply fails, though the character understands why the attunement failed.



VIZIER'S TURBAN

Small aberration, lawful neutral.

Armor Class 11

Hit Points 21 (6d6)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	18 (+4)	12 (+1)	20 (+5)

Skills: Acrobatics +3 Persuasion +7

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages: telepathy 120 ft.

Challenge 0 (10 XP)

False Appearance. While the vizier's turban remains motionless, it is indistinguishable from a normal turban or scarf. It can change its color and style to match the attire of its host.

Magic Resistance. The vizier's turban has advantage on saving throws against spells and other magical effects. It imparts this resistance to its host while bonded (see below).

ACTIONS

Bond. The vizier's turban forms a symbiotic bond with a willing creature it is touching that is attuned to no more than one magic item. A vizier's turban can only be bonded to one creature at a time and a creature can only be bonded to one vizier's turban at a time.

Bonding with a vizier's turban provides benefits to the host but drains the host of energy, leaving them exhausted. The host can change the level of exhaustion it suffers, and the benefit it receives,

after a long rest. The bond is severed if the host creature attunes to more than one magic item, if the vizier's turban is forcibly removed from the host creature, or if the host creature decides to use an action to end the bond. A creature that has its bond to a vizier's turban severed involuntarily takes 22 (4d10) psychic damage unless the creature succeeds on a DC 12 Charisma saving throw.

The benefits and costs of the bond are as follows:

EXHAUSTION LEVEL 1: The creature gains one additional 1st level spell slot and resistance to heat and cold.

EXHAUSTION LEVEL 2: The creature gains one additional 2nd level spell slot and can cast detect magic at will, requiring no components.

EXHAUSTION LEVEL 3: The creature gains one additional 3rd level spell slot and can communicate telepathically with other creatures within 60 feet of it.

EXHAUSTION LEVEL 4: The creature gains one additional 4th level spell slot, has advantage on Intelligence (Arcana) checks, and adds twice its proficiency when making Intelligence (Arcana) checks.

EXHAUSTION LEVEL 5: The creature gains one additional 5th level spell slot and can cast legend lore once, requiring no components. The creature must finish a short or long rest before casting legend lore using this trait again.



YIKARIA (YALK FOLK)

Though many speak of the yakfolk in hushed whispers and tales of terror, few in the Land of Fate truly believe the creatures called yakfolk exist. Known mostly as boogeymen and spooks in tales meant to frighten children, yikaria exist safely as figments of imagination in the minds of Zakhara's commoners.

Unfortunately for those commoners, the yakfolk - who call themselves yikaria ("Lucky Chosen" in their own tongue) - are very real indeed. Sequestered within pitch-black caverns fed by serpentine passages underneath the World Pillar Mountains, Yikaria perform despicable rites honoring a long-lost patron deity known as the Faceless God and plot the day they will rule the Land of Fate. Led by priests dedicated to the Faceless God, who are themselves led by a handful of High Priests said to speak for the Faceless God directly, the yikaria have moved closer to their goal than anyone suspects.

The yikaria empire is a land of bondage and misery, where non-yikaria are viewed and used as little more than cattle. No one is safe from yak folk schemes and machinations - even the Golden Palace of the Grand Caliph is said to have been infiltrated. If those rumors are true, a full-scale yikaria invasion is inevitable - and will likely be completely invisible until it has progressed too far to easily stop.

YIKARIA AND *STORM KING'S THUNDER*

The yikaria presented here is distinct from that appearing in the adventure *Storm King's Thunder*, and is presented here for groups who lack access to that book. Use whatever version of the yikaria you prefer, or use them all; with the exception of minor verbiage changes, the two variants included here can easily exist alongside the ones in *SKT*.

YIKARIA

Large humanoid, neutral evil.

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	14 (+2)	12 (+1)	15 (+2)

Senses darkvision 60 ft., passive Perception 11

Languages Primordial, Yikaria

Challenge 2 (450 XP)

Dao Bond. A dao can't harm the yikaria directly.

Magic Resistance. The yikaria has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiaction: The yikaria makes two attacks with its quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) bludgeoning damage, or 12 (2d8+3) bludgeoning damage if wielded with two hands.

Mystic Jar. The yikaria magically targets a humanoid or giant it can see within 100 feet. The target must succeed on a DC 12 Charisma saving throw or become possessed by the yikaria. Creatures ward by a *protection from evil and good* or *magic circle* spell can't be possessed.

While the target is possessed, the yikaria has full control over the target's body and access to its memories, but can't use any class features or innate magical abilities the target has. The yikaria's own body remains dormant in the meantime, and the yikaria can use its action to return to its body. When it does so or if the yikaria's dormant body is destroyed, the target regains control over its body. The yikaria and the target both perish should the possessed body be destroyed.

If a creature's saving throw is successful or the effect ends on it, the creature is immune to this yikaria's possession for the next 24 hours.

Summon Dao (1/Day). The yikaria summons a dao. The dao appears in an unoccupied square next to the yikaria within one minute. The dao is charmed by the yikaria and obeys the yikaria for 1 hour or until the yikaria uses an action to dismiss it, at which time the dao returns to its home plane. The summoned dao will not engage in combat unless it or the yikaria who summoned it is attacked.

YIKARIA HIGH PRIEST

Large humanoid, neutral evil.

Armor Class 14 (natural armor) (15 with *mage armor*)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 20 (+5) **INT** 19 (+4) **WIS** 16 (+3) **CHA** 18 (+4)

Skills Arcana +7, Deception +6, Insight +5, Religion +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial, Yikaria

Challenge 7 (700 XP)

Dao Bond. A dao can't harm the yikaria directly.

Magic Resistance. The yikaria has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The yikaria's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*
1/day each: *feblemind*, *finger of death*, *plane shift*

Spellcasting. The yikaria is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the yikaria makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occurs.

ACTIONS

Multiattack: The yikaria makes two attacks with its quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) bludgeoning damage, or 13 (2d8+4) bludgeoning damage if wielded with two hands.

Mystic Jar. The yikaria magically targets a humanoid or giant it can see within 100 feet. The target must succeed on a DC 15 Charisma saving throw or become possessed by the yikaria. Creatures ward by a *protection from evil and good* or *magic circle* spell can't be possessed.

While the target is possessed, the yikaria has full control over the target's body and access to its memories, but can't use any class features or innate magical abilities the target has. The yikaria's own body remains dormant in the meantime, and the yikaria can use its action to return to its body. When it does so or if the yikaria's dormant body is destroyed, the target regains control over its body. The yikaria and the target both perish should the possessed body be destroyed.

If a creature's saving throw is successful or the effect ends on it, the creature is immune to this yikaria's possession for the next 24 hours.

Summon Dao (1/Day). The yikaria summons a dao. The dao appears in an unoccupied square next to the yikaria within one minute. The dao is charmed by the yikaria and obeys the yikaria for 1 hour or until the yikaria uses an action to dismiss it, at which time the dao returns to its home plane. The summoned dao will not engage in combat unless it or the yikaria who summoned it is attacked..



Non-Player Characters

This section contains statistics for various humanoid nonplayer characters (NPCs) – whether friend or foe – expanding on appendix B of the *Monster Manual*. These stat blocks can represent human and nonhuman NPCs, and you can add racial traits to further customize them.

Astrologer/Digitologist

Astrologers are sages who study the stars and the movements of heavenly bodies. Digitologists study numerology and the inherent symbolism of applied mathematics. While distinct disciplines, the two use similar approaches to accomplish their tasks.

Note that an astrologer or digitologist who fails a check when performing a reading does not necessarily know that they failed it, and in any case may not feel obliged to tell a customer that they failed the check.

Astrologer/Digitologist

Medium humanoid (any), any alignment.

Armor Class 9
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	10 (+0)	19 (+4)	14 (+2)	13 (+1)

Skills Arcana +8, History +8
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Astrology/Numerology. The astrologer or digitologist has advantage on Intelligence checks related to stars, constellations, and the cosmos (astrologer) or numbers and numerical patterns (digitologist).

Soothsayer (1/day). The astrologer or digitologist can cast augury as a ritual by consulting the stars (astrologer) or poring over mathematical texts (digitologist).

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.



Barber

Barbers are more than groomers in the Land of Fate; they are therapists, advisors, and most importantly, surgeons. A physician may diagnose an ailment, but typically it is the barber who has the skill necessary to perform any kind of operation on a patient.

Barber

Medium humanoid (any), any alignment.

Armor Class 11
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	13 (+1)	16 (+3)	11 (+0)

Skills Medicine +7, Sleight of Hand +3
Senses passive Perception 13
Languages Common
Challenge 1/8 (25 XP)

Bedside Manner. The barber has advantage on Charisma checks against creatures it has successfully treated with its surgical or dental skill, and disadvantage on Charisma checks against creatures it has treated unsuccessfully or harmed with those skills.

Silken Rapport. While grooming a creature, the barber has advantage on skill checks against that creature.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

BEGGAR-THIEF

Not all beggars are thieves, despite what some might claim, and most Zakharan religions instruct their followers to have pity and mercy on the less fortunate. Beggar-thieves know these facts and use them to their advantage.

BEGGAR-THIEF

Medium humanoid (any), any alignment

Armor Class 12

Hit Points 36 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Perception +4, Persuasion +5, Sleight of Hand +4

Senses passive Perception 14

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 4 (1d8) bludgeoning damage.

MECHANICAL

Tiny construct, unaligned.

Armor Class 10

Hit Points 10 (no Hit Dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 7

Languages --

Challenge -- (0 XP)

ACTIONS

Action inertia. The mechanical takes no actions on its own and follows directions from the mechanic. Once it is given a direction, the mechanical will keep performing the same action until it is destroyed or the mechanic uses an action to give it a different direction.

Dart. *Ranged Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 3 (1d6) piercing damage

CLOCKWORK MAGE (MECHANICIAN)

For some magic is a cosmic power commanded by powerful sorcerers and learned wizards; for others, magic is in the fingertips of the toymaker. These Mechanicians (known colloquially as Clockwork Mages) construct wonderful tiny machines they call mechanicals, which can move about and follow the mechanician's orders.

CLOCKWORK MAGE (MECHANICIAN)

Medium humanoid (any), any alignment

Armor Class 15 (studded leather)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	12 (+2)

Skills Investigation +3, Perception +4, Sleight of Hand +4

Tools Clockworker's tools

Senses passive Perception 14

Languages Common, Draconic

Challenge 1/2 (100 XP)

Sneak Attack (1/Turn). The mechanician deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mechanician that isn't incapacitated and the mechanician doesn't have disadvantage on the attack roll.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Cunning Action. On each of its turns, the mechanician can use a bonus action to take the Dash, Disengage, or Hide action, or issue a new command to its Mechanical.

The Mechanical is a Tiny clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. The mechanical's statistics (see below) are the same no matter what form it has.

DERVISH

Mystics and mystic groups follow a path of rigorous meditation on their pathway to bliss. Dervishes are a type of mystic who meditate through dance, but you can use the statistic block to represent any kind of mystic or ascetic.

DERVISH

Medium humanoid (any), any alignment.

Armor Class 14 (chain shirt)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	10 (+0)	12 (+1)	16 (+3)	14 (+2)

Skills Perception +5, Performance +4, Sleight of Hand +3

Tools Drum, Lute, Voice, or Zither

Senses passive Perception 13

Languages Common

Challenge 1 (100 XP)

Spellcasting. The dervish is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It knows the following cleric spells:

Cantrips (at will): *mending*, *thaumaturgy*

1st level (3 slots): *charm person*, *create or destroy water*, *cure wounds*, *purify food and drink*, *thunderwave*

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 8 (1d10 + 2) slashing damage if used with two hands.

ELEMENTAL WIZARDS

Elemental wizards are the most famous spellcasters in Zakhara. Each is a distinct individual, though wizard dedicated to the same element tend to have personality traits in common: **flame mages** tend to be reactionary and destructive, **sand mages** tend to be devoted and reliable, **sea mages** tend to be capricious and unaccountable, and **wind mages** tend to be scatterbrained and unfocused.

FLAME MAGE

Medium humanoid (any), any alignment.

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Giant, Ignan, Terran

Challenge 6 (2,300 XP)

Spellcasting. The flame mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The flame mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*

2nd level (3 slots): *flaming sphere*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *fire shield*, *greater invisibility*

5th level (1 slot): *conjure elemental* (fire only)

Wildfire. When the flame mage casts *fire bolt*, it can choose up to 3 additional creatures or objects that are within 10 feet of *fire bolt*'s primary target. Those creatures or objects are also affected by the spell and are subject to spell attack rolls from the flame mage. The flame mage has disadvantage on the attack rolls against the additional targets.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Nimbus. The flame mage surrounds itself with a thin barrier of flame that gives off light like a torch and lasts for 3 minutes. While the Nimbus is active, any time a creature makes a successful melee attack against the flame mage the creature takes 5 fire damage.

SAND MAGE

Medium humanoid (any), any alignment.

Armor Class 11 (14 with mage armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR DEX **CON** INT **WIS** **CHA**
11 (+0) 12 (+1) 13 (+1) 17 (+3) 11 (+0) 9 (-1)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 10

Languages Common, Giant, Ignan, Terran

Challenge 6 (2,300 XP)

Bedrock. The sand mage can use a bonus action to anchor itself to its surroundings. While anchored in this manner any creature attempting to move the sand mage against its will (by shoving, telekinesis, or other methods) must succeed on a DC 14 Intelligence saving throw to do so.

Spellcasting. The sand mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The sand mage has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *mage armor*, *shield*, *sleep*

2nd level (3 slots): *hold person*, *ray of enfeeblement*

3rd level (3 slots): *gaseous form*, *haste*, *nondetection*

4th level (3 slots): *blight*, *ice storm*

5th level (1 slot): *conjure elemental* (earth only)

ACTIONS

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage

REACTIONS

Sand Shadow. When the sand mage takes damage, it can use its reaction to turn invisible and teleport up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks or casts a spell.



SEA MAGE

Medium humanoid (any), any alignment.

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	17 (+3)	12 (+1)	15 (+2)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Aquan, Common, Giant, Terran

Challenge 6 (2,300 XP)

Amphibious. The sea mage can breathe air and water.

Spellcasting. The sea mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The sea mage has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *grease*, *mage armor*, *shield*

2nd level (3 slots): *blindness/deafness*, *mirror image*

3rd level (3 slots): *glyph of warding*, *nondetection*, *sleet storm*

4th level (3 slots): *confusion*, *hallucinatory terrain*

5th level (1 slot): *conjure elemental* (water only)

ACTIONS

Jambiya. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 3 (1d4 + 2) slashing damage

Ocean's Child. The sea mage creates a mirage that looks like the rippling of the ocean.

Each creature within 30 feet who sees the mirage must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes charmed until the end of the sea mage's next turn. While charmed by this effect, the creature is incapacitated and has a speed of 0.

The effect ends for an affected creature if it takes any damage.

Thirst of Ages (1/day). The sea mage makes a melee spell attack against a target. On a hit, the sea mage chooses one of the following effects:

Hydrate. The creature's water needs are fulfilled for 24 hours.

Dehydrate. The target must succeed on a DC 15 Constitution saving throw or take 4d4 necrotic damage from overwhelming thirst. A creature who fails the save by 5 or more also gains one level of exhaustion.



WIND MAGE

Medium humanoid (any), any alignment.

Armor Class 13 (16 with mage armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	17 (+3)	10 (+0)	15 (+2)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 10

Languages Auran, Common, Giant, Ignan

Challenge 6 (2,300 XP)

Spellcasting. The wind mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The wind mage has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *expeditious retreat*, *hideous laughter*, *mage armor*

2nd level (3 slots): *blur*, *gust of wind*

3rd level (3 slots): *fly*, *invisibility*, *web*

4th level (3 slots): *counterspell*, *slow*

5th level (1 slot): *conjure elemental* (air only)

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 80 ft./320 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage

Wind dancer (1/day). If the wind mage falls 60 feet or less it takes no falling damage and lands on its feet.

BONUS ACTIONS

Wind rider. The wind mage casts *fly* and the spell's duration is doubled.



FARIS (HOLY WARRIOR)

Zakhara has professional soldiers the same as anywhere else, and none are as respected as the farisan (FAW-rees-awn)(sing. faris). Dedicated to a specific religion or deity and nearly impossible to shake from their goal, a faris is valued on the battlefield as a leader and commander.

FARIS (HOLY WARRIOR)

Medium humanoid (any), any alignment.

Armor Class 16 (lamellar, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Con +4, Wis +2

Skills Insight +4, Religion +3

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Brave. The faris has advantage on saving throws against being frightened.

Inspiring Presence. The faris has advantage on Charisma checks to influence people who share their faith (both clergy and laypeople).

ACTIONS

Multiattack. The faris makes two melee attacks.

Shamshir. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the faris can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the faris. A creature can benefit from only one Leadership die at a time. This effect ends if the faris is incapacitated.

REACTIONS

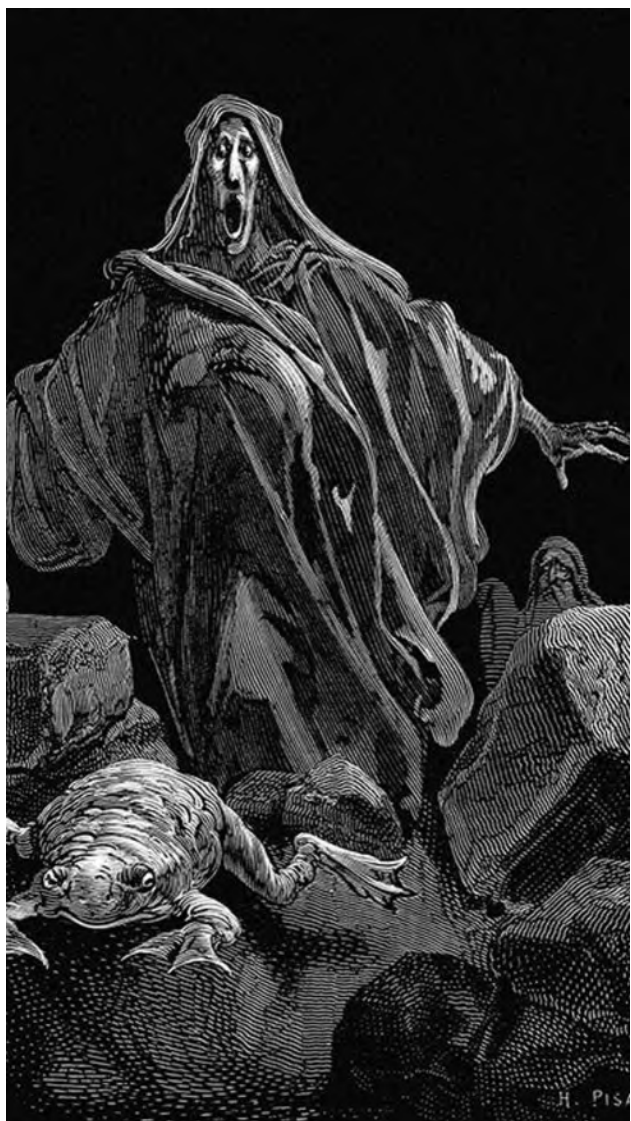
Parry. The faris adds 2 to its AC against one melee attack that would hit it. To do so, the faris must see the attacker and be wielding a melee weapon.



GHUL LORD (DEATHSPEAKER)

Robbing tombs is considered a base and dishonorable profession in the Land of Fate. But even tomb robbers shy away from ghul lords, also known as deathspeakers, who manipulate their bodies to echo undead creatures.

Ghul lords, sometimes known as "Deathspeakers," harness necrotic energy and use it to power their bodies and magic. Ghul lords have different motivations and goals, but all share the same method of wielding necrotic energy and draining life energy. Despite their revolting nature, some ghul lords become viziers and trusted advisors, due largely to their ability to communicate with the dead.



GHUL LORD (DEATHSPEAKER)

Medium humanoid (any), any alignment.

Armor Class 11 (14 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +2, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Senses passive Perception 11

Languages Common, Primordial

Challenge 2 (450 XP)

Docent of the Void (Recharges after a Short or Long Rest). When the ghul lord fails a saving throw that would result in it dropping to 0 hit points, it can choose to succeed on the saving throw instead.

Student of the Void. When the ghul lord touches a creature that is at 0 hit points, it can decide whether that creature succeeds or fails on its next death saving throw.

Innate Spellcasting. The ghul lord's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *disguise self*, *mage armor* (self only), *silent image*

1/day: *speak with dead*

Spellcasting. The ghul lord is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *mage hand*, *vicious mockery*

1st-5th level (2 5th-level slots): *dimension door*, *false life*, *fear*, *inflict wounds*, *revivify*, *silence*, *vampiric touch*

ACTIONS

Jambiya. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 1) slashing damage.

Shamshir. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 1) slashing damage.

REACTIONS

Armor of Shadows (Recharges after a Short or Long Rest). The ghul lord casts *mage armor* on itself.



HOLY SLAYER

Medium humanoid (any), any lawful alignment.

Armor Class 16 (studded leather)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Intimidation +4, Perception +3, Religion +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Common, thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the holy slayer can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the holy slayer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the holy slayer instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Threatening Poise. The holy slayer has advantage on Intimidation checks made to cow enemies of their faith as well as Charisma checks to impress sympathizers.

Sneak Attack (1/Turn). The holy slayer deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the holy slayer that isn't incapacitated and the holy slayer doesn't have disadvantage on the attack roll.

ACTIONS

Jambiya. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

Shamshir. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The holy slayer halves the damage that it takes from an attack that hits it. The holy slayer must be able to see the attacker.

HOLY SLAYER

Holy slayers are the ultimate devotees of a god or religion. Most live secretly; even their closest friends and neighbors have no idea of a holy slayer's true identity.

Normally, holy slayers occupy other positions in society. They can be bakers, barbers, cleaners, beggars, guards, or teachers. For the majority of their lives, a holy slayer is indistinguishable from other members of their cover occupation. It is only when they receive an order from a superior that they take action as holy slayers, and even then they reveal their true nature only to their intended targets - if even then. Ideally, a holy slayer will resume its undercover life after being called to duty, with no one the wiser.

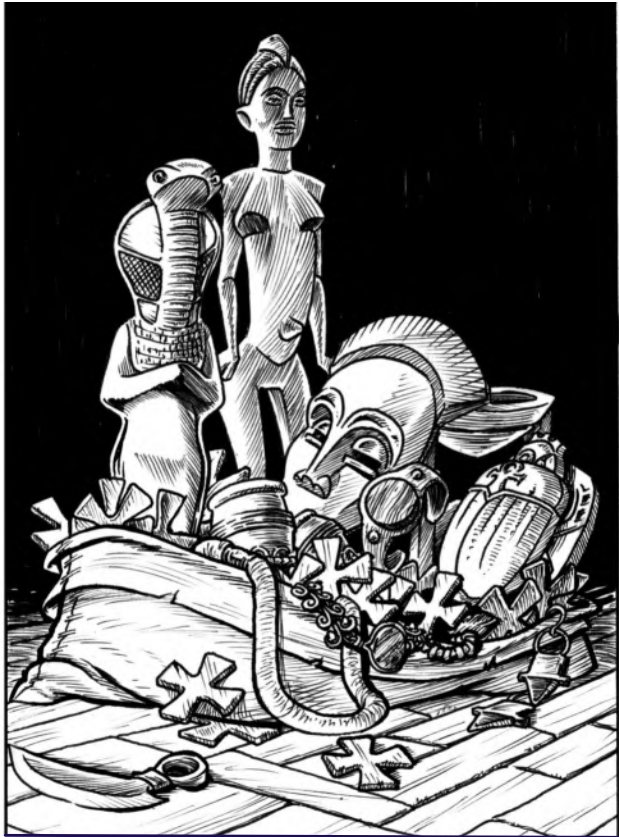
For more on holy slayer groups, see Chapter 2.



JACKAL (SPELLTHIEF)

Magic users are famous in the Land of Fate for their miraculous abilities, but not everyone has the focus, devotion, faith, or force of personality to command eldritch power. Many are fine with this fact, but some burn with envy at the power they will never command. Some – known derisively in magic-using communities as jackals – learn to steal magical energy and use it themselves.

Some jackals use their abilities to assist city guards and militaries, but most give in to temptation and become criminals themselves. As detested as they are by spellcasters, jackals are valued by unscrupulous merchants, vigilante groups, and criminal organizations for their ability to neutralize rival/enemy magicians.



JACKAL (SPELLTHIEF)

Medium humanoid (any), any non-lawful alignment.

Armor Class 16 (studded leather)

Hit Points 84 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +9, Perception +3, Sleight of Hand +7, Stealth +10

Senses passive Perception 13

Languages Common, thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the Jackal can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the Jackal is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Jackal instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The Jackal deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Jackal that isn't incapacitated and the Jackal doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Jackal makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Steal spell. Instead of dealing damage, the Jackal can choose to use its sneak attack to target a spellcaster's magical ability. The Jackal makes a sneak attack as usual, but its attack modifier is +6 and on a hit the target takes no damage. Instead, the target loses one spell slot of the highest level it can cast, up to the Jackal's Charisma modifier (so a Jackal with Charisma modifier of +2 can steal up to a 2nd level spell slot, a Jackal with a Charisma modifier of +3 can steal up to a 3rd level spell slot, and so forth) and the Jackal temporarily knows one spell chosen from the target's list of prepared spells or spells known. The Jackal can then cast that spell once using the stolen spell slot. The Jackal can only possess one stolen spell slot at a time and once it is cast both the slot and the spell are lost. A Jackal cannot transcribe a stolen spell onto a scroll, spellbook, or other item.

REACTIONS

Uncanny Dodge. The Jackal halves the damage that it takes from an attack that hits it. The Jackal must be able to see the attacker.

MATRUD

Matruds (mah-TROODS) are outcasts from the desert tribes, exiled for crimes great or small. Not al-Hadhar but no longer welcome among al-Badia, matruds tend to lead rough lives on the outskirts of settlements and often turn to banditry to survive.

MATRUD

Medium humanoid (any), any alignment.

Armor Class 16 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +8, Int +2

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Cunning Action. On each of its turns, the matrud can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the matrud is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the matrud instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The matrud deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the matrud that isn't incapacitated and the matrud doesn't have disadvantage on the attack roll.

ACTIONS

Shamshir. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage

Shortbow. Ranged weapon attack. +6 to hit, range 80/320, one target. Hit: 7 (1d6 + 4) slashing damage.

REACTIONS

Mounted Combat. When the matrud make a successful attack from the back of a mount, it can use its reaction to make one additional attack before the end of its turn.



MERCHANT

Zakhara is known as a land of wonders, and where wonders can be had for a price, merchants are there to make the sale. Known for asking high prices and testing the ability of characters to haggle them down, merchants tend to be affable and loudspoken.

MERCHANT

Medium humanoid (any), any alignment.

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	15 (+2)	13 (+1)

Skills Insight +4, Persuasion +3

Senses passive Perception 12

Languages Common

Challenge 0 (10 XP)

ACTIONS

Jambiya. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

HAGGLING AND NEGOTIATION

It is said that only a fool pays more than they must for any item or commodity, and price negotiations are part of a longstanding and treasured Zakharan tradition. The asking price (for any service or merchandise) in a Zakharan market can be as much as 50% higher than the costs listed for the item in the *Player's Handbook*, but characters can haggle down the prices by succeeding on opposed Charisma (Persuasion) checks against the merchant; typically a single success can lower a price to its listed value and multiple successes might lower it to 50% of the listed value.

Merchants may loudly protest such negotiations, complaining that a customer seeks to impoverish them by driving such a hard bargain, but buyers and sellers both seek the best value they can and negotiate toward that goal. The seller needs to earn a fair living, after all, and the buyer looks to save money.

DM's Note: Hagglng can be fun but can derail a campaign and make every equipment purchase a slog. If you find that hagglng is taking up too much time, consider assigning characters a passive Hagglng score equal to 8 + their Charisma modifier, adding their proficiency bonus if they have the Persuasion skill, and using these passive scores to determine pricing.



PHYSICIAN

The science of life is highly respected within the Land of Fate. While some characters can heal others with the touch of a hand or by invoking the power of the gods, most Zakharans have no access to such magicks, and even many of those who do don't trust it. Physicians are sages who have studied the workings of life and use their skills to diagnose and treat diseases and other ailments.

PHYSICIAN

Medium humanoid (any), any alignment.

Armor Class 11

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	13 (+1)	16 (+3)	11 (+0)

Skills Nature +3, Medicine +7

Tools Herbalism kit

Senses passive Perception 13

Languages Common

Challenge 1/8 (25 XP)

Bedside Manner. The physician has advantage on Charisma checks against a creature they are treating or diagnosing, and against creatures they have successfully treated in the past.

ACTIONS

Jambiya. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

RAWUN

Storytellers, musicians, and performers, rawuns (raw-OONs) are the primary entertainers in the Land of Fate. This fact often grants rawuns access to areas off-limits to other characters, making them ideal spies and saboteurs.

RAWUN

Medium humanoid (any), any alignment.

Armor Class 14 (chain shirt)

Hit Points 52 (8d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	7 (+3)

Saving Throws Dex +4, Wis +3

Skills Athletics +4, Perception +5, Performance +8

Tools Musical instrument or voice

Senses passive Perception 15

Languages Common, Elven

Challenge 2 (450 XP)

Enrapture (1/day). While the rawun is entertaining an audience, it can choose a number of creatures in the audience equal to its Charisma modifier (minimum 1). Each of those creatures must succeed on a DC 13 Charisma saving throw or focus its attention on the rawun to the exclusion of everything else around it. This effect lasts for one minute, until the rawun stops performing, or until the creature takes damage, whichever is shorter.

Spellcasting. The rawun is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. The rawun can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The rawun can confer this benefit on itself as well.

Taunt (2/Day). The rawun can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the rawun, the target must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the rawun's next turn.

ACTIONS

Multiattack. The rawun makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SHA'IR

Most Zakharans live in fear of meeting a genie, but the legendary sha'irs (shah-EERs) seek them out and learn their ways. A sha'ir's skill at interacting and negotiating with genies can lead to positions such as adviser to a sultana or sheik, but can also earn the enmity of other powerful figures.

A sha'ir is often accompanied by an elemental familiar known as a gen. Gens come in four varieties, each with its own personality and quirks. Most sha'irs who keep gens as companions or familiars choose gens whose personalities compliment their own, but over time, the personalities of the gen and the sha'ir tend to resemble each other more and more.

SHA'IRS, GENS, AND SPELL FETCHING

Most sha'irs are warlocks with the Noble Genie Patron who follow the Pact of the Lamp (see Chapter 4). As such, a sha'ir NPC could potentially cast any spell in the game - which can provide a real surprise for players who have the class spell lists memorized!



SHA'IR

Medium humanoid (any), any alignment.

Armor Class 14 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	18 (+4)

Damage resistances acid, cold, fire, lightning

Saving Throws Dex +5, Wis +3

Skills Arcana +5, Deception +7, History +5, Persuasion +7, Performance +8

Senses Darkvision 120 ft., passive Perception 10

Languages Common, Primordial

Challenge 6 (2,300 XP)

Elemental familiar. The sha'ir is accompanied by a Tiny elemental called a gen. This gen follows the sha'ir's orders but has its own distinct personality. The gen is one of four distinct elemental types (see statistics blocks).

Elemental travel. The sha'ir can transport itself to one of the Inner Planes or back to the Material Plane as though it cast plane shift.

Innate Spellcasting. The sha'ir's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *disguise self*, *detect magic*, *levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *bestow curse*, *feeblemind*

Spellcasting. The sha'ir is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (3 5th-level slots): *banishment*, *contact other plane*, *flame strike*, *hold monster*, *magic circle*, *misty step*, *mirror image*, *scrying*, *stinking cloud*, *suggestion*

ACTIONS

Jambyia. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target *Hit:* 4 (1d4 + 2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

GEN, FIRE (EFREETIKIN)

Small elemental (fire), neutral.

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	13 (+1)	10 (+0)	5 (-3)	10 (+0)	2 (-4)

Senses blindsight 20 ft., passive Perception 10

Languages Ignan

Challenge 0 (10 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4 + 2) fire damage.

GEN, SAND (DAOLANI)

Small elemental (earth), neutral.

Armor Class 10 (natural armor)

Hit Points 10 (3d6)

Speed 10 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	6 (-3)	10 (+0)	5 (-3)	10 (+0)	2 (-4)

Senses blindsight 20 ft., passive Perception 10

Languages Terran

Challenge 0 (10 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 (1d6 - 2) bludgeoning damage.

FLAME (FIRE) GENS

Fire or flame gens, also known as efreetikin, look like fire spirits with ebony skin and long, flame-red hair. An efreetikin's fingers end in long red claws that seem to be constantly moving. Fire gens are fidgety and kinetic in general, and getting one to sit still is nigh impossible. Consummate pyromaniacs, efreetikin will set fire to everything in sight unless they are closely monitored.

SAND (EARTH) GENS

Sand gens, which call themselves daolani, have tan skin and black hair. Sand gens are squat and round, resembling small globes with protruding arms and legs. Sand gens move with a fluid grace through the ground, though they are ungainly and clumsy on the surface. Unlike many of their elemental brethren, sand gens see fine gems and jewelry as food and valueless except as nourishment.

SEA (WATER) GENS

Water gens, sometimes called maridans, resemble small sprites with skin of green and blue hair. A water gen always seems damp, regardless of its actual environment, and are graceful both within and outside of water. Among the most vain of gens, maridans decorate themselves with pearls, corals, and, when all else fails, flotsam. As a result, they are even more susceptible to flattery than most.

GEN, WATER (MARIDAN)

Small elemental (water), neutral.

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	12 (+1)	10 (+0)	5 (-3)	10 (+0)	4 (-3)

Senses blindsight 30 ft., passive Perception 10

Languages Auran

Challenge 0 (10 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning damage.

GEN, WIND (DJINNILING)

Small elemental (air), neutral.

Armor Class 12 (natural armor)
Hit Points 7 (2d6)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	10 (+0)	5 (-3)	10 (+0)	2 (-4)

Senses blindsight 20 ft., passive Perception 10
Languages Auran
Challenge 0 (10 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage.

Free Gen Familiars

Gens can be found in the service of mortal spellcasters, acting as advisors, spies, and familiars. A gen (especially one that feels mistreated or unappreciated) urges its master to acts of mischief, knowing the mortal's life could be forfeit should it (the mortal) cross the wrong genie. Some such gens have the following trait.

Familiar. The gen can enter into a contract to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the gen senses as long as they are within 1 mile of each other. When the gen is within 10 feet of its master and is not incapacitated, the master has advantage on checks made to maintain concentration on a spell. If its master violates the terms of the contract, the gen can end its service as a familiar, ending the telepathic bond.

WIND (AIR) GENS

Wind gens, or djinnilings, look like tiny genies with blue skin and white hair. Wind gens are disturbingly thin and almost seem to disappear in bright light. A wind gen's mood and body color are sometimes affected by weather; before a storm a djinniling might turn dark and become agitated, only to become quiet, pale, and lethargic on a calm day. Air gens are even haughtier than most and demand respect.



SPELLSLAYER

Many in the Land of Fate dislike or distrust spellcasters, but few are as feared and despised as the spellslayers. Spellslayers cannot cast spells themselves, but manipulate magical energy to disrupt the Weave and dissipate others' spells before or as they're being cast.

SPELLSLAYER

Medium humanoid (any), any alignment.

Armor Class 15 (studded leather)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	15 (+2)	11 (+0)	9 (-1)

Skills Arcana +6, Stealth +7, Survival +2
Senses passive Perception 10
Languages Common,
Challenge 1 (200 XP)

Occult vision. The spellslayer can cast *detect magic* at will without expending a spell slot.

Sneak Attack (1/turn). The spellslayer deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spellslayer that isn't incapacitated and the spellslayer doesn't have disadvantage on the attack roll.

ACTIONS

Shamshir. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Spell Slay. *Melee or Ranged Spell Attack:* +5 to hit, or range 60 ft., one spellcaster. *Hit:* 3 (1d6) psychic damage and the target must succeed on a DC 13 Constitution saving throw or be unable to cast spells until the beginning of its next turn.

REACTIONS

Ripple the Weave (1/day). The spellslayer casts *counterspell* (ability check modifier +4).

VIZIER

A vizier is an administrator and a guiding voice for any ruler. Major courts might have dozens of viziers, but every ruler has at least one Grand Vizier who handles day-to-day operations of their domain.

VIZIER

Medium humanoid (any), any alignment.

Armor Class 11
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

REACTIONS

Parry. The vizier adds 2 to its AC against one melee attack that would hit it. To do so, the vizier must see the attacker and be wielding a melee weapon.





APPENDIX J: GOLDEN HUZUZ

Greetings, effendi, and I hope this day has seen Fate smiling upon you and your family! Ahh, you are curious about the history of Golden Huzuz, Gem of Zakhara and center of the Enlightened world? Look no further!

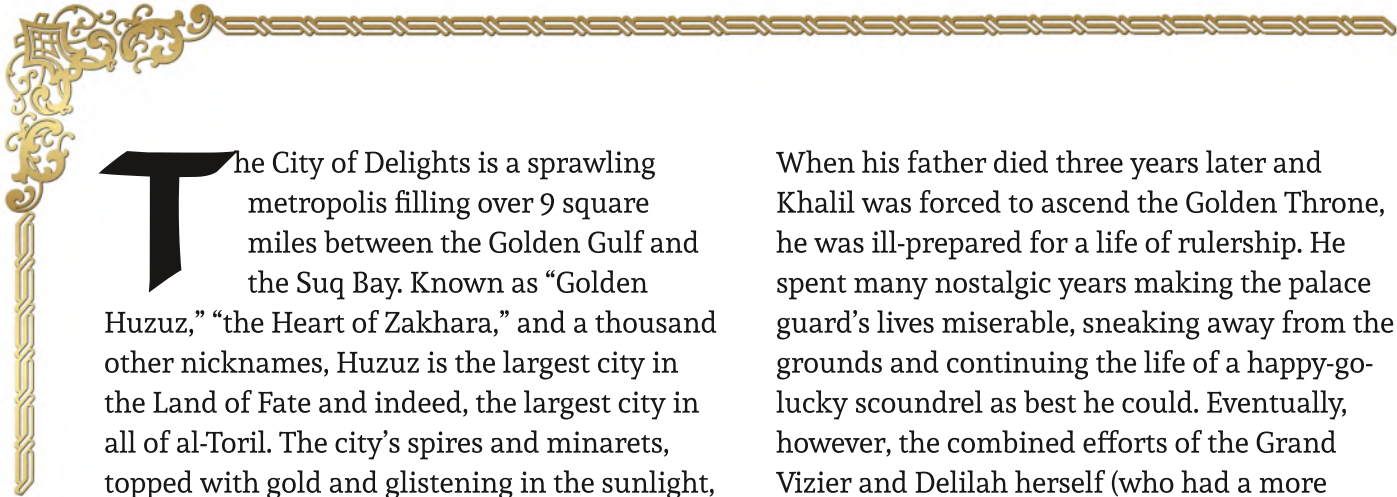
This might not be true, but it's the tale of a thousand voices: One day some six hundred years ago, a little boy visited a small fishing village on the Suq Bay. The village, called Huzuz, was used as a meeting place and market between the desert tribes and merchants who traded along the bay. On that day, however, the young man - who would become the first Grand Caliph - was no merchant, and his tribe had finished with the day's trade negotiations. As he was no longer needed, he wandered the streets aimlessly, sipping on a sweet sherbet given by his father as a reward for the day's work. By and by he stood before a simple house, its opening bare and inviting. It was here - in the building scholars claim was the House of the Loregiver, a place where the Golden Temple now stands - that the boy received a vision from Fate herself. Fate told him of a tragedy, a disaster in store for his tribe, but also told him that if he placed his destiny in Her hands, he would rise to inconceivable greatness and his name would live forever.

So the boy returned to his father, and the tribe returned to the desert. A short while later a great sandstorm arose, fiercer and stronger than any they had seen before. Most of the tribe attempted to flee the storm and was scattered to the hills, but the young man did not run. He placed himself in the hands of Fate, closed his eyes, and willed Fate to lead his horse where she would. When he awoke, he found himself in a cave deep within the Akara Mountains, with no knowledge of his journey. Within this cave he found a set of ancient scrolls, which he placed into his bag; he then began a search for his father, family, and tribe. Of his tribe he found none; his family and friends were lost. After he finished grieving, the boy returned to the village where he received the vision. He deciphered the scrolls he found in the cave, and discovered the wisdom he would later call the Law of the Loregiver. He began preaching in the streets, gathering great crowds of fishers and merchants alike; all recognized the boy's wisdom and quickly the word spread through the area like summer fire.

Desert people and villagers alike began to spread the Law of the Loregiver and news of the boy's wisdom reached his tribe and family, who had all survived the storm but had scattered like frightened birds. Once they realized that Fate had spared them all, they made the boy their new sheikh and spread the word of his wisdom far and wide. Taking their cue from the tribe's salvation, the people who followed the boy's teachings began to refer to their territory as the Land of Fate, and soon the boy sheikh became the first Grand Caliph.

The new Caliph declared the building where he received his vision a holy site, or haram, and called it the House of the Loregiver; all were welcome to worship there and in time it became the Golden Temple. Within a stone's throw of the Temple the Caliph built his home, and each heir of his line expanded the Land of Fate in size and grandeur. Now Huzuz is the Heart of the Enlightened lands, the envy of all lesser cities, and the wonders of Zakhara are beyond compare!

— "The Tale of Huzuz," by Gorar al-Askar



The City of Delights is a sprawling metropolis filling over 9 square miles between the Golden Gulf and the Suq Bay. Known as “Golden Huzuz,” “the Heart of Zakhara,” and a thousand other nicknames, Huzuz is the largest city in the Land of Fate and indeed, the largest city in all of al-Toril. The city’s spires and minarets, topped with gold and glistening in the sunlight, can be seen from miles around, and its great walls have never been breached by an enemy force.

Huzuz is the undisputed center of Zakharan cultural, economic, and religious life. It was here that the Loregiver passed on the wisdom of Enlightenment to the First Caliph. It is here that the current Grand Caliph - 18th in an unbroken line - makes his home. And it is here that merchants, adventurers, and representatives from dozens of nations and dimensions come to ply their trade, curry favor, and exert their influence.

Huzuz is, in all its glory, the heart of the heart of the Enlightened lands.

THE RULER

The current Grand Caliph is named **Khalil al-Assad al-Zahir**. He is known by many titles, including Master of the Enlightened Throne, Most High Sovereign of the Land of Fate, the Worthy of the Gods, Scourge of the Unbeliever, Confidant of the Genies, and so forth. Caliph Al-Zahir is a middle-aged man in good shape, whose long years as a professional soldier serve him well in matters of practicality, efficiency, and fairness but also cause him to lose interest quickly in matters of state.

At a young age, Khalil married a noble named Delilah and considered his life complete. The young couple spent their time engaging in fantastical adventures and fanciful hijinks.

When his father died three years later and Khalil was forced to ascend the Golden Throne, he was ill-prepared for a life of rulership. He spent many nostalgic years making the palace guard’s lives miserable, sneaking away from the grounds and continuing the life of a happy-go-lucky scoundrel as best he could. Eventually, however, the combined efforts of the Grand Vizier and Delilah herself (who had a more practical and practiced head than the young Caliph) convinced him to take his duties and responsibilities more seriously.

Once committed, Khalil focused on being the best ruler he could be. He discovered a skill at negotiations and public relations and has proved himself a deep advocate for the common people. Fueled partially by the adventures he enjoyed in his youth, Khalil is known as an approachable and personable ruler. Over the twenty-odd years he’s been Grand Caliph, al-Zahir has amassed an impressive track record of successes.

If the Grand Caliph has a failing in the eyes of the common people, it the fact that he has so far not recognized an official heir to his throne. His several daughters are all capable and well-regarded, but some members of the court and abroad insist that only a male child can inherit the mantle of Grand Caliph. While al-Zahir is largely unconcerned by such insistence, he is wise enough not to antagonize his political foes unnecessarily – especially the powerful Emir of I’tiraf, head of the Pantheist League.

As a result, the Grand Caliph keeps his ascension plans closely guarded. Some believe he has been grooming Janya, one of his daughters, to eventually take the Golden Throne. Janya is personable, capable, well-liked, and highly regarded both within the city and throughout Zakhara, and few doubt her capability. Al-Zahir knows well the risks to both Janya’s life and her mother’s (see below), however, if he announced her as an heir, so to

Huzuz the Golden

DISTRICTS



Al-Sarif River

Harbors

Merchants District

Northwest District

Grand Bazaar

Warehouse District

Clothiers District

Caravan District

Central District

Pilgrims District

East District

Peasants District

Caliph's District

Court District

Silver District

South District

Silver District



Location Key

- | | | |
|-------------------------------|---------------------------------------|--|
| 1. River Gate | 21. Kola bint Fayala Locks | 41. Shrine of Selan |
| 2. Merchants Gate | 22. Workshop of Ibtesam t Latifa | 42. The Vishap's Tongue Inn |
| 3. Ajami Gate | 23. Bahija Jalin Philters and Potions | 43. Manor of Qirmiz min Hudis |
| 4. Harbor Gate | 24. Al-Klemari Arms & Armor | 44. Akiim's Caravanserai |
| 5. Gulf Gate | 25. Al-Kamari Cloth Warehouse | 45. Viper's Pit |
| 6. Ghost Gate | 26. Al-Birar Food Warehouse | 46. Baths of the Penitent |
| 7. Coin Gate | 27. Al-Danafi Curiosities Warehouse | 47. Office of Jia the Translator |
| 8. Pilgrims Gate | 28. Al-Cinel Rarities and Exotics | 48. Mamluk Barracks |
| 9. Lion Gate | 29. Al-Farif Spice Warehouse | 49. Dancing Dwarves Recruitment |
| 10. West Gate (al-Gharb) | 30. Al-Dinak Imports Warehouse | 50. Central Tax Collection |
| 11. Trade Harbor | 31. Jeremi Laski Wines and Spirits | 51. The Lion's Head |
| 12. Caliph's Harbor | 32. Zima al-Hatik Rare Books | 52. Gundar Silvershine's Abas for All |
| 13. Ferry | 33. Zanzibar al-Krynni Wonders | 53. Essafah al-Jamila's Immortal Items |
| 14. Al-Bidr Sallah University | 34. House of Rmaga Guards and Tours | 54. Qasr Al-Kamari |
| 15. The Golden Palace | 35. Weapons of Unusual Size | 55. White Agate's Tower |
| 16. The Golden Temple | 36. Gorar al-Askar | 56. Imperial Minting House |
| 17. Temple Crescent | 37. The Happy Dolphin | 57. The Azure Turban gambling hall |
| 18. Bathhouses of Jisan | 38. Offices of Alhraf min Hudud | 58. The Grand University of Huzuz |
| 19. Shrine of Aziza the Seer | 39. The Split Pheasant | 59. Offices of Saleem the Architect |
| 20. Office of Hatim Sumika | 40. Halima's Dyes and Leatherwork | 60. Communal Gardens |

Map Scale: 1" = 1,200 ft. (366 m)

Huzuz the Golden

LOCATIONS







date he has spoken on the matter only with his Grand Vizier and Prince Tannous (see below). The Grand Caliph knows the day is coming when he will have to announce his heir, if for no other reason than to head off any challengers to the throne, but in the meantime, he focuses his attention on the health of his people.

THE COURT

The Grand Caliph is attended by hundreds of courtiers, retainers, servants, and sycophants, along with a large family comprising representatives from dozens of races and nationalities. The family is a powerful political entity in its own right, and members of the family enjoy privileges of wealth and status available to few others in the land.

Even aside from his family, the Grand Caliph welcomes a retinue of important advisors and political allies. A few of these personages are detailed below, followed by descriptions of key members of the harim.

NOTE: After the name of each individual below is a suggestion for an NPC stat block to represent them if necessary. Feel free to adjust the stat block suggested to represent the descriptions provided, or even to use a completely different stat block if you feel it fits better. Stat blocks marked with an asterisk are found in Chapter 4; all others can be found in the 5th Edition *Monster Manual*.

GRAND VIZIER ALYANA AL-AZZAZI (human **Sea Mage***) is known to be prim and proper, with her official behavior modeled after her strong moralistic beliefs. Al-Azzazi is the Grand Caliph's closest and most trusted advisor; he seeks her counsel in virtually all matters. The Grand Vizier's size is small, but her power is undeniable – many a drunken and/or

overconfident fool has bet incorrectly on their ability to out-think her, out-magic her, or out-maneuver her politically.

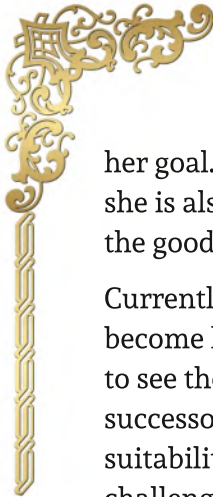
As Grand Vizier, al-Azzazi always appears in court wearing long robes with her face covered. Though her detractors sometimes claim otherwise, she is not wed to the Grand Caliph, and she has her own quarters over the palace gardens. Though she isn't much older than the Grand Caliph, she has a habit of treating him as if he were a young student. Fortunately, their relationship - and the Caliph's confidence – is strong enough that he takes her approach in stride and listens faithfully to her advice. And for all the Grand Vizier's experience and wisdom, Khalil is still the ruler and she bows to his decisions .

Al-Azzazi is one of two court members with whom the Grand Caliph has shared that he does indeed desire to appoint his daughter Janya as heir to his throne. While the Grand Vizier agrees that Janya will be more than capable of carrying the weight of the Caliphate, she is concerned about the political fallout from announcing Janya as the Grand Caliph's successor. While the Grand Caliph's daughter is beloved by many, Janya does have her detractors - especially since she (Janya) has publically and repeatedly expressed a deep dislike for the powerful Emir of I'tiraf.

The Grand Vizier believes that with the proper coaching (namely, her own), Janya could make a fine ruler, but will not say anything to her until instructed by the Grand Caliph himself.

TANYA BINT PERIJAN (human **Bandit Captain**) is the Grand Caliph's spouse and is the head of the royal household. Originally hailing from a wealthy family in Gana, Tanya decided at an early age that she wanted to be the Grand Caliph's wife, and through hard work, determination, and not a little luck she reached





her goal. Tanya is opportunistic and clever, but she is also devoted to the Grand Caliph and to the good of Zakhara.

Currently, Tanya is concerned about who will become heir to the throne; while she would like to see their daughter Janya in the role of successor, Tanya is more concerned about her suitability than many. Tanya knows the challenges of rulership better than almost anyone else, and feels that Janya doesn't take the idea quite seriously enough.

Tanya is known to have flashes of jealousy regarding the other family members – many of whom share pasts and histories with the Grand Caliph that she can never match. Generally, however, she is fair and friendly, and this approach has earned her the respect of most both inside and outside the court.

JIRAAD is a noble marid who attends Khalil at the behest of his direct ruler, the Great Padishah of the Marid. Jiraad serves as an ambassador for all geniekind, and has overcome his initial objections to what he viewed as a demeaning role. Jiraad has come to enjoy the company of Khalil (who specifically petitioned the marid ruler Kalbari al-Durrat al-Amwaj ibn Jari for a reliable and wise marid to represent the genies), and encourages the Grand Caliph to engage in daring adventures. Jiraad typically advises grand, direct action, and is a direct counterpart to the Grand Vizier in this regard.

Jiraad's other important duty in the court is to oversee and maintain the secret jann army and backup troops. He also serves as an honorary admiral in the navy under the command of Prince Cheddah, but has a rough time remaining focused in this role. Luckily, his position is mostly ceremonial, and Cheddah views him more as a mascot to the navy than an active commander.

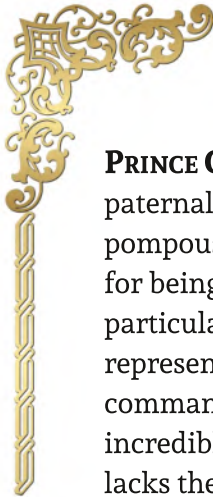
PRINCE TANNOUS AL-ASSAD (human **Holy Slayer***) is the Grand Caliph's uncle and brother to the previous Grand Caliph, Khalil's father. As far as most Zakharans know, Tannous stands in direct line for the throne since the Grand Caliph has yet to officially recognize an heir. Unbeknownst to all but the Grand Vizier and Tannous himself, however, Khalil has no intention of Tannous assuming the throne. For his part, Tannous agrees with Khalil's choice of Janya as heir to the Enlightened Throne and believes that the Grand Caliph should make the announcement sooner rather than later.

Officially, Prince Tannous is the Grand Caliph's spymaster. He is the eyes and ears of the Grand Caliph beyond the palace walls, and his keen eyes miss little. Tannous also employs a network of spies and agents throughout the world, and focuses especially on the cities of Huzuz, Hiyal, and Qudra. Tannous is eager to infiltrate spies into the Pantheist League but has so far been unsuccessful.

Tannous's network keeps alert for dangers to the Golden Throne, and Tannous authorizes his senior agents to deal with those threats in as expeditious a manner as they can. Tannous has quarters in the Palace at Huzuz, but is often abroad on behalf of the Crown; he also maintains a tower hidden in the Al-Akara Mountains.

Both Grand Vizier Alyana and Tanya despise Prince Tannous; his cold-blooded nature and dislike for decorum are at odds with their view of how a representative of the Grand Caliph should act. The Grand Vizier knows that Tannous is aware of Khalil's plan to announce Janya as his heir, but Alyana believes Tannous resents the choice. Tanya simply views Tannous as her daughter's rival in maintaining a claim to the Throne. The Grand Caliph, however, is deeply devoted to his uncle and relies upon the spymaster's advice.





PRINCE CHEDDAH (human **Noble**) is another paternal uncle to the Grand Caliph. Cheddah is pompous and overweight, and has a reputation for being overbearing and condescending - particularly toward young recruits and representatives. Cheddah is the direct commander of the city military, and is incredibly incompetent in this position; he lacks the foresight and balanced approach necessary to devise or execute subtle strateies. Luckily for the city, its military's primary role for two decades has been grand parades and formal reviews, a pair of tasks for which Cheddah is well-suited. The Grand Caliph adores his uncle, though other members of the court view Cheddah as a lucky bungler with good supporting staff.

Among Cheddah's staff is Thokkor of the Furrowed Mountains (human **Veteran**), a mercenary from the Free Cities who oversees mercenary units and cavalry, and Preani Qin (human **Knight**), who is in charge of the Grand Caliph's mamluk legions. Thokkor worries about the growing military and political might of the Pantheist League, though his fears are typically dismissed as foolish by the Grand Vizier. Preani Qin is a skilled warrior from the outskirts of Huzuz who has proved herself a competent and capable leader; the attention paid her by the Grad Caliph has spurred low-grade jealousy from Tanya bint Perijan.

HIGH PRIEST RENN MIN ZANN (elf **Priest**) is Keeper of the Temples and represents the enlightened faiths in Huzuz. Min Zann is a respected elder, and few question his wisdom or knowledge in matters of faith and morality. As a close advisor to the Grand Caliph, min Zann also serves as a conduit through which the common folk can channel questions directly to the Golden Throne.

Min Zann has led a long and humble life, serving as Keeper of the Temples for the

previous two Grand Caliphs as well. His father is said to have been a barbarian elf from the lands north of the World Pillar Mountains, and his mother was the heiress to a merchant empire who abandoned her inheritance upon becoming smitten with the barbarian. With such broadminded parentage, it surprised few when Renn chose to follow a pragmatic path in his study and devotion to the God of Knowledge, and even as a youth he was noted for his judgement and wisdom.

Min Zann is a powerful and exceedingly well-connected figure in the court despite his humble nature, and others do well to keep that fact in mind. In recent years the Keeper has begun butting heads more and more with the Grand Vizier, whose more conservative views are often at odds with his own.

THE FAMILY

The Grand Caliph's family consists of over 100 members, each of whom is attended by various attendants and guards. Khalil takes his relationships very seriously and makes a point of giving everyone due attention, but there are three members whose counsel and company he prizes above the others. Far beyond mere hangers-on, these individuals are powerful political figures in their own rights.

YASMI AL-DATMA (elf **Mage**) is a respected member of the palace security force, with whom she served for years. She married Khalil five years ago, which led to her semi-retirement; while she is no longer on active duty, she is happy to assist the guards when they need her. Though many know her best for her firm disposition and skill at playing the dulcimer, after meeting her many remember only her sky-blue eyes, an extreme rarity in the Land of Fate.



Yasmi is quiet, intelligent, and has a wicked sense of humor. She was immediately befriended by Tanya, and enjoys the younger woman's company immensely – despite her near-certainty that Tanya's initial overtures of friendship had as much to do with Yasmi's magical prowess as it did with Tanya's gregarious nature. Over the years, however, the two have become close friends and keep no secrets from one another.

Yasmi frequently uses her magic to assist the other family members, from smuggling visitors into the harim to teleporting outside the palace walls – sometimes leaving Huzuz entirely. As a pair Yasmi and Tanya are more than capable of taking care of themselves and are always careful to cover their absences and return before being discovered.

ZAYNAL BINT SABUR (human **Holy Slayer***) hails from the ancient and ruined city of Kadarasto, and possesses the dark skin common to folk from the area. A skilled poet and dancer, Zaynal moves with quiet grace, poise, and litheness, and she speaks with a quiet but commanding voice.

Zaynal was introduced to Khalil by his favorite aunt on his coronation day, and was one of the first he married after Sitt Rahmah al-Zahir convinced him that taking multiple spouses was a political necessity. Zaynal has since become one of the Grand Caliph's favorite companions, and though she was once known for an unpredictable temper, she has mellowed over the years and even seems to enjoy the company of upstarts like Tanya and Yasmi. In the early days of Zaynal's presence, her rivals would mysteriously disappear for days, never speaking of the absence and treating Zaynal with absolute respect once they returned.

One of the palace's greatest secrets, known only to the Grand Vizier and Sitt Ramah herself, is

that Zaynal is a member of the Soft Whisper holy slayer sisterhood. Her purpose is to defend the Grand Caliph with fanatic zeal and she leads a small army of lower-ranked sisters within the family. These holy slayers ensure the wellbeing of the family and act as spies for Zaynal as well as for Sitt Rahmah and Grand Vizier Alyana.

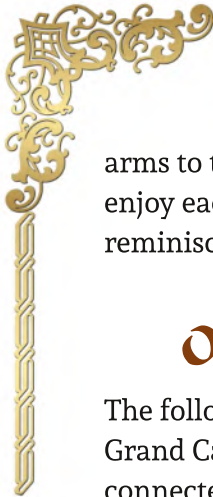
DALILAH AL-NAKAR (human **Vizier***) was Khalil's first spouse and remains his true love and most valued counselor. She is friendly with all of the members of the family, and they all defer to her even though she is not their leader in any technical sense. Dalilah is a skilled and experienced politician, and despite her initial sadness at the political necessities incumbent in Khalil's ascent to the throne she was first to insist that he begin taking additional spouses. She has been Khalil's constant companion for over 25 years, and knows him better than anyone else possibly could.

Dalilah is friendly with all members of the family, but is closest with Zaynal and Thuriya (see below). Like Khalil himself, Dalilah is an adventurer at heart, and she feels most comfortable among those who share that spirit. She and Khalil meet weekly to share a meal or a drink, discuss politics, and play chess. Little escapes her notice within the palace, and her spies ensure that she misses little outside it as well.

Other Family Members

The Grand Caliph has a large family, with many members whose company he enjoys on a regular basis. Several of them he met as an adventurer and developed a lasting rapport. Foremost of these is **THURIYA AL-KADARI** (orc **Faris***), a tempestuous chieftain who went on a number of adventures with the young Grand Caliph. Thuriya carries herself as a comrade-in-





arms to the Grand Caliph; she and Khalil still enjoy each other's company and often reminisce about their day as adventurers.

OTHER KEY FIGURES

The following personages, while not part of the Grand Caliph's regular body of advisors, are connected to the government and/or serve important roles in the city.

WHITE AGATE (human **Archmage**) is one of the most powerful magicians in al-Toril. Their skin is bleached pale white for reasons about which many speculate but none know for sure; popular theories include everything from surviving an encounter with a Black Cloud of Vengeance to being cursed by a genie to facing off against an elder evil unearthed deep below the Ruined Kingdoms.

White Agate is retired and their adventuring days are behind them, but still serves as leader of the Magical Legion when necessary. Many seek the White Agate in hopes of becoming an apprentice or even just serving them, but the White Agate rarely appears in public and never responds directly to messages.

QIRMIZ MIN HUDID (human **Flame Mage***) believes in the absolute supremacy of fire as the most powerful element. Unsurprisingly, min Hudid was eagerly recruited by the Brotherhood of the True Flame. She now lives in a prestigious manor that serves as a meetinghouse for flame mages, fire elementals, and similar folk, and rumors persist that it houses a shrine to the cold elemental god Kossuth.



THE RMAGA BROTHERS are six ogre brothers who started a business acting as porters, guides,

and bodyguards. Their services are in great demand, especially during feasts and holidays, and many visiting dignitaries request them specifically.

The six Rmagas still living in Huzuz do not speak of their seventh brother, who founded the group with them but disappeared mysteriously some years ago.

The Land of Fate is a land of stories, and few are better at telling stories than the famed rawuns. But even the rawuns bow to the legendary barber **GORAR AL-AKSAR** (human **Barber***). Al-Askar has been a centerpoint of the Grand Bazaar in Huzuz for almost 40 years, and in that time he has cemented himself as one of the most beloved figures in the city.

His stories are wild, his treasures diverse, and he has on occasion been accused of sending innocent youngsters off to their doom with his stories of lost heirlooms and fantastic creatures. He loves hearing stories almost as much as he loves telling them - and any story he hears is sure to be repurposed as one of his own soon enough.

THE ASHRAFMEN: for an adventuring company that saw its genesis as part of the infamous Exterminators (a group of self-described heroes that focuses on eliminating minor vermin from the docks and warehouse district and which is generally regarded as a joke), the followers of **Ashraf min Hudid** (human **Mage**) have come a long way. Famed for their integrity and tenacity, the Ashrafmen serve as an inspiration for any who seek to rise uncorrupted from lowly beggars to living legends. So great are their accomplishments and fame that the Ashrafmen are the subject of many a rawun's story, spreading lessons of faith, family, and teamwork.



Huzuz boasts a permanent population of 800,000 residents. During High Holy Days and on Ascension Day, this can almost double in size, and such occasions are seen as a boon by most of the residents. While humans form the majority of the population, members of all other races and ancestries are welcomed.

Huzuz is known throughout the Enlightened world and beyond for its beautiful architecture and gold-clad domes and minarets. The city's builders and designers have used glass, tile, and beaten gold sheets to reflect the morning sun in such a manner as the whole city seems to glow; by nightfall the city shines like a beacon across the bay. These shimmering effects have led to the city being called Golden Huzuz.

Over the course of centuries, the finest crafters and artisans in the land have come to Huzuz to ply their trade, and each has left an indelible mark upon the city. Hand-painted tiles, bas-reliefs, ceramics, carved stone, and plaster casts bear homage to the Loregiver and the land's innumerable stories. The art of Huzuz is the art of the Enlightened lands, and the city serves as a tribute to the great civilizations of Zakhara.

DEMOGRAPHICS

The people of Huzuz tend to be tolerant and diverse. The City of Delights is the melting pot of Zakhara, and even the strangest customs tend to be viewed more with bemusement or wonder than with fear. Members of all races and species are welcome in the city; after all, a goblin's gold is as good as a dwarf's, and as long as everyone follows basic laws of decorum and fellowship the city has a place for them all.

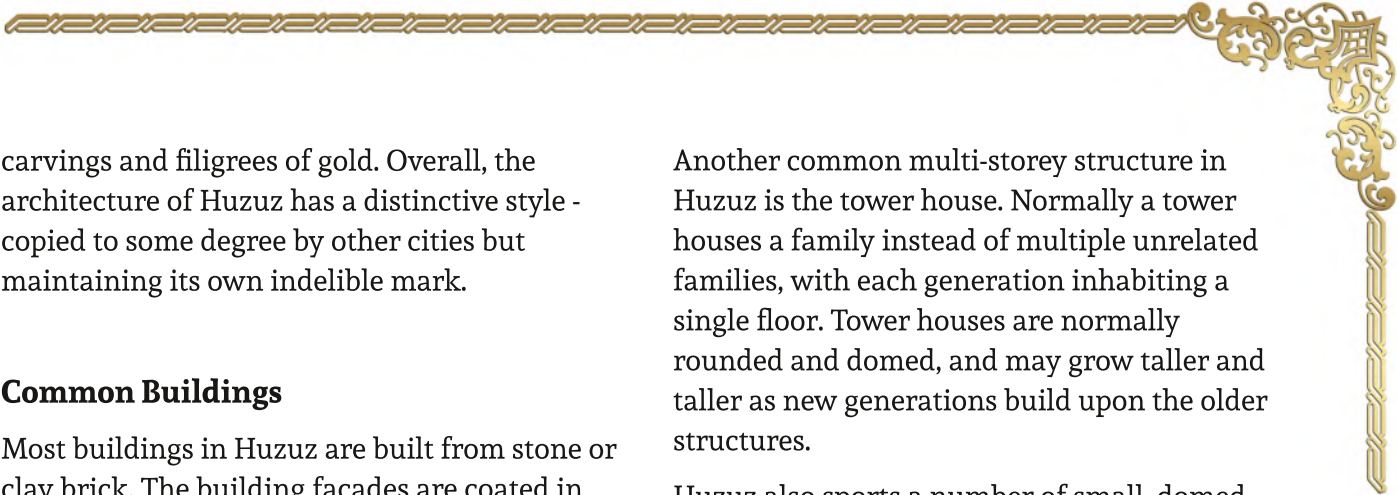
Huzuz is also a fashion and design showcase; every type of product made in the enlightened world can be found here – along with a vast array of goods from the lands beyond.

FEATURES OF THE CITY

ARCHITECTURE

Buildings in Huzuz are mostly unremarkable, and are similar to those in any Zakharan city. Some, however, are intricate palaces of imported materials, covered in delicate





carvings and filigrees of gold. Overall, the architecture of Huzuz has a distinctive style - copied to some degree by other cities but maintaining its own indelible mark.

Common Buildings

Most buildings in Huzuz are built from stone or clay brick. The building facades are coated in plaster or clay and often painted, and the grander ones have intricate mosaics and tile patterns. The stylish folk of Huzuz consider naked brick to be tacky, and a family too poor even to coat or paint their house might be offered donations by their neighbors.

The most common design features a gate that opens to a central courtyard; rooms are built to overlook the courtyard, and many houses stand two or even three storeys tall, supported by the walls of houses to either side. Few peasant or even middle class dwellings sport doors; wood is very expensive and curtains hung over a doorway provide adequate privacy. Virtually all buildings have multiple windows for ventilation to help mitigate the searing summer heat.

While some might consider the blanket-covered doorway a grave security risk, few keep much of value in the courtyard area save a pool or well of fresh water, and charity demands the water be available for any who thirst. Wealthier buildings have full-time guards at the courtyard gate, and common courtesy dictates that visitors clap twice before entering a curtained doorway. Some travelers from far-off lands such as Shou Lung or Faerun attempt to build houses like those they know in their native lands, but such constructions are generally ill-suited for the Zakharan climate. A few such structures stand abandoned or serve as museums and curiosities for the strange ways of those unlucky enough to have been born outside the Enlightened lands.

Another common multi-storey structure in Huzuz is the tower house. Normally a tower houses a family instead of multiple unrelated families, with each generation inhabiting a single floor. Tower houses are normally rounded and domed, and may grow taller and taller as new generations build upon the older structures.

Huzuz also sports a number of small, domed houses, especially in the Pilgrim's District and close to the Grand Bazaar. Such houses are also found in the smaller cities and villages of Zakhara, but they are among the trademark buildings of Huzuz and are typically owned and inhabited by artisans and wealthier craftspeople.

Huzuz also holds many public bathhouses (also known as hammams) as well as small shrines and temples. Small marketplaces and suqs (covered marketplaces) are common, as are caravanserais and well-houses. Poorer merchants live in tents, hoping Fate will bless them with success enough for an upgrade to a permanent structure.

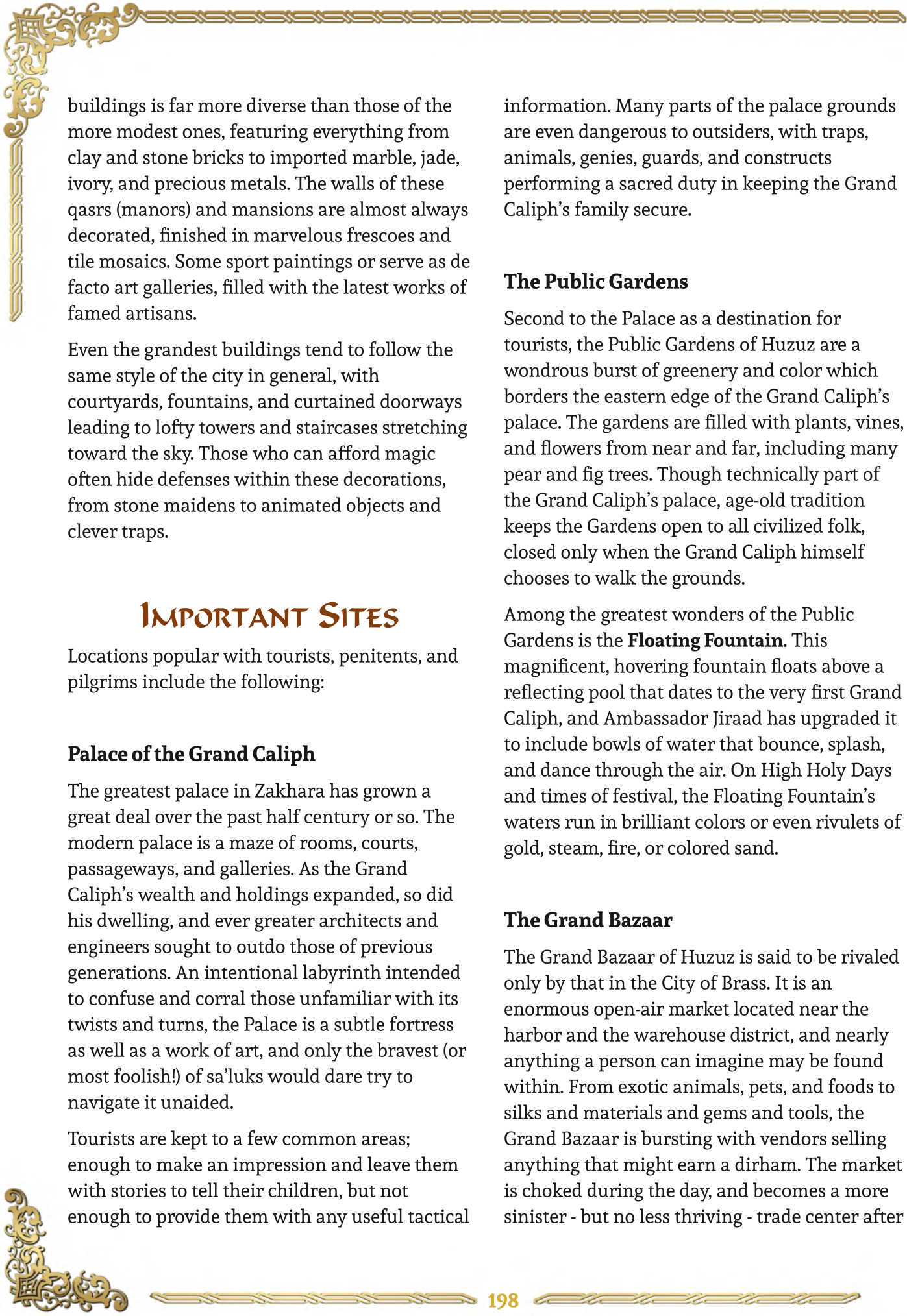
Grand Buildings

Huzuz is home to the central government, the most prestigious temples, the loftiest universities, and the most esteemed visitors in the Land of Fate. It is no surprise that the city holds many grandiose buildings, many of exotic or even extraplanar origin.

Even besides the Palace of the Enlightened Throne, the Golden Temple, and the Temples of the Great Gods, dozens of mansions, palaces, and other fine dwellings pepper the City of Delights. The finest and grandest are located in the Court District and wealthier areas, but others can be found within the city and in the countryside just outside the city's walls.

The material construction of these grand





buildings is far more diverse than those of the more modest ones, featuring everything from clay and stone bricks to imported marble, jade, ivory, and precious metals. The walls of these gasrs (manors) and mansions are almost always decorated, finished in marvelous frescoes and tile mosaics. Some sport paintings or serve as de facto art galleries, filled with the latest works of famed artisans.

Even the grandest buildings tend to follow the same style of the city in general, with courtyards, fountains, and curtained doorways leading to lofty towers and staircases stretching toward the sky. Those who can afford magic often hide defenses within these decorations, from stone maidens to animated objects and clever traps.

IMPORTANT SITES

Locations popular with tourists, penitents, and pilgrims include the following:

Palace of the Grand Caliph

The greatest palace in Zakhara has grown a great deal over the past half century or so. The modern palace is a maze of rooms, courts, passageways, and galleries. As the Grand Caliph's wealth and holdings expanded, so did his dwelling, and ever greater architects and engineers sought to outdo those of previous generations. An intentional labyrinth intended to confuse and corral those unfamiliar with its twists and turns, the Palace is a subtle fortress as well as a work of art, and only the bravest (or most foolish!) of sa'luks would dare try to navigate it unaided.

Tourists are kept to a few common areas; enough to make an impression and leave them with stories to tell their children, but not enough to provide them with any useful tactical

information. Many parts of the palace grounds are even dangerous to outsiders, with traps, animals, genies, guards, and constructs performing a sacred duty in keeping the Grand Caliph's family secure.

The Public Gardens

Second to the Palace as a destination for tourists, the Public Gardens of Huzuz are a wondrous burst of greenery and color which borders the eastern edge of the Grand Caliph's palace. The gardens are filled with plants, vines, and flowers from near and far, including many pear and fig trees. Though technically part of the Grand Caliph's palace, age-old tradition keeps the Gardens open to all civilized folk, closed only when the Grand Caliph himself chooses to walk the grounds.

Among the greatest wonders of the Public Gardens is the **Floating Fountain**. This magnificent, hovering fountain floats above a reflecting pool that dates to the very first Grand Caliph, and Ambassador Jiraad has upgraded it to include bowls of water that bounce, splash, and dance through the air. On High Holy Days and times of festival, the Floating Fountain's waters run in brilliant colors or even rivulets of gold, steam, fire, or colored sand.

The Grand Bazaar

The Grand Bazaar of Huzuz is said to be rivaled only by that in the City of Brass. It is an enormous open-air market located near the harbor and the warehouse district, and nearly anything a person can imagine may be found within. From exotic animals, pets, and foods to silks and materials and gems and tools, the Grand Bazaar is bursting with vendors selling anything that might earn a dirham. The market is choked during the day, and becomes a more sinister - but no less thriving - trade center after

nightfall. Magical lanterns keep its major avenues alight, and torchbearers are available for hire on every corner, but in darkness the seedy underbelly of Huzuz comes forth to hawk its own unsavory wares.

Major Products and Exports

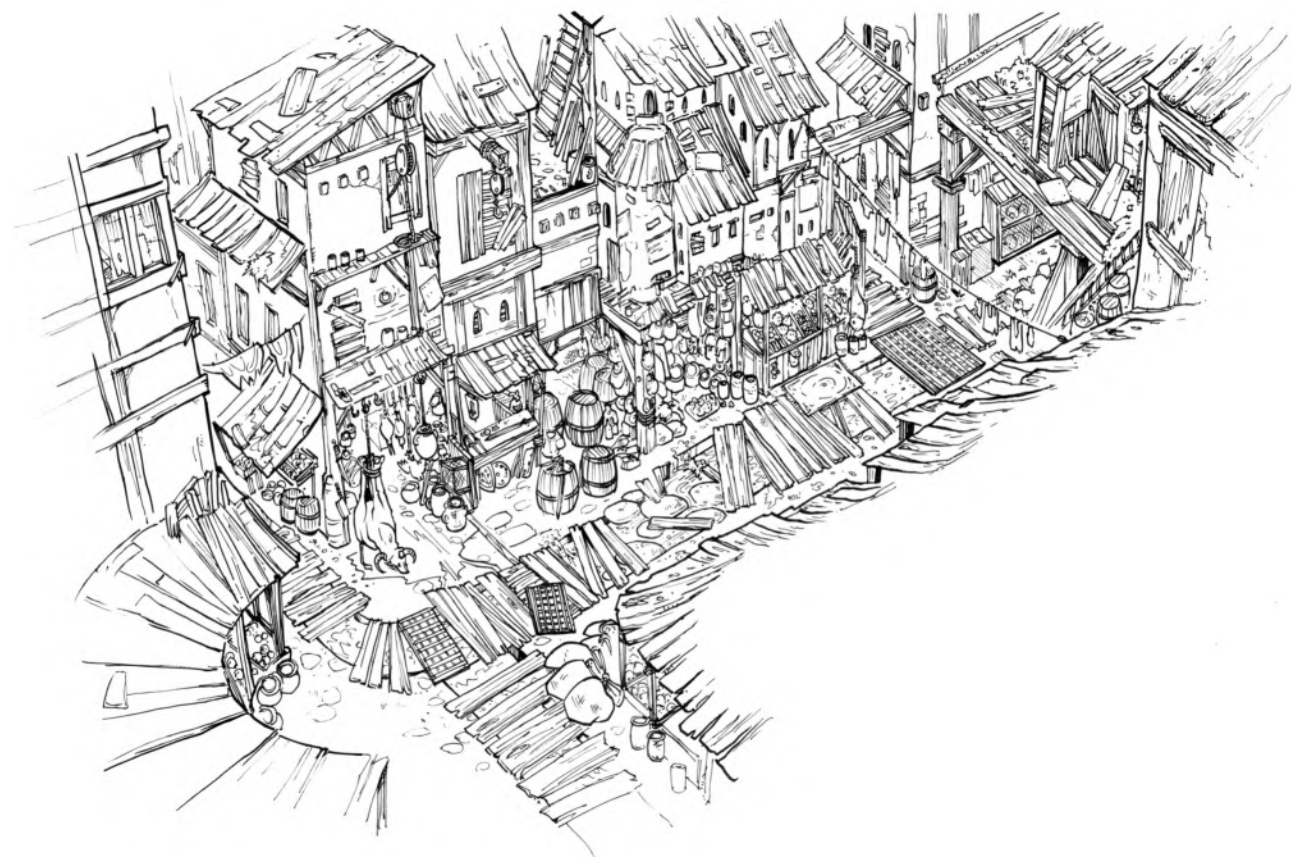
The economy of Huzuz is diverse and includes such factors as trade, tourism (especially visits to the Grand Temple and the Court of Enlightenment), bureaucracy (tax and census records for managing the empire), universities, sages, and textiles. With the aid of surrounding farms, Huzuz is able to subsist for months in an emergency without needing to import any additional goods or foodstuff.

Huzuz is also a center of industry in Zakhara, and many an aspiring inventor comes to the city to seek their fortune. Local festivals within award prizes to the greatest thinkers and most

innovative solutions. Travelers come from throughout Al-Toril to match their wits and skills among the greatest minds in the multiverse.

Graduates from the great universities in Huzuz bring their knowledge of philosophy, mathematics, and medicine to communities far and wide. Conversely, students from throughout Zakhara and beyond bring their own skills and knowledge to share among the city's schools, bazaars, temples, and organizations.

It is this intermingling of cultures, ideas, and experiences that makes Golden Huzuz the crowning jewel of cities across the worlds. Merchant, magician, majordomo, and menial - Huzuz is home to all, and all are welcome to partake of the city's resources and contribute to its prominence.





THE CITY OF DELIGHTS

The city of Huzuz proper fills an area of roughly 9 square miles. It is surrounded by a wall of mud brick, limestone, and granite. The wall stands only 15 feet tall for most of its length and is punctuated by archways and alleys; it is more decorative than defensive in design. Periodic towers and gatehouses dot the wall; the towers stand 20-30 feet tall and the gatehouses stand 25-40 feet tall. The city wall is about 100 feet from the river at its closest point, and the wall itself is circled by a series of old roads.

Visitors generally enter Huzuz through one of its ten Great Gates. Each gate is guarded by soldiers, mamluks, genies, and other security personnel, and each has a battery of tax collectors and scribes waiting to ply their trades. Given the general chaos of the gate areas, it is no surprise that beggar-thieves, pickpockets, and even assassins also frequent these areas.

The ten Great Gates of Huzuz are:

THE AJAMI GATE: Named for being the main portal for tourists traveling from the harbors to the Golden Palace, the Ajami Gate opens to the Street of the Ajami. Like the Pilgrims Gate (see below), the Ajami Gate boasts almost as many translators, scribes, and swindlers as guards.

THE COIN GATE: This gate leads to the Avenue of Coins that runs between the Silver and Court Districts and the East District. As a direct portal to the city's most affluent area, the Coin Gate is one of the most heavily guarded of the Great Gates. Its name derives from the avenue to which it leads, but some mutter darkly that the name also refers to the high bribes its guards demand to allow unauthorized passage.

THE GHOST GATE: The Ghost Gate is the Huzuz terminus of the road to Halwa and beyond, and is the busiest of the Great Gates. The area

around the gate is peppered with massive caravanserais and inns meant to cater to travelers, but their convenient location make these lodgings among the most expensive in the city.

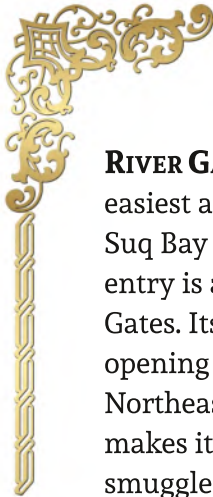
GULF GATE: The Gulf Gate is heavily used by tradespeople and suppliers, and is the main opening through which crops and foodstuffs enter the city. The gate opens to Clothiers Way, a large boulevard that separates the Clothiers District from the Peasants District and provides an almost straight shot to the Grand Bazaar.

HARBOR GATE: The Harbor Gate leads directly to the Warehouse District, and a canal runs alongside the roadway. Like the Coin Gate, the Harbor Gate is heavily guarded; this entry is the closest to the Caliph's Harbor and is a major passage for imperial goods and guests.

LION GATE: Like the Harbor Gate, the Lion Gate has a canal running alongside the roadway. The Lion Gate is not as busy or as militarized as the Harbor Gate, however, as it serves primarily as a conduit to the ferry and Al-Bidr Sallah University.

MERCHANTS GATE: The Merchants Gate stands close to the Harbor Gate on the outside of the wall, but the two openings couldn't be more different. The Merchants Gate leads to the Merchants District and almost directly to the Grand Bazaar, and is clogged with tourists, salespeople, and house leaders almost constantly.

PILGRIM'S GATE: Located on the south side of the city, the Pilgrims Gate opens to Pilgrims Route, a road that leads northwest toward the Golden Temple and the Temple Crescent. This gate is heavily favored by wandering mystics as well as penitents seeking audience with the Grand Caliph and Wali Renn.



RIVER GATE: This northwestern gate is the easiest access for travelers arriving from the Suq Bay directly; as such arrivals are rare, this entry is among the least busy of the Great Gates. Its relative quietness combined with it opening to the Avenue of the Sea, between the Northeast District and the Merchants District, makes it a popular approach for corsairs, smugglers, and others of ill repute or intention.

WEST GATE (AL-GHARB): Like the River Gate, the West Gate is seldom used by folk of high station. Unlike the River Gate, however, the West Gate is commonly used by those marooned or shipwrecked in the Bay. The slightly higher-class traffic means the gate is better guarded, and staffed with more trustworthy folk.

QUARTERS AND DISTRICTS

The City of Delights consists of thirteen official districts and one unofficial district, grouped into four administrative quarters. Though sometimes treated as a separate district itself, the river and harbors are technically outside the city and governed separately. The city's four quarters are:

The Palace Quarter, which includes the Court, Caliph's, East, and Silver Districts.

The People's Quarter, which includes the Peasants, Pilgrims, and South Districts.

The Clothier's Quarter, which includes the Clothiers, Merchants, and Northwest Districts as well as the Grand Bazaar.

The North Quarter, which includes the Caravan/Crafts, Central, and Warehouse Districts.

The districts names are sometimes logical (the Warehouse District has the highest concentration of storage buildings in the city, for example), sometimes envious or derisive (the Silver district is home to many of the city's

TAX COLLECTION

The Grand Caliph levies a sales tax of 1% upon most goods and property sold within the City of Delights. In addition to this sales tax, certain wholesale goods are taxed as well, normally at a rate of one silver dirham per unit.

As one might expect, these standards lead to unfortunate corruption in those tasked with collecting the dues, and despite the best efforts of the Golden Throne many unscrupulous people lead heavily abusive careers as tax collectors. The Grand Caliph, along with Ambassador Jiraad, has begun a program of using tasked genies to act as tax collectors instead of relying on ins, but the program has met with resistance amongst merchant houses as well as the populace and is off to a rocky start.

wealthiest inhabitants), and sometimes unofficial (the Caliph's District consists of the Golden Palace, the Temple Crescent, and the Golden Temple and is not truly an administrative zone). While the district names can give an overall impression of each area, for the most part all types of housing and businesses can be found within each, and with a few exceptions residents of all social strata live, work, and travel through all of them.

AL-SARIF RIVER AND THE HARBORS

The Al-Sarif river has been the lifeblood of Huzuz for centuries; long before the city was a gleaming capitol it was a modest fishing village and trading post. For generations, folk threw debris, sacrifices, and even corpses into the river, leading to persistent rumors of bloodthirsty and flesh-eating creatures lurking below the waves. Today, the river and the city harbors are busier than ever and active around the clock. The River Road runs parallel to the bank and the city wall, and an hourly ferry pulled by a pair of dao crosses from the Gulf Gate area to the al-Bidr Sallah University region.

The harbor is split into two sections: the Caliph's Harbor is reserved for the navy, royal

AL-BIDR SALLAH UNIVERSITY

The largest university in Zakahara, the campus of Al-Bidr Sallah (ahl-BEEDR Sah-LAH) lies across the al-Sarif River from Huzuz. The university's 50-year history stands as a testament to the current Grand Caliph's mother, a follower of Zann who prized learning as the greatest good. Classes in most of the colleges are open to all; any who do not follow the Enlightened gods must pay double tuition (though in practice proving someone a nonbeliever can be challenging). Many basic courses of study are offered free as an enticement to learn more.

Six Colleges form the University: Alchemy, Barbering, Combat Technique, Fine Arts, Magic, and the Sciences. Each College is headed by a Dean who determines the overall curriculum and directs studies, and the six Deans meet monthly to discuss overall University business. In theory all six Colleges are equals, and the Deans are a collective of equals, but in reality the College of Magic has always been dominant and the Dean of Magic has also served as High Dean of the University.

The University serves as a means to allow characters to pick up feats, spells, or other such details the players desire. You can use the procedure described in the Dungeon Master's Guide or develop your own. Tuition charges range from 10 gp for basic barbering classes to 1,000 gp or more per spell level for spell research.

house, and their guests, and the much larger Trade Harbor is used by everyone else. The area between the city walls is 20 to 100 feet wide, crossed by sledge and wagon trails worn into the ground over the centuries. Two canals also flow into and out of the city through grated portholes and supply an easy waterborne means of reaching the walls from the river.

A few enterprising businesspeople have opened inns, eateries, and other shops on or near the docks. Such businesses can be risky due to their relative lack of protection outside the city walls, but are highly in-demand. They also serve as a means for less scrupulous merchants to benefit from the city's opportunities mostly outside the purview of the Grand Caliph's guards.

TABLE 12: RIVER & HARBOR ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	A group of students dare each other to enter an area believed to be a ghul's nest.
2	A clean-shaven young man frantically runs about calling the name Selma.
3	A pack of well-groomed dogs clusters excitedly around a poorly-built shed that hasn't been used in years.
4	An old woman in fine but worn clothing asks passers-by if they can take her to Mahabba to see her dying aunt.
5	A stylish rabban (captain) seeks sailors to search for the famous Disappearing Island.
6	The two dao pulling the ferry - Kenai al-Afriz and Siri al-Klemin - offer to provide the location of a bottle holding a tasked slayer genie for the right price.

CALIPH'S DISTRICT

The area known as the Caliph's District only consists of two locations: the Temple Crescent (which includes the Golden Temple) and the Palace of the Enlightened Throne. The Grand Caliph holds public court three days a week, and anyone is welcome to bring a grievance or ask for judgement during these sessions. Guides and tasked Administrator genies bring visitors through the outer areas of the Palace on sightseeing tours under the watchful eyes of the palace guard, mamluks, and tasked Guardian genies. Most of the palace is off-limits to the public - though for many, that only increases their determination to get inside.

The Golden Temple, on the other hand, is almost entirely open to visitors. Off-limit areas include the preachers' quarters and the inner shrine, and the entire temple is closed off on



**TABLE 13: CALIPH'S DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	An acolyte from the Temple Crescent berates herself as she walks.
2	A hooded figure keeps glancing nervously at the upper windows of the Golden Palace.
3	A pilgrim in worn and tattered clothing quietly bemoans a ruling passed by the Grand Caliph.
4	An inebriated tourist has mistaken a commoner for the Grand Caliph
5	A cluster of children take turns envisioning the wonder of speaking to the Talking Bird.
6	A delegation of elemental nobles seethes at being asked to wait their turn to visit the Golden Palace.

occasions of imperial need. Similarly, the other temples are almost always open to all visitors but are closed in times of need.

CARAVAN DISTRICT

The Caravan District, also known as the Crafts District, is located in the northeastern corner of the city; it is part of the North Quarter. The district borders the Ghost Gate and the area near the gate along Caravan Boulevard is filled with inns, coffee shops, and day carts selling souvenirs.

The Caravan District, like the East District, has a large amount of temporary housing - especially close to the Boulevard. Apartments, boarding houses, and even yurts and tents abound, and many boutiques and salons cater directly to visitors and temporary residents. Predictably, the areas near University Road are popular with students, and many who choose to stay in

**TABLE 14: CARAVAN DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	A gigantic draft animal has broken free of its harness and is blundering through the streets; it seems strangely focused, as though searching for something.
2	Members of the Flamedeath Fellowship search for easy marks and new recruits in a crowd of gawking tourists.
3	A small cadre of children panic as they look around wildly for the entourage they've just lost.
4	Members of the Dancing Dwarves, a mystic organization, perform a choreographed ritual intended to focus their meditation - and attract new recruits.
5	An indignant sheik loudly accuses his tour guide - one of the famed Rmaga Brothers - of improper behavior.
6	A group clearly made up of visitors from outside Zakhara looks around nervously as they seek lodging.

Huzuz after finishing at the colleges remain in these areas when they settle.

CENTRAL DISTRICT

In some respects, the Central District is the safest and most secure in the city. Part of the North Quarter, the Central District is split by the Golden Road, which leads from the Temple Crescent to Grand Bazaar, and most of the military barracks are located along this road. Toward the Bazaar is one of the city's two major gambling neighborhoods, anchored by a game parlor called the Split Pheasant. The presence of military personnel makes the area around this

gambling den quieter and more secure than elsewhere - at least, during daylight hours.

Because of its perceived safety, the Central District is a popular destination for members of the Grand Caliph's family when they sneak away from the palace. Not all members even attempt such shenanigans, and those who do are usually followed by stealthy guards and tasked genies.

TABLE 15: CENTRAL DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	People claiming to be representatives of Prince Tannous seek to hire "discreet treasure hunters" to track down an ancient relic.
2	A gnome from the distant north runs about trying to "unite the gnomes" into some kind of unified force, for reasons unknown.
3	A wide-eyed child claims to have discovered a temple to Kossuth hidden in the enchanted sewers beneath the city.
4	A seer proclaims loudly that members of the royal family have been possessed by yakfolk.
5	A bubbling fountain overflows with water channeled directly from the Plane of Water.
6	A distraught figure seeks help in returning the remains of their loved one, citing a magical talisman as proof of said loved one's plight.

CLOTHIERS DISTRICT

The Clothiers District is the westernmost area inside the city wall and accounts for the southwestern section of the city. The streets

here are clean and well-patrolled by trustworthy guards; though its reign as the main textile and fabric hub of the city is long past, many merchant families have lived in this district for generations. As a result, the Clothiers district is filled with many boutiques selling everything from glass sculptures to books bound in bizarre leathers to exotic spices. Though it can't compete with the Grand Bazaar for sheer scope and variety, the Clothiers District often has unique trinkets at much lower prices.

Of course, some of these age-old businesses do indeed produce dyes, leathers, soaps, and other such goods. The areas around these businesses tend to be the most affordable, since typically anyone who is able lives as far from such smelly productions as possible. The most prominent and powerful of the merchant houses is House

TABLE 16: CLOTHIERS DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	A poor youth frets over their love for an heir to the powerful Al-Kamari merchant house.
2	A weaver shows off new garments they claim to be made of genuine 100% spider silk.
3	Agents of Dakim al-Kamari (Al-Kamari business director) interrogate the locals about a missing formula for a new color of dye.
4	A tasked artist genie named Jaheira displays the latest fashions to a crowd of eager onlookers.
5	A dwarf representing House Al-Thuria seeks volunteers to demonstrate the quality of a "new and improved" leather armor.
6	Two investigators mutter darkly about Aziza the Seer, who has obtained a new book listing the names of yikaria agents in the City.

Al-Kamari, specialists in fine silks, and almost all textile merchants in the district owe a portion of their fortune to the Al-Kamari family.

COURT DISTRICT

The Court District lies just east of the Pilgrims District and Caliph's District, and just north of the Silver District. Most noble and wealthy houses have estates in this area, and it lacks the crowded feel of the poorer areas. While some quadis (judges) do live and work in this district, in general the cost of living is high enough that only the most prominent are able to do so.

Wealthier residents tends to mean higher-end businesses, and most goods and services for sale in the Court District are more expensive than those available elsewhere; only the Silver District is more expensive. Of course, higher prices do tend to mean higher quality, so typically the cost is justified. Naturally, more

than a few swindlers have attempted to sell shoddy goods at astronomical markups, but such businesses tend to be short-lived. Overall, the district is well-patrolled and safe.

EAST DISTRICT

The East District is among the calmest areas of the city. Primarily a residential area, the East District is the home of many lower-level Palace and Temple functionaries as well as members of the military. The East District also includes one of the city's two main caravanserais neighborhoods (though there are caravanserais near every gate), and this neighborhood hosts many small specialty shops and eateries.

Of note also is the Bathhouses of Jisan, a massive complex of interconnected baths maintained by the faithful. The bathhouses are open to the public, though donations are expected, and serve as a neutral meeting site for many merchants and traders. Unbeknownst to

TABLE 17: COURT DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	Essafah al-Jamila, a merchant who exclusively sells items intended for genies, is missing and hasn't been seen in days.
2	A wandering mystic has drawn a crowd around the 25-foot-high stone Lion's Head by claiming that the statue is about to speak.
3	A frantic peasant claims to have just escaped from a nightmarish laboratory below Qasr Al-Kamari.
4	A talking ferret loudly insists that it is the master sorcerer known as White Agate and has been transformed against its will.
5	A riot has begun around a public building, and the city guard seems conflicted on which side to defend.
6	A beggar seems unusually fit, alert, and antsy.



most visitors, the bathhouses are riddled with listening posts, which are used by the followers of Jisan as well as others to spy on and collect information about visitors and their dealings.

TABLE 18: EAST DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	Hatim Sumika, a scribe who maintains an office near the bathhouses, has uncovered a conspiracy involving the Grand Caliph's heir.
2	A group of small elemental creatures is behaving with unusual focus and determination.
3	A glassy-eyed physician has begun recommending bizarre, pricey herbs from the Ruined Kingdoms as treatment for common maladies.
4	An armorsmith whose primary clientele are military veterans has mysteriously lost the ability to speak.
5	A strange sweet-smelling and translucent pink goo has begun bubbling up from underneath one of the bathhouses.
6	A pair of riders from the hippogriff cavalry discuss rumors of the White Agate's Magical Legion being disbanded by order of the Grand Vizier.

GRAND BAZAAR

The Grand Bazaar of Huzuz is the largest and most extravagant bazaar in the Land of Fate, and is said to be rivaled in scope only by the great Bazaar in the City of Brass. While it is not the only shopping district even within the City of Delights, the Grand Bazaar is famous far and wide for the sheer breadth of wonders it contains.

Nearly any product imaginable can be found within the Grand Bazaar, from simple breads and pastries to exotic animals, magicks, and armors from lands and worlds far afield. Prices are high at the Grand Bazaar, and the cost is not always obvious to the buyer. For those ready to pay, however, nearly anything a person can imagine is available and for sale.

TABLE 19: GRAND BAZAAR ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	Gorar al-Askar, the legendary barber, has become withdrawn and taciturn, rarely speaking and never emerging from his shop.
2	A young girl entertains a growing crowd by singing uplifting and danceable songs as part of a tour performing at large marketplaces.
3	An angry baker threatens a disguised noble who took a loaf of bread to give to a starving child.
4	Palace guards attempt to remain unobtrusive as they search through the merchant stalls.
5	Awnings, carts, and animals go flying as a genie noble and entourage appears with a loud clap of thunder.
6	A wrangler of exotic pets sits dejected, having just lost their entire menagerie to a smooth-talking efreeti.

MERCHANTS DISTRICT

The Merchants District in northern Huzuz is home to many businesses, officials, and offices pertinent to the Grand Bazaar. The city's tax collectors are based here, as are the administrative offices for many merchant houses. The neighborhoods around the tax



Edmund
Dulac

collectors are well-patrolled and brightly lit, though the diligence of such guards and visibility fades as one approaches the city walls.

Seen by some as an add-on to or extension of the Grand Bazaar, the Merchants District is also home to many small shops. Though not as plagued by illegal operations as the nearby Northwest District, the area does have its spots of shady activity.

TABLE 20: MERCHANTS DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	Thugs harangue and threaten a sobbing trader, demanding “payback;” the trader insists they have the wrong person.
2	A literal sailing ship proceeds down the Avenue of the Sea toward the Grand Bazaar.
3	A skittish family of goblins prepares to plead their case before the central tax collection office.
4	A group sings war chanties to distract observers from their fellows who are digging an underground tunnel to a warehouse.
5	The symbol of a forgotten mercenary platoon, set into the street cobbles, has begun to glow softly.
6	A former corsair has opened a shop to sell illicit wares under an assumed name.

NORTHWEST DISTRICT

The Northwest District is the closest Huzuz has to a slum area. The district is home to one of the two gambling neighborhoods, and while the rewards of such games can be higher than elsewhere, the risks of playing are likewise

increased. For those who seek goods or services either shunned by polite society or outright banned by the Law of the Loregiver, the Northwest District is a good place to look.

Not all merchants and businesses in the district are illegal; the Avenue of the Sea is the prime fish market in the city, and mamluks ensure that the most heinous of deeds are discouraged. Generally speaking, however, the Northwest District attracts two types of people: those who can’t afford to live elsewhere and those who prey upon them.

TABLE 21: NORTHWEST DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	A house along a nameless alley is decorated with the finest bronze and gold workmanship and seems transplanted from another place.
2	A strange-smelling figure wearing a deep hood carefully watches the door from a corner table at an inn called the Vishap’s Tongue.
3	A newly-freed dao weeps with joy at her newly-purchased hovel; it is the first piece of property she’s ever owned herself.
4	A bedraggled sailor claims he just lost a kingdom at the Azure Turban.
5	An illusionist practices phantasms intended to bypass the guards at a local enforcers’ stronghold.
6	A copper automaton has placed itself in the center of a street and has resisted all efforts to be moved.

PEASANTS DISTRICT

While similar to the Northwest District in economic character, the Peasants District is typically regarded as a far safer and more respectable area. One of the city’s most

populous areas, the Peasants District fills the west-central section of Huzuz and houses much of the working class. Its sturdy but unadorned buildings also appeal to many frugal visitors, who choose to stay in the district while visiting.

Like the Caravan District, the Peasants District is among the most colorful and varied in Huzuz. The relatively high proportion of foreign-born residents means that even the common buildings are more likely to feature exotic or otherworldly construction or fascias - which just makes visitors feel more at home. The district is fairly safe, which the residents of wealthier districts snidely attribute to there being nothing worth stealing.

TABLE 22: PEASANTS DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	A family proudly flying the flags of Afyal is causing friction with their neighbors by blocking the view of Clothiers Way.
2	Agents of the Everlasting holy slayer fellowship debate opening a new base of operations next to an old statue of Hajama.
3	A legal dispute has broken out between the owner of a salon and a long-prodigious scion who claims the area as ancestral property.
4	The ogre and sprite blacksmith team who own Weapons of Unusual Size have put out a request for a special ore.
5	A silat hag who came to Huzuz looking for food is considering making the city her permanent home.
6	An unkempt child tells anyone who will listen that their pet lizard is in fact a baby vishap.

PILGRIMS DISTRICT

Deservingly, the Pilgrims District is in the very heart of Huzuz. Named for the holy travelers who once came seeking the counsel and blessing of the Grand Caliph, the area is still focused around the Temple Crescent and catering to those undergoing sacred pilgrimages. The district has only a token guard presence but has the lowest crime rates in the city; here, of all places, none seek to insult or offend the gods.

Most buildings in the Pilgrims District have dedicated shrines and holy areas within them, but such spaces are primarily token at best. Such shrines are, after all, poor and humble reflections of the great temples. The Pilgrims District is also home to the Grand University of

TABLE 23: PILGRIMS DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	Tomar of the Winds, a popular independent religious instructor and follower of Haku, seeks new pupils for his history program.
2	An "appointment broker" named Rayad al-Farif claims he can get his patrons an audience with any ruler or imam - for a price.
3	The tent where a retired askar named Mammood once offered cheap lodging has been defaced.
4	Fanya bint Parigar, founder of the Grand University of Huzuz, is seeking an instructor for a new course on swordplay.
5	The infamous sha'ir Adnan al-Raqi seeks information on his lost pupil Tamr, who disappeared after being sent to visit the genie rulers.
6	A gardener from the Free Cities seeks to join the ranks of Selan's temple in the Caliph's District but fears he isn't skilled enough.

Huzuz; despite its impressive name, the Grand University is a modest campus that caters mostly to middle-class merchants and low-ranked nobles. Its instructors are competent but lack the prestige of those who teach at al-Bidr Sallah.

SILVER DISTRICT

Seen by many as merely an extension of the Court District, the area known as the Silver District is home to some of the wealthiest private citizens in Huzuz. Its residents fight a losing battle of prestige with the Court District as well; while the net worth of those within the Silver District is very high, everyone knows that the truly affluent live closer to the Palace.

As such, the Silver District is where lucky retired adventurers rub elbows with top

bureaucrats and minor nobles. For all the derision of it being a poor cousin to the Court District, the Silver District does contain one of the main administrative offices in the city. On the downside, residents of the Silver District are far more prone to corruption than those further north.

SOUTH DISTRICT

The South District fills the south-central region of the city, from the Road to Enlightenment in the west to the Pilgrims Route to the east. Like the Peasants District, the South District is mostly residential with occasional small shops and boutiques.

Among its more notable features are the caravanserai of Akiim, a halfling expatriate of the Steam islands in the southern Crowded Sea. The caravanserai is fairly standard in its

TABLE 24: SILVER DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	A barber named Gogol al-Misal has begun kidnapping poor children and selling them as slaves to wealthy heirs and heiresses.
2	A drunken elf sings off-key melodies that nonetheless seem to inspire and invigorate listeners.
3	A dwarven corsair seeks sailors to undertake a daring sea voyage to the Crab Archipelago.
4	An energetic matron greets a player character warmly, calling them by an unknown name and referring to them as a long-lost friend.
5	An heiress named Bessorah seeks her husband Mustapha, who vanished one night after a tense discussion.
6	An architect named Saleem speaks fervently to a mule as the pair walk through the streets.

TABLE 25: SOUTH DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	Several city blocks have joined together to celebrate the wedding of two respected grandparents.
2	A group of children plays a game they call <i>ghommamah</i> , the leader of which claims she was taught by a young efreeti from the City of Brass.
3	A party of adventurers wearing Northern garb and weapons stares around agape at the city's size.
4	A pair of city guards sits at a coffee house, but their posture suggests they are alert for a signal of some kind.
5	A shopkeeper holds a kobold by the scruff of its neck, insisting it stole a knife; the kobold protests its innocence.
6	A desert giant sadly looks around for somewhere to sit after its long journey.



services and cost, but Akiim's design sensibilities were such that the entire compound is constructed to resemble a massive coral reef. The interior of the caravanserai always feels cool and refreshing, like an island breeze.

WAREHOUSE DISTRICT

The central region on the city's north end, the Warehouse District is aptly named. Much of its area is filled with massive two and three-storey buildings that are used to store grain, textiles, seeds, raw materials, and other goods. The materials and products stored here are then shipped out from the harbor or moved into the city for sale or further processing, as applicable.

It is here that the merchant houses wage an unspoken war for prestige, based on the quantity and size of their warehouses. While many families have one or even two warehouses, the Al-Danafi family have dozens and several other prominent families aren't far behind. This district tends to be the loudest in the city since shipments and merchandising operations continue around the clock. Like any warehouse district, vermin such as rats and other rodents are a persistent problem, along with other more unusual creatures like small elementals. A few groups endeavor to take care of the vermin problem, but since the pay is low and the prestige minimal, such organizations rarely last or attract quality personnel.

ARMED FORCES AND CITY GUARD

The armies of Golden Huzuz are vast, with thousands of foot soldiers accompanied by mercenary units, mamluks, land cavalry, hippogriff-riding aerial cavalry, palace guards, special forces, mamluk legions, naval ships and crews, and even magical soldiers who ride flying carpets into battle. The city even boasts a reserve force of jann, whose number is unknown to all but perhaps Ambassador Jiraad.

TABLE 26: WAREHOUSE DISTRICT ENCOUNTERS

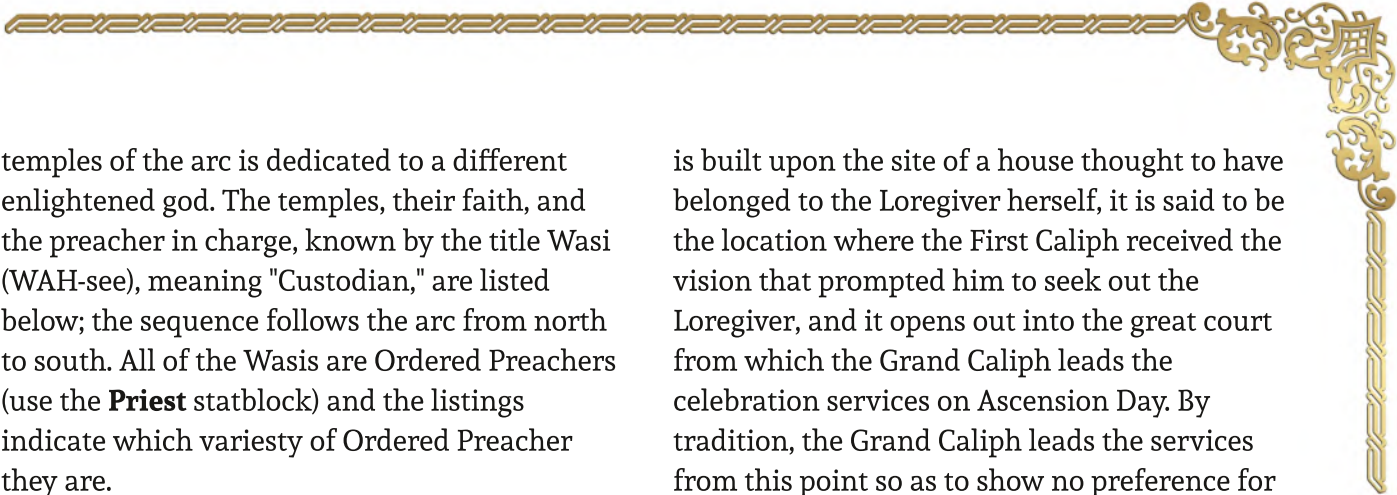
1D6 ROLL	ENCOUNTER
1	A group of Al-Kamari family guards debate going to work for the Al-Danbafi family instead.
2	A warehouse is engulfed in flames; a flustered wind mage does more harm than good trying to put it out.
3	A platoon of mamluks marches angrily away from the Al-Farif spice warehouse they've guarded for decades.
4	A brusque, embarrassed-looking dwarf leads a ragtag group of adventurers on a hunt for elemental vermin.
5	A runaway child of about six years of age cries quietly in an alley.
6	A captain of the Al-Dinak house guard does their best to drum up recruits to guard a fruit shipment.

Footmen serve as patrols and the city guard, led by the city chancellor Makin al-Mutrattab (human **Gladiator**). The cavalry and mobile units are led by Prince Cheddah, the mercenaries answer to Thokkor, and mamluks follow Preani Qin. The navy serves under

Grand Admiral Haroun ibn Abbak (human **Bandit Captain**), though on occasion Jiraad takes charge. The wizards serve under the Grand Vizier, but when called to battle the White Agate steps forward.

MAJOR TEMPLES AND FAITHS

Huzuz has many small temples and shrines within the walls, but all pale before those of the Temple Crescent. The Temple Crescent consists of nine great temples, with eight arranged in an arc facing east toward the ninth, like a half-moon (or crescent shape) whose points reach out to embrace a shining star. Each of the eight



temples of the arc is dedicated to a different enlightened god. The temples, their faith, and the preacher in charge, known by the title Wasi (WAH-see), meaning "Custodian," are listed below; the sequence follows the arc from north to south. All of the Wasis are Ordered Preachers (use the **Priest** statblock) and the listings indicate which variety of Ordered Preacher they are.

KOR: Wasi Gogol (human Ethoist)

HAJAMA: Wasi Jomhur (human Moralist)

NAJM: Wasi Effat (human Ethoist)

JISAN: Wasi Morol (half-elf Moralist)

HAKU: Wasi Gholam (human Ethoist)

HAKIYAH: Wasi Kerim (human Pragmatist)

SELAN: Wasi Lelia (dwarf Ethoist)

ZANN: Wasi Renn (elf Pragmatist)

The ninth house of worship, the Golden Temple, is considered open. Members of any faith recognized by the Loregiver may worship freely within it, including members of the Temple of Ten Thousand Gods and even followers of local deities such as Jauhar and Bala.

The Golden Temple is overseen by Wasi Renn min Zann (who serves as Keeper of the Temples in addition to his duties as head of the Temple of Zann), and is home to a large staff of retainers, artisans, and acolytes. The Golden Temple is significant for three main reasons: it

is built upon the site of a house thought to have belonged to the Loregiver herself, it is said to be the location where the First Caliph received the vision that prompted him to seek out the Loregiver, and it opens out into the great court from which the Grand Caliph leads the celebration services on Ascension Day. By tradition, the Grand Caliph leads the services from this point so as to show no preference for one faith over another.

OUTSIDE THE CITY

The City of Delights is surrounded by farms and manors; the farms provide grains and foodstuffs to supply the city and the manors are mostly the homes of wealthy persons from within the city. Some manors and towers belong to retired adventurers, and some are full-time dwellings for minor noble heirs or artisans, but most are vacation, sabbatical, or second homes.

Most of the farmers are independent, and the families have owned their own fields for generations. Most farms have simple but tidy dwellings and use their lands to raise crops that cannot be farmed within the city's gardens. In addition to foods and grains, many raise livestock or cotton, both used to create fabrics for the textile mills. Some sell their goods directly in the markets, while others use agents to sell only to other merchants and manufacturers. The Grand Caliph's military might helps ensure that these farms remain safe and protected from seafaring pirates as well as more common bandits.



APPENDIX 2: THE RAT-CATCHERS

OVERVIEW

“The Rat Catchers” is a starter adventure for four 1st level characters, designed to introduce players and Dungeon Masters to the city of Golden Huzuz, the cultures of Zakhara, and the world of Al-Qadim. The adventure is presented as a sequence of encounters and assumes the party members have responded to a posted notice (see page 220). It is broken into two main parts with an introduction and a conclusion.

Part One is a self-contained simple monster hunt, with a typical get-paid-for-clearing-the-area format. It is designed for new players but has ample room for embellishment and diversions as the Dungeon Master sees fit. At the conclusion of Part One, the PCs meet a character who can spur them into continuing the adventure in Part Two if they choose.

Part Two begins as a quest to retrieve a stolen item, but complications develop once the PCs reach the thief’s hideout. Depending on the choices the players make and whom they decide to assist, they may end the adventure with some powerful allies - and powerful enemies - within the city and abroad.

MAIN NPCs:

AL-HARQ (ahl-HARK): An aspiring flame mage and a newly-joined member of the Brotherhood of the True Flame, a fraternity of fire wizards with ties to the City of Brass (see Chapter 2). Al-Harq (whose name means “the Burn”) owns a hammam (bathhouse and salon) named Gazali’s Geyser, and has a pet crysmal (an earth elemental creature that eats gemstones) named Sakhri (SAH-kree).

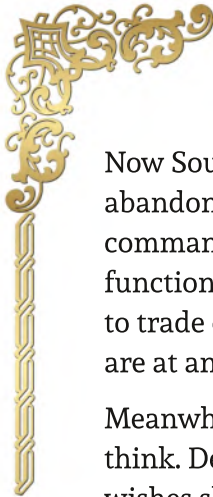
Despite his large wealth in property, Al-Harq has been overwhelmed by the crysmal’s appetite and attitude, and has begun stealing

gemstones from nearby warehouses to feed his pet. Al-Harq managed to pull off a series of deals that enable him to have influence far above what his power level would typically allow. Al-Harq had an invitation to the court of the Grand Sultan of the Efrete in the City of Brass (the invite was a family heirloom). He traded this invitation to a great ghul sorcerer in return for a magical boon: He now has a permanent magical effect that protects him from elementals, fey, and undead, and he can command the creatures affected by that protection.

Al-Harq used his new powers to kidnap a lesser ghul named Souad Kabbal, who owned a magical comb, from the palace of the great ghul as he was leaving. He now keeps Souad Kabbal imprisoned in an abandoned warehouse in Huzuz, and stole her magical comb for use in his salon after she steadfastly resisted both his offers to work there willingly and his threats once she declined.

SOUAD KABBAL (SOO-ahd kah-BAHL): Originally a human rawun (bard) from the al-Badia of the Hudid region with a beautiful singing voice, Souad was captured by a great ghul who took her to an underground fortress in the arid lands north of Huzuz. There, the great ghul transformed Souad into an undead minion. Souad was presented a magical comb called *Farashat al-Jawhar* (FAHR-ah-shaht ahl-jah-HAR) by the great ghul, and she used it to groom the other ghuls trapped in the fortress with her, while singing them songs about the outside world.

Al-Harq used his magical power of command (see above) to order Souad to leave with him, anticipating that she and her magic comb would prove valuable to his business in Huzuz.



Now Souad has been imprisoned in an abandoned warehouse for months. Al-Harq's command ability is too short-term to usefully function over an entire day, and Souad refuses to trade obedience for further comfort - the two are at an impasse.

Meanwhile, Souad has had plenty of time to think. Despite her beautiful singing voice, she wishes she had a soul - she believes that only creatures with souls can create truly moving music. Therefore, as much as she wants to escape, recover her magic comb, and have justice against Al-Harq (and the great ghul who initially imprisoned her), what she truly desires is to find someone to help her retrieve the *Heart of Purity*, a magical amulet rumored to gift its wearer with a pure soul of their own. She believes the great ghul has the *Heart of Purity* in his fortress, and she wishes to retrieve it before he returns from the City of Brass.

DM'S NOTE: The *Heart of Purity* amulet itself plays no part in this adventure directly and does not appear in it; the above is provided to assist in roleplaying Souad Kabbal.

ZAFREEN (zah-FREEN): An adult silat hag and former employee at Al-Harq's salon. Zafreen is affectionately nicknamed "Bibity" by a dozen or so monsters living in and around Huzuz for whom she has become the unofficial "den-mother." This group, which calls itself "Beyond the Salt" is a community of creatures that appear monstrous but are all interested in living by the Law of the Loregiver. Zafreen uses her shape changing powers to disguise herself and to help members of Beyond the Salt to hide. The group meets in various coffee houses where they practice their social skills and take turns hosting each other in small parties at their homes.

As rumors reached Zafreen about monsters

being blackmailed and forced into service, she took a job at the bath-house to determine whether Al-Harq is helping her Beyond the Salt "grandchildren" or taking advantage of them. She figured that she could either use the money from a straight job, or in a worst case scenario she could just eat Al-Harq. However, once she began working at Gazali's Geyser, she was assigned the magical comb and assigned to work in the barbershop. Her worst fears were quickly realized, but she also discovered Al-Harq's boon warding him against monsters and his power to command them.

Al-Harq kept her in the salon for days, forcing her to cut hair, before in a furious argument Al-Harq ordered her to "go jump out the window." Seeing an opportunity, she chose to interpret him literally and escape out a window with the magical comb. When the party finds her, she is sobbing in frustration, guilt, shame, and rage: she can't devour Al-Harq, but she can't ask help from the other monsters and risk their safety, nor can she just walk away and allow his actions to go unpunished. She believes the comb to be a boon to her group, and herself, though it was mostly due to luck that it was in her hand when she jumped out the window. She wants the help of the party to stop Al-Harq, and she also wants someone to use the comb on her, to cover her ram's horns to ease her escape across the city.

ANCILLARY NPCS:

AKIL FESTIR (ak-EEL fes-TEER): a human Wind Mage who founded the Exterminators to eradicate elemental vermin from the Warehouse District.

SARDI AL-DANAFI (SAHR-dee ahl dah-NAH-fee): the Harbormaster of Huzuz.

BESE AL-SEDNI (BEE-see ahl SED-nee) a bound marid who acts as a towboat on the riverfront.

KENAI AL-AFRIZ (ken-AIEE ahl ah-FREEZ and **SIRI AL-KLEMIN** (SEE-ree ahl klem-EEN): bound dao who push the ferry across the river.

SAMSI FARLAK (SAHM-see FAHR-lak): a retired dwarf corsair who owns the Home of the Happy Dolphin, an inn on the waterfront.

NAWAL (nah-WAHL): a magmin lieutenant of Al-Harq, pressed into service against her will. She corrals elemental vermin known as flamelings and feeds the crysmal, Sakhri, for Al-Harq. Nawal originally believed that she was entering into a partnership with Al-Harq, and resents his bullying, but fears him as well. Many of the gems she fed to Sakhri were originally her own.

SAKHRI (SAH-kree): The crysmal pet of Al-Harq. It is peaceful, but with a voracious appetite for gems.

UBAY AL-HIYALI (OO-bay ahl-hee-YAHL): An apprentice holy slayer from the Flamedeath Fellowship (an organization that works closely with the Brotherhood of the True Flame). He is pretending to be a minion of Al-Haq, but is secretly a spy whose mission is to determine Al-Harq's true motives.

HOME OF THE HAPPY DOLPHIN

The Home of the Happy Dolphin is an inn on the harbor, outside the city walls (see item 37 on the Locations map). Its proprietor is Samsi Farlak, a retired dwarven corsair whose primary motivation is wealth. The Happy Dolphin is as famous for its low-quality food and watered-down wine as it is for its low prices, but against all odds has some of the best fish stew in Huzuz.

The Happy Dolphin is a popular meeting place for ruffians, ne'er-do-wells, and those seeking to operate on the fringes of the law. Unbeknownst to most of its patrons, there is a nest of great ghuls living immediately below it in the riverbank.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.



Introduction: At The Happy Dolphin Inn

Once everyone is ready to begin, read or paraphrase the following:

It is a beautiful day in Golden Huzuz. The sun is shining bright and the entire city seems to be in a good mood as the people go about their day. Rawuns sing, barbers tell their tales, and vendors hawk every conceivable animal, spice, and item at the bazaar.

All of that seems a million miles away from you, however. You are sitting around a table at an inn called the Home of the Happy Dolphin, right on the edge of the river in the Trade Harbor district. The aroma of leather, sandstone blocks, and cedar floorboards mingle with the smell of old fish and corsair sweat wafting off the river.

You are here to meet someone named Akil Festir, who put up a notice looking for adventurers to help eradicate some kind of pests in the Warehouse District. Looking around the table, you hope that you and your new companions are up to the task.

Synopsis: The characters each responded to a bulletin posted on the wharf (see image on this page). The Happy Dolphin is a popular inn on the harbor of Huzuz (see below and sidebar), and 25 Mihla refers to the date and month on which to meet (see Appendix 4 for additional information on the Zakharan calendar).

Go around the table and have the players introduce themselves and their characters. They are all here to meet their new fellows before embarking on their first adventure as Exterminators. Each player should give their character's name and then describe anything visible to the other characters.

Attention Adventurers!

Seeking GLORY? RENOWN? FAME?
You have to start somewhere!

**We need brave souls to eradicate a
scourge of PESTS in the
Warehouse District.**

**Find AKIL FESTIR at Table 6 in the
Happy Dolphin Inn
at sundown, 25 Mihla.**

A sudden wind blows through the room, ruffling scarves and causing the lanterns to flicker. A portly human in inexpensive but well-kept clothing steps forward, with one hand holding an oiled leather bag and the other on the hilt of a jambiya at their belt. "My name is Akil Festir," the person says in a forceful voice. "Welcome to the Exterminators."

Akil Festir provides the details of the job: as members of the Exterminators, the party is expected to capture small elemental creatures known as wagîs, or elemental vermin. These creatures are common in the Warehouse district and in the harbor area, and they are known to destroy both goods and property when left unchecked.

As part of the deal, Festir offers the group 100 gold dinars (gp) plus an additional 50 dinars for each vermin captured, but will pay nothing unless they capture and return at least 5. He

provides the group with a magical sack called a *haqibat al-afat* (HAHK-ee-bah ahl-aff-AHT), which is a *bag of holding* modified with a *magic circle* spell. The *haqibat* will serve as a container for the vermin the PCs catch, dead or alive. Festir makes it clear that the *haqibat* should also be returned undamaged.

DM'S NOTE: This introduction is intended to help engage new players with their characters, the game, and the setting. For more experienced players, feel free to skip this intro and just start the adventure at the first warehouse; just provide the group with the *haqibat* and the mission goals.

Part 1: The Flame's Tip

Synopsis: The PCs go to the Warehouse District to fulfill their assignment, and the first two encounters go as planned. In the third, however, they encounter a disguised ghul named Souad Kabbal, who has been captured by a flame mage known as Al-Harq (the Burn). The ghul explains that Al-Harq took away her comb and asks the PCs to retrieve it for her.

All three warehouses are in the Warehouse District of Huzuz, in the old section near the city wall and not far from the Harbor Gate (see item 4 on the Locations map). The exact locations of the warehouses don't matter much and are left to the DM, but are intended to be within a few minutes' walk from one another. Akil Festir provides specific directions to each of the three warehouses; he knows they are abandoned and therefore likely spots for elemental vermin to lair, but has not visited them and is unaware of their current inhabitants and status.

DM'S NOTE: The warehouses are all old and built of mud brick and sandstone, so the walls are not flammable. The crates themselves are flammable, however, as are the sheets and tarps used to cover them.

ENCOUNTER A: WAREHOUSE 1

Akil Festir's directions are clear and easy to follow, and the PCs reach the first warehouse easily. When the PCs approach, read or paraphrase the following:

The first warehouse sits at the end of a narrow street that has clearly seen better days. The one-room building is old, constructed of sandstone and mud bricks, is about 45' wide by 60' long, and sits on great slabs of stone about a foot thick. Three steps lead up to its 10' wide entrance, and its heavy wooden doors stand slightly ajar.

The interior of the warehouse is dusty and covered with guano and other refuse. Abandoned cots stand in one corner, with empty barrels and oiled sacks strewn about. A character who succeeds on a **DC 10 Intelligence check** intuits that the building has not been used in months, if not years.

The building is currently occupied, however. A trio of flamelings escaped from Al-Harq's base of operations about a week ago and moved into the warehouse in search of food. Some have taken up residence in a brazier, and the others live inside a copper urn. A character who succeeds on a **DC 12 Wisdom (Perception) check** notices that smoke is rising from the brazier despite the fact that it isn't lit and is not surprised by the flamelings when they attack.

[illegible]

THREATS: 3 **flamelings*** (add 2 for a 2nd level party)

TACTICS: The flamelings use no strategy and attack the creature nearest to them.

TREASURE: A character who searches the guano-covered rags in the rear must succeed on a DC 11 Constitution saving throw or be poisoned for ten minutes, but will discover 1d6 sp and 1d10 cp within.

ENCOUNTER B: WAREHOUSE 2

The second warehouse is larger and has seen use more recently. The building is about 70' wide and 80' long, with a separate 15' x 20' tiled porch/loading dock to the rear of one wall. As the party approaches, read or paraphrase the following:

The second warehouse is larger than the first but of similar construction, though it sits at street level. There are two entrances, both 10' wide and blocked off by iron-reinforced doors of heavy wood.

This warehouse is divided into several rooms. The interior smells strongly of dust and charred wood, and characters have disadvantage on any Wisdom (Perception) checks that rely on smell while within the building. Al-Harq uses this facility as a way house, and one of his lieutenants, a magmin named Nawal, is based here.

1. ENTRY. The double doors swing outward to reveal a barricade of crates about 15' in, constructed by some long-fled bandit gang.

The magmin and Al-Harq have sabotaged the hinges so the door sticks, but it can be opened by any character who succeeds on a

DC 12 Strength (Athletics) check. Forcing the door in this manner causes a loud creaking noise that alerts the magmin and the flamelings.

2. OFFICE. To the right of the entry is an archway leading to what was once an office. Broken and singed pieces of furniture lay scattered on the floor amongst charred hinges, flanges, and other metal debris.

3. MAIN STORAGE AREA. Once a wide, open hall used by house Al-Dinak to store gems, spices, and other trade goods, this area was recently used by a bandit gang before Al-Harq commandeered it. There is a 50% chance that the flamelings are in this area; otherwise it is in the accounting area with the magmin and the crysmal.

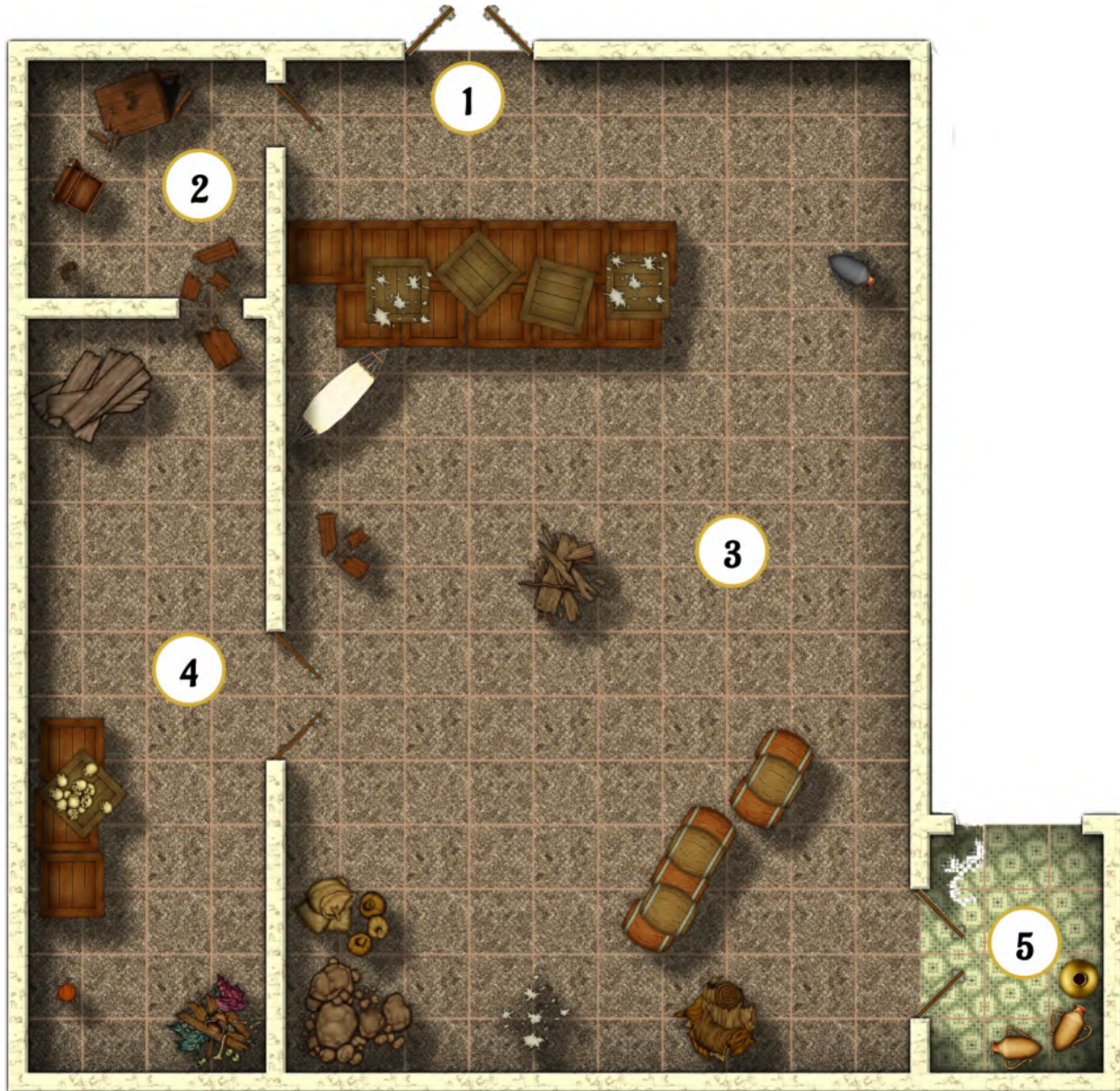
4. ACCOUNTING OFFICE. During the height of House Al-Dinak's fortunes, this room was used to count money and update balance ledgers. Al-Harq still uses it for this purpose sometimes, and Nawal and the crysmal occupy this space (see below).

5. LOADING AREA/PORCH. The side entrance was used as a shipping and loading area during the warehouse's heyday, but now holds old and broken urns and jars. The reinforced doors here have oiled hinges and open easily and noiselessly, though the door is kept locked, but it can be opened by a character who succeeds on a DC 13 Dexterity check with Thieves' Tools to pick the lock or a DC 15 Strength (Athletics) check to force it.

THREATS: 1 **flaming***, 1 **magmin**, and 1 **crysmal*** (add 2 flamelings for a 2nd level party)

TACTICS: The flaming uses no strategy and attacks the creature nearest to it. Nawal (the magmin) is more cautious and she will only

Warehouse 2



 = 5 feet

fight if cornered. Nawal speaks Common and a character can convince her to surrender by succeeding on a **DC 12 Intimidation check** or **DC 12 Persuasion check**. A character who speaks Ignan has advantage on this check.

TREASURE: Nawal carries no coinage but has 1d6 gemstones she keeps on hand to soothe the crysmal when necessary. If she is forced to reveal information to the PCs and is not incapacitated, she will report back to Al-Harq as soon as the PCs are out of sight. The crysmal (Sakhri) is in a large, sturdy cage in the corner of the office. The cage has a simple latch, and is currently locked. Neither the flamelings nor Nawal will release the crysmal: while it is very powerful, it cannot be controlled in any meaningful sense, will only attack to defend itself, and will seek to escape from any confrontation.

ENCOUNTER C: WAREHOUSE 3

The third warehouse is where Al-Harq would like to have his headquarters, but after using it for a while he has largely turned it over to his minion Ubay al-Hiyali. Ubay looks over the prisoner: a lesser ghul rawun named Souad Kabbal. Al-Harq tried to convince Kabbal to work in his hamman, but to no avail, so he imprisoned her in a large cage until he can decide what to do with her.

Al-Harq is not present when the PCs arrive, but Ubay is. Unbeknownst to Al-Harq, Ubay is an apprentice holy slayer from the Flamedeath Fellowship (an organization that works closely with the Brotherhood of the True Flame; see Chapter 2) sent as a spy. Ubay al-Hiyali follows Al-Harq's orders but his ultimate mission is to determine Al-Harq's true motives.

As the PCs approach, read or paraphrase the following:

The third warehouse is the largest one yet; 80' wide and 65' long, with a small extrusion adding an additional 15' on one side. Three steps lead up to its main entry, which is a typical 10' opening with double wooden doors. This building is constructed of sandstone and white marble, and is obviously of higher build quality than the others.

A character who succeeds on a **DC 14 Wisdom (Perception) check** notices that the front doors show obvious signs of recent use.

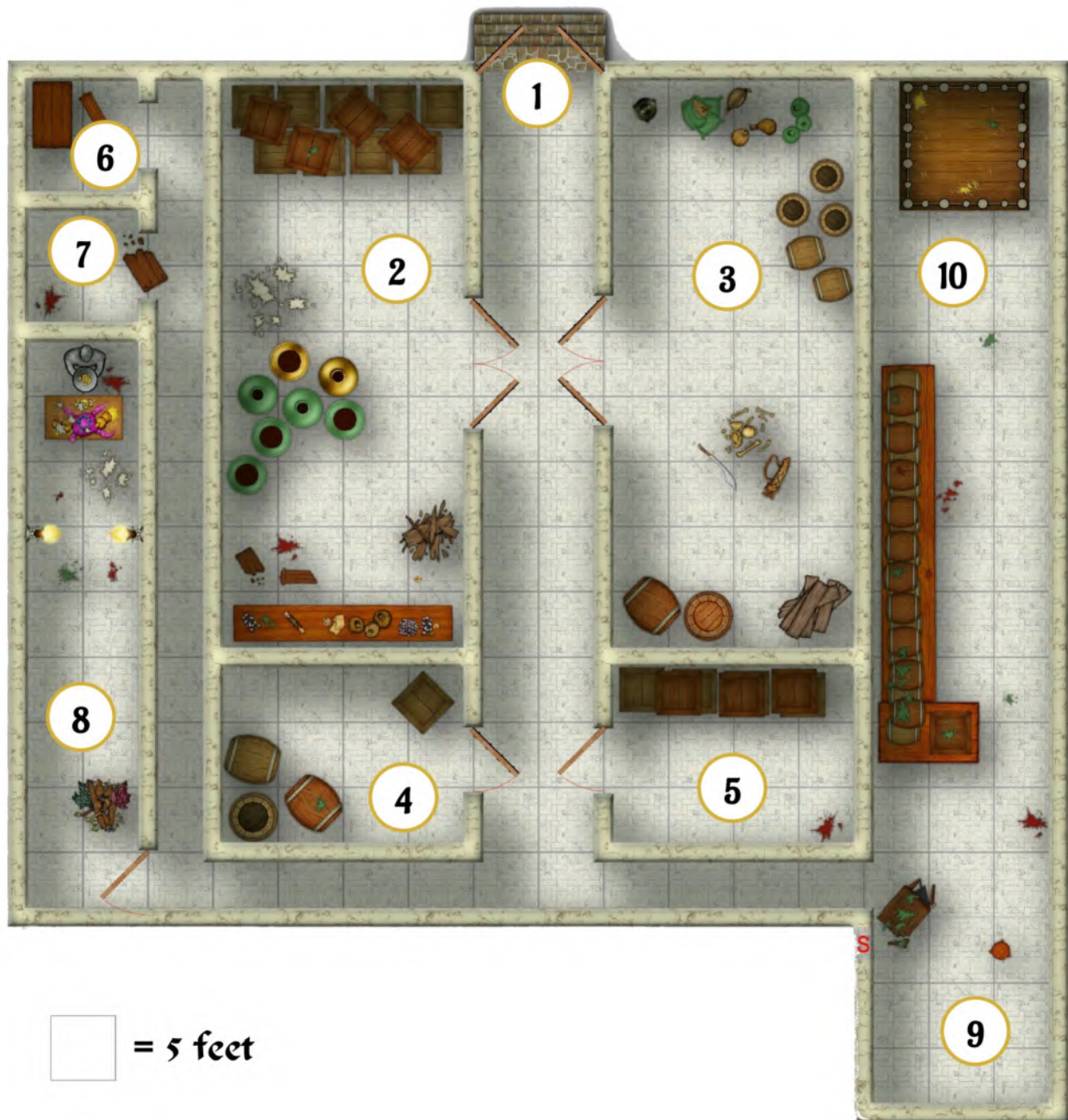
1. ENTRY. This is the only evident way into this warehouse. The doors open to a 10' hallway that runs the length of the building, with openings and doors on both sides.

2. URNS AND GEM CRATES. Al-Harq uses this room to store crates of the gemstones he steals and uses to feed the crysmal. There is a 75% chance one of the flamelings is hiding in a bronze urn in this room. All the crates are currently empty of gems.

3. BARRELS, JARS, AND BONES. Al-Harq avoids this room due to the malevolent curse within it. Among the old barrels and jugs, half-sunk into the floor, are the remains of some humanoid creature. A character who passes through the doorway to enter this room must succeed on a **DC 12 Wisdom saving throw** or take 5 (1d10) psychic damage as an image of their worst fear assaults them. A character who succeeds on the saving throw becomes immune to the effect for 24 hours.

4. MUSTY BARRELS. This room was once used to store fine wines, and a few barrels still remain. The room smells faintly of vinegar and mold.

Warehouse 3



5. EMPTY CRATES. Al-Harq stores empty crates in this room. A character who searches the room and succeeds on a **DC 15 Intelligence (Investigation) check** discovers an iron box containing two *potions of healing*, a *potion of resistance*, and a small scroll inscribed with a prayer to the elemental fire god Kossuth.

6. OFFICE. Al-Harq uses this small room as a study and office. It contains a bench and a table, both currently empty. The table is covered in ink stains, gouges, and scorch marks.

7. PANTRY. Al-Harq attempted to use this small room as a cage for the crysmal, but it broke out easily. He uses it now as a trash area and allows the flamelings to set fire to anything within it. As such, the floor and walls are covered in scorch marks and the room smells strongly of smoke.

8. LARGE STORAGE ROOM/SHRINE TO KOSSUTH. Originally intended as a long-term storage space, Al-Harq has repurposed this room to be a shrine to Kossuth. A statue of the god stands at the far end, with a makeshift altar before it. The altar is covered in decayed and burned offerings such as coins, leathers, and herbs along with several dark stains. The room smells of sweat, blood, and flame.

If a PC brings the scroll from Area 5 and reads the prayer from it while standing at the altar, roll 1d100. If the result is equal to or less than the character's level plus their Charisma modifier, that PC gains immunity to fire for 24 hours. However, if the roll is 90% or higher, the PC gains vulnerability to fire for 24 hours.

9. UBAY AL-HIYALI'S OUTPOST. The large storage room to the end of the hallway was once used to store durable goods in barrels and crates. When Al-Harq moved in,

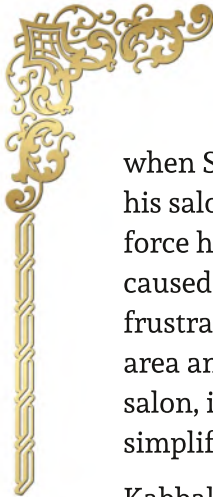


however, he discovered another use for it: a prison for Souad Kabbal, a lesser ghul who aspires to be a rawun (bard) and keeps herself disguised as a human woman. Unable to force her to work at his hammam (salon), the flame mage confined her within an enchanted cage at the end of the hall then set Ubay al-Hiyali and a quartet of flamelings to keep watch.

Al-Hiyali moved some of the refuse from elsewhere in the warehouse to partially block the room's entrance and provide a more defensible position. He has begun to suspect that the woman in the cage is more than she seems but does not realize that she is actually a ghul (Al-Harq has concealed this fact from him.) She has never spoken in his presence (see below), despite his attempts to start conversations.

Ubay al-Hiyali does not have the key to Souad Kabbal's cage; Al-Harq keeps it himself.

10. SOUAD KABBAL'S CAGE. Al-Harq originally intended to use this cage to hold the crysmal, but discovered a better use for it



when Souad Kabbal refused to be a barber at his salon. He stole her comb in an attempt to force her to do his bidding, but this only caused her to cease talking entirely. In frustration, Al-Harq left Ubay to guard the area and went back to his bathhouse and salon, intending to use the magical comb to simplify grooming work.

Kabbal has no love for violence but truly dislikes Ubay al-Hiyali. She remains silent through any battle that results from the PCs' entrance, but will assist them by using her spells if they seem to need help.

The cage has a complex lock that requires a successful **DC 20 Dexterity check with thieves' tools** to open. If the PCs defeat Ubay al-Hiyali, Kabbal will begin speaking and tells them what she knows of Al-Harq (including the fact that he has the key to the cage) and asks them to retrieve her comb from him and set her free.

Though she is likely powerful enough to defeat the flame mage herself, Kabbal prefers to maintain her disguise unless she has no other choice. She worries that the great ghul who captured and transformed her originally has agents in the city looking for her, and she prefers to avoid Al-Harq's minions, so she would rather continue to hide in the warehouse even if she is released from the cage. If necessary, she can use her Burrow ability to hide in the warehouse floor once she is released from the cage.

Souad is also seeking champions to assist her in finding the Heart of Purity, and sees her request for the PCs to return her comb as a test of their worthiness. She also would like to use the comb to improve her disguise.

THREATS: 4 **flamelings*** and Ubay al-Hiyali, a Flamedeath Fellowship apprentice (use the statistics of a **cultist**) (add 2 flamelings for a 2nd level party)

TACTICS: The flamelings use no strategy and attack the creature nearest to them. Ubay al-Hiyali is no such fool, and if he sees the battle going against him he will attempt to flee through the secret door in area 9. If the PCs corner him, he will tell them about Al-Harq and how the mage is a member of the Brotherhood of the True Flame in an attempt to intimidate them, and will offer money as a bribe so he can escape. If asked about the woman in the cage he will say what he knows: she was placed in the warehouse by Al-Harq and his job is to guard her. He is not sure why the flame wizard put her in a cage instead of just doing away with her, and if questioned closely he will admit that despite guarding her for weeks they have never spoken; he has never given her food or water.

If he escapes, al-Hiyali reports back to his superiors in the Flamedeath Fellowship before notifying Al-Harq of the PCs actions.

TREASURE: The flamelings have no treasure, but al-Hiyali has a pouch of 20 gold pieces and a bag of five polished malachite stones worth 15 gp each. He will attempt to use the gold to bribe his way to freedom if cornered.

At this point, the party should have captured enough elemental vermin to fulfill their obligation to the Exterminators and can return to Akil Festir for payment if they like. You can end the adventure here if you wish, or, if the party has agreed to help out Souad Kabbal, proceed to Part 2 (below).

Part 2: The Flame's Heart

Synopsis: Al-Harq brought Souad Kabbal's comb back to his bathhouse and salon, intending to use it as a grooming tool to increase revenues. However, an adult silat named Zafreen, who had been working in the salon, stole the comb and fled following an argument with the flame mage. Al-Harq asks the PCs to retrieve the comb for him.

As the PCs approach the bathhouse, read or paraphrase the following:

Al-Harq's bathhouse, Gazali's Geyser, sits nestled in a small cul-de-sac off of a busy avenue. Like the warehouses, it is an old building constructed of sandstone, marble, and mud bricks. Three steps lead up to its arched doorway, with strong wooden doors open to welcome the day's customers.

ENCOUNTER D: THE BATHHOUSE

Al-Harq's bathhouse, Gazali's Geyser, is located in the Caravan district not far from the Ghost Gate and the Rmaga Brothers office (locations 6 and 34 on the locations map). The bathhouse is growing in popularity and is generally fairly busy. Al-Harq employs two barbers full-time in the salon and several assistants to assist bathers and maintain the pools.

When the PCs arrive, there are 4d4 patrons throughout the building. Use the statistics of the **Noble** for these patrons if necessary, though none of them are particularly high-ranking or famous individuals.

Al-Harq is at the desk in Room 6, trying to determine a way to retrieve the comb Farashat al-Jawhar from the silat who stole it. Zafreen, the silat, had used her Change Shape ability to disguise herself as a common human barber in order to practice grooming, and to observe Al-Harq's motivations. She quickly realized the extent of vile practices as she fell under his control when she tried to eat him, so when Al-Harq brought the magic comb back to the salon, Zafreen saw her opportunity and took it. She grabbed the comb and leapt out the window; by the time Al-Harq or the other barber in attendance realized what was happening she was gone.

1. ENTRY. A scribe sits in this vestibule during business hours, recording the names of visitors and collecting a one dirham (silver piece) donation from each. A patron can refuse to give their name and/or the donation, but to do so is considered rude.

2. tepid pool. This pool is the largest and most popular in the complex. Its waters are neither heated nor cooled, providing a soothing bathe without being stressful. An attendant is always on hand to provide towels, lavender-scented alkali soap bricks, and scented oils. For a fee, the attendant will assist a bather in washing or applying the scented oils.

3. CHANGING ROOM. This room is supplied with well-worn benches and racks and is used by patrons to change from their daily clothes to light robes to wear in the bath areas. Especially then the meeting room and sauna are occupied, this room also serves as a place to discuss daily life or politics.

4. PRIVATE POOL. Though it is occasionally filled with cold water, this pool is typically left at room temperature and used by individuals or small groups who desire to be left alone. It is the only pool that lacks a regular attendant, and patrons must pay an extra fee to use it.

5. Salon. A barber shop or salon is an

Gazali's Geyser



□ = 5 ft

uncommon addition to a bathhouse in the Land of Fate, but Al-Harq sees it as an innovative way to provide more services (and make more money). The shop seats four patrons and at any given time two to three barbers are available.

6. MEETING ROOM. Another of Al-Harq's innovations, the meeting room is available to merchants, minor nobles, or anyone else willing to pay for its rental. When not being rented, the room stands open and is available to anyone who wishes to use it. Al-Harq spends most of his time on-site at the desk in this room.

7. HEATED POOL. The attendants keep the water in this pool hot, and the soothing warmth helps relax tired muscles and relieve stress. Like the sauna and the other pool rooms, this space is a popular area for merchants and businesspeople to conduct meetings and share stories.

8. SAUNA. Like the heated pool in area 7, this room is kept hot and humid. It smells of perfumes used in an attempt to cover the reek of old sweat, but the attached lavatory certainly doesn't improve the smell.

Al-Harq is no fool, but he is headstrong and not too experienced. He wants the comb back, but doesn't relish the idea of finding and confronting the silat himself. He is happy to explain to the PCs what happened and ask them to retrieve the comb for him. During any negotiations he downplays his concerns about the silat and frames his situation as needing to procure gemstones to feed his pet crysmal, Sakhri. As a reward for their assistance, he offers the party 100 gold dinars each, to be paid upon returning the comb.

ENCOUNTER E: MOTHER'S SHRINE

Zafreen is not difficult to find. A character who succeeds on a **DC 12 Wisdom (Nature) check** or **DC 12 Intelligence (Investigation) check** discovers her tracks outside the window and can easily follow them to the old shrine where she is hiding. When the PCs reach her, Zafreen is becoming more and more agitated at the comb's inability to tame her hair and allow her to escape into the alleys of Huzuz back to her community.

As the PCs approach the shrine, read or paraphrase the following:

The vagabond barber's tracks lead straight to a dilapidated shrine that looks like it hasn't seen use in years. An overgrown hedge that might once have been stately surrounds a circular stone platform, at the center of which stands an obelisk of stone roughly 5 feet high. Learning against the obelisk and weeping bitterly is an old woman in a caftan and a shawl.

The old woman is Zafreen, a disguised **adult silat***. She misunderstood the comb's power, believing it would by itself fix her hair the way she wanted. She has no real skill in barbering, however, so the comb is of very little use to her.

Attacking the silat is likely a fatal move for the PCs. Zafreen speaks Common, however, and will surrender the comb to the PCs if they groom and style her hair. The hair currently lies flat and straight along her scalp and neck, and she wants it to be full, thick, and springy instead. A barber can perform this act with no skill check required; other characters must succeed on a **DC 15 Strength check** or a **DC 15 Dexterity check with Weaver's Tools**, or fetch a barber. The *farashat al-jawhar* itself could help the party in this regard, though Zafreen is loathe to give it up before the PCs have honored their side



of the bargain. Once her hair is styled the silat will give the comb to the PCs and thank them for their help.

DM'S Note: If the PCs provide the service for Zafreen and successfully retrieve the comb, provide a quest award of 1,000 XP. If you are using milestone leveling, this is a good place for the PCs to level up.

FARASHAT AL-JAWHAR (Comb of Essence)

Wondrous item, uncommon

This one piece magical comb is carved from ebony, with a handle eight inches long and bristles that extend an additional six inches. When using this comb, you have advantage on tool proficiency checks made to groom a creature's hair. In addition, the result of your grooming will always be a style the creature feels best represents their true nature.

ENCOUNTER F: DECISIONS

While the party was retrieving the magic comb, Al-Harq decided to hedge his bets. He closed his bathhouse and fetched the cage containing Souad Kabbal. He brought the cage back to the bathhouse to await the PCs' return. He wants to 1) see if they succeeded and 2) see whether they planned to honor their part of the agreement. As a precaution, Al-Harq decided to stow the ghul in Room 8, where the thick walls would muffle any attempts she made to call for help.

If the party returns to Warehouse 3 first, they find Souad Kabbal missing and all evidence of their earlier battle gone. Al-Harq had his subordinates clear out the mess and remove all traces of their presence in the building, leaving it looking as though it hadn't been entered in years.

When the party returns to the bathhouse, read or paraphrase the following:

With its doors now closed and the day getting on toward sunset, the bathhouse has taken on an ominous character. Long shadows spill across the once friendly looking cul-de-sac, and the empty streets have an air of quiet menace.

The bathhouse doors are now locked; a character can open them silently by succeeding

on a **DC 18 Dexterity check using thieves' tools** or force them open by succeeding on a **DC 20 Strength check**.

If the party succeeds in entering silently, they will find Al-Harq and the flamelings in Room 6. If the group forced the doors, Al-Harq is aware that they are coming and waits for them along with the flamelings in Room 2.

When the party encounters Al-Harq, read or paraphrase the following:

"You're back!" Al-Harq's face splits into a wide grin that doesn't quite reach his eyes. "I confess to being mildly surprised but very pleased. And now, the comb." He holds out his hand expectantly.

RESOLUTION:

If the PCs give the comb to Al-Harq, he claps his hands and a flamelings brings him a brass urn, from which he draws forth the agreed upon payment. He gravely counts the coins out into the PCs' hands, thanks them, and wishes them well on their future adventures. If the party asks about Souad Kabbal and Warehouse 3, he claims ignorance (though a character that succeeds on a **DC 14 Wisdom (Perception) check** can tell he isn't being truthful).

If the party refuses to give Al-Harq the comb or demands to know what happened to Souad Kabbal, he becomes angry and orders them to leave. If they refuse, he summons his two flamelings assistants and attacks.

THREATS: 2 **Flamelings*** and **Al-Harq***

TACTICS: The flamelings use no strategy and attack the creature nearest to them. Al-Harq hits hard and fast, using scorching ray and not pulling any punches. However, if he is reduced to half his hit points or less he will attempt to

flee using expeditious retreat. If Al-Harq flees or is killed, the flamelings must succeed on a DC 10 Wisdom saving throw or flee as well.

TREASURE: Al-Harq keeps little of value in the bathhouse. A character who searches the bronze urn from which he pulled the coins earlier discovers an additional 80 gold dinars as well as a pair of expertly engraved bone dice worth 75 gp and a piece of jade 3 inches in diameter that has a bas-relief carving on the face. A character who succeeds on a DC 20 Intelligence (Religion) check identifies the figure in the bas-relief as the forbidden elemental fire god Kossuth.

CONCLUSION

If the PCs defeat Al-Harq, they can choose to free or keep the pet crysmal; it requires 75-100 gp worth of precious gems (especially diamonds, sapphires, and topazes) every day for food. If Al-Harq survived the encounter, he swears revenge upon the PCs and can become a recurring villain if you wish.

If the PCs return the *haqibat al-afat* to Akil Festir they receive payment as promised, and Festir congratulates them on a job well done. Depending on the players' interests, Festir may prove a valuable contact and/or source of additional adventures or employment.

If the PCs befriended Zafreen, she can also serve as a valuable ally and patron for future adventures. The silat is old and powerful in her own right, but she can always use the assistance of brave adventurers.

Souad Kabbal is overjoyed to get her comb back. If she has not revealed herself to the PCs as a ghul yet, she may do so now depending on how they have treated her. Kabbal's desire for a soul will be explored further in the **Heart of Purity** adventure sequence, coming soon from Miniature Giant Space Hamster Press!

Monsters and NPCs

ADULT SILAT

Large fey, chaotic neutral.

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	15 (+2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Magic Resistance. The silat has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The silat makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Change Shape. The silat magically polymorphs into a Medium or Large creature, or back into its true form. Its statistics are the same in each form, though the silat can only use its claw or bite attack when the new form has suitable claws or teeth. A single feature of the silat, usually the feet, will remain unchanged. Any equipment it is wearing or carrying isn't transformed. The silat reverts to its true form if it dies.

Polymorph Other (3/Day). The silat targets a creature it can see within a range of 10 feet. The target must succeed on a DC 14 Wisdom saving throw or be transformed into a beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its own alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment while transformed.

AL-HARQ

Medium humanoid (human), neutral evil.

Armor Class 13

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	17 (+3)	10 (+0)	14 (+2)

Saving Throws Int +5, Wis +2

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Common, Ignan

Challenge 2 (450 XP)

Dark Devotion. Al-Harq has advantage on saving throws against being charmed or frightened.

Shield of the Great Ghul. Al-Harq is surrounded by a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on himself. Elementals, fey, and undead cannot enter this circle through nonmagical means without Al-Harq's permission and must succeed on a DC 13 Charisma saving throw to enter it using teleportation or interplanar travel. In addition, elementals, fey, and undead have disadvantage on attack rolls against Al-Harq and he cannot be charmed by them.

Spellcasting. The flame mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The flame mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*

1st level (4 slots): *burning hands*, *expeditious retreat*, *magic missile*

2nd level (3 slots): *scorching ray*, *spider climb*

ACTIONS

Multiattack. Al-Harq makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Voice of the Great Ghul. Al-Harq speaks a one-word command to an elemental, fey, or undead creature he can see within 60 feet of him. The target must succeed on a DC 14 Wisdom saving throw or follow the command on its next turn.

CRYSMAL

Small elemental, neutral.

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Con +4

Skills Acrobatics +5, Perception +5, Stealth +5

Damage Resistances lightning, slashing damage from nonmagical weapons

Damage Immunities cold, fire

Senses darkvision 60 ft., passive Perception 15

Languages Terran

Challenge 3 (700 XP)

Crystal Sense. Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Shard Spike (1/day). *Ranged Weapon Attack.* +5 to hit, range 20 ft/60 ft. A crysmal can launch its tail spike as a ranged attack. On a hit, the target takes 11 (3d6) piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take an additional 7 (2d6) slashing damage.

Until the spike regrows, the crysmal's sting attack is reduced to 5 (1d6+2) damage.

CULTIST

Medium humanoid, any non-good alignment.

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

FLAMELING

Tiny elemental, neutral.

Armor Class 11 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	10 (+0)	3 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Illumination. The flameling sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

ACTIONS

Fire Ball. *Ranged Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried.

MAGMIN

Small elemental, chaotic neutral.

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	7 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

SOUAD KABBAL

Medium undead, neutral.

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 40 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	13 (+1)	10 (+0)	8 (-1)	16 (+3)

Saving Throws Str +7, Dex +5, Cha +6

Skills Disguise +6, Performance +9, Stealth +4

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 9

Languages Common, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. Souad Kabbal's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *invisibility*, *mage hand*, *prestidigitation*, *shocking grasp* (2d8)

1/day: *healing word*

Magic Resistance. Souad Kabbal has advantage on saving throws against spells and other magical effects.

Turn Resistance. Souad Kabbal's elemental affinity gives her advantage on saving throws against any effect that turns undead.

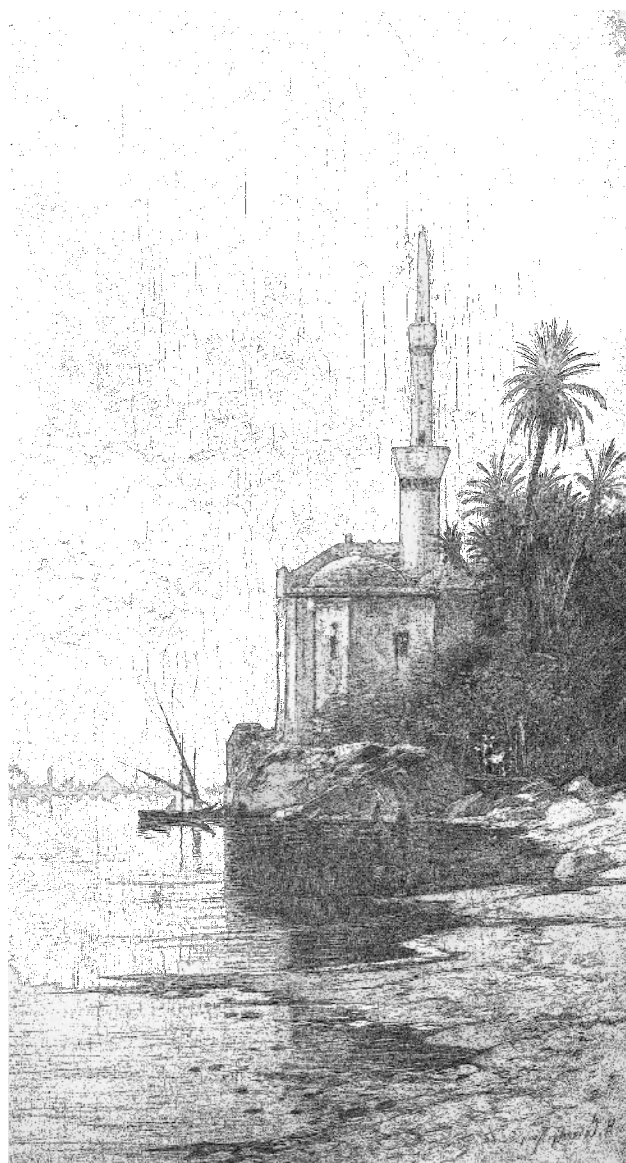
ACTIONS

Multiattack. Souad Kabbal makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature that is grappled by Souad Kabbal, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. Instead of dealing damage, Souad Kabbal can grapple the target (escape DC 14).

Change Shape. Souad Kabbal magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment Souad Kabbal is wearing or carrying isn't transformed. No matter what form she takes, her feet remain those of a donkey. She reverts to her true form if she dies.





APPENDIX 3: SPELL LISTS

Zakhara is a land of elemental wonders, from the endless sands of the Haunted Lands to the heights of the World Pillar Mountains to the depths of the Crowded sea. Most wizards align themselves and their spellcasting along elemental distinctions, even those who do not specialize in an elemental discipline. The most common approach for spellcasters in Zakhara is to focus on one or two of the elemental disciplines.

In the spirit of 5th Edition, however, we have not barred characters from learning or casting any spells normally allowed to their class. These lists are intended to provide guidelines for players who wish to focus their character's magic, not to restrict any spellcaster's choices.

The lists below draw from the 5th Edition *Player's Handbook*, the *Elemental Evil Player's Companion*, and *Xanathar's Guide to Everything*. Any spells not listed here are considered to be Universal, or non-elemental, in nature.

Spells marked ^E are found in the *Elemental Evil Player's Companion* as well as in *Xanathar's Guide to Everything*. Spells marked ^X can be found in *Xanathar's Guide to Everything*.

FLAME SPELLS

Zero-Level Spells (cantrips)

- Control Flames^E
- Create Bonfire^E
- Fire Bolt
- Produce Flame
- Sacred Flame
- Word of Radiance^X

First-Level Spells

- Absorb Elements
- Hellish Rebuke
- Searing Smite

Second-Level Spells

- Aganazzar's Scorcher^E
- Continual Flame
- Flame Blade
- Flaming Sphere
- Pyrotechnics^E
- Scorching Ray

Third-Level Spells

- Elemental Weapon
- Fireball
- Flame Arrows^E
- Melf's Minute Meteors^E

Fourth-Level Spells

- Conjure Minor Elementals
- Elemental Bane^E
- Fire Shield
- Sickening radiance^X
- Wall of Fire

Fifth-Level Spells

- Conjure Elemental
- Dawn^X
- Flame Strike
- Immolation^E

Sixth-Level Spells

- Investiture of Flame^E

Seventh-Level Spells

- Delayed Blast Fireball
- Fire Storm

Ninth-Level Spells

- Meteor Swarm



SAND (EARTH) SPELLS

Zero-Level Spells (cantrips)

Magic Stone^E
Mold Earth^E

First-Level Spells

Absorb Elements^E
Earth Tremor^E
Longstrider

Second-Level Spells

Earthbind^E
Maximilian's Earthen Grasp^E

Third-Level Spells

Elemental Weapon
Erupting Earth^E
Meld into Stone
Wall of Sand^E

Fourth-Level Spells

Conjure Minor Elementals
Elemental Bane^E
Stone Shape
Stoneskin

Fifth-Level Spells

Conjure Elemental
Passwall
Transmute Rock^E
Wall of Stone

Sixth-Level Spells

Bones of the Earth^E
Flesh to Stone
Investiture of Stone^E
Move Earth

Eighth-Level Spells

Earthquake

SEA (WATER) SPELLS

Zero-Level Spells (cantrips)

Frostbite^E
Ray of Frost
Shape Water^E

First-Level Spells

Absorb Elements^E
Create or Destroy Water
Fog Cloud
Ice Knife^E

Third-Level Spells

Elemental Weapon
Gaseous Form
Sleet Storm
Tidal Wave^E
Wall of Water^E
Water Breathing
Water Walk

Fourth-Level Spells

Conjure Minor Elementals
Control Water
Elemental Bane^E
Ice Storm
Vitriolic Sphere^E
Watery Sphere^E

Fifth-Level Spells

Cone of Cold
Conjure Elemental
Destructive Wave
Maelstrom^E

Sixth-Level Spells

Investiture of Ice^E
Otiluke's Freezing Sphere
Wall of Ice

Eighth-Level Spells

Tsunami

WIND SPELLS

Zero-Level Spells (cantrips)

Gust^E

Thunderclap^E

Lightning Bolt

Stinking Cloud

Thunder step^X

Wind Wall

First-Level Spells

Absorb Elements^E

Catapult^E

Feather Fall

Jump

Thunderous Smite

Thunderwave

Zephyr strike^X

Fourth-Level Spells

Conjure Minor Elementals

Elemental Bane^E

Storm Sphere^E

Fifth-Level Spells

Conjure Elemental

Control Winds^E

Steel wind strike^X

Synaptic Static^X

Second-Level Spells

Dust Devil^E

Gust of Wind

Levitate

Skywrite^E

Warding Wind^E

Sixth-Level Spells

Chain Lightning

Investiture of Wind^E

Primordial Wind^E

Wind Walk

Third-Level Spells

Call Lightning

Elemental Weapon

Fly

Lightning Arrow

Seventh-Level Spells

Whirlwind^E

Eighth-Level Spells

Control Weather

Incendiary Cloud





APPENDIX 4: MISCELLANY

Zakharan Calendar

Al-Toril, the planet of which Zakhara is a part, has 365 days to its year. Each year is divided into twelve months of 30 days each (which roughly matches the orbit of the planet's single moon). The Zakharan calendar also includes five High Holy Days, special days which belong to no month.

TABLE 27: MONTHS OF THE YEAR

Month	Zakharan Name
January	Taraq (tah-ROK)
February	Masta (MAH-stah)
March	Magarib (mah-GAH-reeb)
April	Gammam (gahm-MAHM)
May	Mihla (MEE-lah)
June	Qawafil (ka-WAH-feel)
July	Safa (SAH-fah)
August	Dar (DAHR)
September	Riyah (REE-yah)
October	Nau (NOW)
November	Rahat (rah-HOT)
December	Saris (sah-REES)

High Holy Days

The five High Holy days are Ahad, Atnen, Salas, Arba, and Yasad. They follow the month of Qawafil and precede Safa each year. From dawn until dusk, the High Holy Days are a time of faith, meditation, and fasting, but the nights are filled with celebrations, dancing, and feasting. Some say that even the most despicable thief thinks twice before committing any crimes during the High Holy Days, and many regions dictate severe punishments for crimes committed during this period.

Yasad is called Ascension Day, in celebration of the day the first Grand Caliph is said to have

ascended the throne. Each Grand Caliph since assumed rulership on Ascension Day, and when the rulership remains unchanged, Yasad is distinguished by a public appearance by the current Grand Caliph. Many pilgrims flock to the Golden Temple on this day to hear him speak.

Local Celebrations

Many cities in Zakhara have their own celebrations. Such celebrations commemorate local battles, miracles, or great leaders of the past. In Gana, for example, the Sultan holds a spectacular three-day festival each year to mark the end of the pearl season.

Most cities observe the local ruler's birthday, generally with feasts and entertainments; such celebrations usually start in the morning and last well into the evening.

Almost every city celebrates the Grand Caliph's birthday, though the nature of this celebration ranges from raucous parties to solemn processions. Of note is the celebration in Qudra, where the mamluk units march in ordered ranks and each soldier reaffirms their loyalty and obedience in the Temple of Blood.

Other local holy days vary greatly. In recent years, the Corsair Council of Hawa has staged an annual mock sea battle to commemorate their victory over Qudra. This celebration serves to keep the citizens galvanized and engaged, helping to ensure that if a similar battle takes place in the future, they may be more easily rallied to the city's defense.

Common Terms and Phrases

Midani is a language based upon the real-world Arabic tongue and its variants. No primer could hope to teach either language in the space of a few pages, but we provide the following terms for you and your group to provide additional immersion.

The words and terms below appear in *Adventures in the Land of Fate* as well as other publications from Miniature Giant Space Hamster Press. The list includes character kits, gods of Zakhara, and many other terms.

We also include in-game knowledge of certain monsters. This information comes to the PCs through legend, hearsay, and, rarely, personal experience; it may or may not be accurate.

Aba. (ah-BAH-'ah) Robe resembling a modern-world “graduation gown,” worn primarily by Al-Badia (nomads). Also abba.

Afwan. (AFF-wahn) “You’re welcome” (response to *shukran*).

Afyal. (af-YAHL) A far-off island nation holding ancient ruins.

Agal. (ah-GAHL) Cord or group of cords designed to hold a keffiyeh, or headcloth, snugly to the head.

Ahad. (ah-HAHD) The first High Holy Day.

Ajami. (AH-jah-mee) Outlander or foreigner.

Al. (AHL) The (definite article). As a prefix, it may also mean “the house of” or “the tribe of.”

Al-Badia. (ahl-BAH-dee-yah) Desert nomads of Zakhara.

Al-Hadhar. (ahl-HAH--dhar) Town- and city-dwellers of Zakhara.

Alim. (ah-LEEM) (pl. ulama) Learned man, scholar, sage, or wizard.

Al-Jahar. (al-jah-HAHR) The dazzle. An evil creature that uses disguise and manipulation to

generate the emotions it feeds upon.

Al-Toril. (al-toh-REEL) The planet Zakhara graces with its presence.

Amir. (ah-MEER) Ruler. Amir is also a title assumed by high level paladins. Also emir.

Anjar (AHN-jahr) (pl. anajir). Grapple-type anchor.

Arba. (AHR-bah-ah) The fourth High Holy Day.

Ascension Day. The anniversary of the day the First Grand Caliph ascended to the throne, and the day on which a new Grand Caliph ascends to the throne, and on which the reigning Grand Caliph makes a public appearance and worships and speaks at the Golden Mosque. Ascension Day takes place on Yasad.

Ashira. (ah-shee-rah) Rare tree spirits that live in domesticated trees.

Askar. (AHS-kahr) Warrior; common citizen with fighting skills.

Assad. (AHS-sahd) Lion. Also asad.

Atnen. (AT-neen) The second High Holy Day

Aywa. (AY-wah) “Yes.”

Bahriyin. (bah-REE-yeen) Seamen.

Baksheesh. (bahk-SHEESH) A bribe or a tip.

Balanji. (bah-LAHN-jee) Ship’s cabin.

Bananiyah. (bahn-NAH-nee-yah) Sailors.

Bandar. (BAHN-dahr) Port (a place where ships may rest).

Barber. A character who frequents bazaars and dispenses advice, grooming, and medicinal needs.

Barchan. (BAHR-chewn) Crescent-shaped dune, commonly at the desert’s edge. The “horns” point away from prevailing winds.

Barijah. (BAH-ree-jah) Small, 40-foot dhow that commonly serves fishermen, pearlers, merchants, and shore-dwelling pirates.

Bawara. (bah-WAH-rah) Heavy anchor for sandy or muddy bottoms.

Bazaar. A bustling open-air market.

Bazan. (BAH-zahn) Flames.

Beam. The width of a ship from gunwale to gunwale.

Bedestan. (be-des-TAHN) A covered market specifically constructed for prominent merchants and important products.

Beggar-thief. Common thief of Zakhara who makes a living primarily by begging.

Bit. A copper piece.

Blood feud. A battle, often long-standing, between two families, clans, or tribes. It begins when one side kills a member of the other, but feels it is justified. The other side disagrees and attempts to even the score, launching a cycle of one vengeance killing after another.

Blood price. Diyyah; payment to settle a blood feud or conflict involving the loss of life or honor.

Burj. (BURJ) Tower.

Caftan. (KAFF-tan) Flowing, ankle-length overgarment, often cinched at the waist with a sash.

Calendar. The Zakharan calendar holds these months, each of 30 days: Taraq, Masta, Magarib, Gammam, Mihla, Qawafil, Safa, Dar, Riyah, Nau, Rahat, Saris. Between Qawafil and Safa fall the High Holy Days.

Caliph. (kha-LEEF) Spiritual leader and temporal ruler. The Grand Caliph is at the center of Zakharan life.

Caravanserai. (kah-rah-VAN-see-ree) A large building with a central courtyard, able to provide food, lodging, storage space, and other amenities for entire caravans.

Casbah. (KHAS-bah) Castle or keep.

Chador. (cha-DOOR) A modest or moralist woman's full-body robe with a hood, plus a veil or cloth "mask" that may conceal even the wearer's eyes.

Cities of the Ancients. Cities in the Ruined Kingdoms area of southeastern Zakhara.

Cities of the Heart. Cities sometimes viewed as the soul of the land of Zakhara.

Cities of the North. Cities of constant warfare, these include Qudra (the City of Power, home to many mamluks), the Free Cities, and the Corsair Domains.

Cities of the Pantheon. The home cities of the League of the Pantheon, or Pantheist League. Pantheists recognize only five gods: Hajama, Kor, Najm, Selan, and Jauhar. Worship of other gods is forbidden by the inhabitants.

Cities of the Pearl. Wealthy trade cities on the western coast of the Golden Gulf. Places filled with proud, often unscrupulous merchants.

Cleric of Order. Also Ordered Priest or Ordered Preacher. A pragmatist, ethoist, or moralist; common priests with organized faiths, who maintain temples and shrines.

Corsair. Seagoing warrior.

Crawler. Nickname for a type of vermin from the elemental plane of Earth. They eat gems and are very vicious.

Daftar. (DAFF-tar) Sailing instructions often used for navigation in place of charts.

Da'i. (dah-EE) Missionary, minister, an assassin officer.

Dao. (DOW) Earth genie.

Daqal. (DAH-kahl) Mast.

Dar. (DAHR) The eighth month of the year, and the month of the Grand Caliph's Birthday.

Daraq. (DAH-rahk) Small, lightweight shield similar to the buckler, favored by desert riders.

Dhabb (DAHB) (also dhubb). Large, edible lizard; “fish of the desert.”

Dhow. (DOW) A ship, particularly of Zakharan manufacture.

Didban. (DEED-bahn) The ship’s look-out.

Dinar. (DEE-nah) (pl. dinars) Gold piece, equal to 10 dirham or 100 bits.

Dirah. (DEE-rah) The territory of a given desert tribe, usually about 200 square miles.

Dirham. (DEER-hahm) (pl. dirham) Silver piece, equal to 10 bits or 1/10 dinar.

Dishdashah. (deesh-DA-shah) Simple tunic, usually worn by farmers and poor merchants.

Diwan. (DEE-whan) Court or council of a ruler; a time or place of audience.

Diy Yah. (DEE-yah) See blood price.

Djinni. (JINN-ee) (pl. djinn) Air genie.

Dolman. (dohl-MAHN) Loose, floor-length robe with sleeves.

Duster. Vermin from the elemental plane of Air; similar to a dust devil, this creature can generate whirlwinds and dust clouds. It lives by smelling perfume.

Effendi. (eff-FEN-dee) An informal title of respect, akin to milady or milord.

Efreeti. (eff-REE-tee) (pl. efreet) Fire genie.

Elemental Mage. A specialist in magic related to one element. An elemental mage specializes in wind, sand, sea, or flame, and shuns the use of the other elements.

Enlightened. A being that has accepted and follows the Law of the Loregiver.

Ethoist. Ordered Preacher who is conservative but tolerant.

Faris. (FAHR-ees) (pl. farisan) Professional soldier and holy warrior.

Fez. (FEZ) Round felt hat, like a cone with a flat

top. A tassel roughly as tall as the hat dangles from the top.

Fidai. (fee-DAH-ee)(pl. fedayeen) One who sacrifices himself for a cause, a brave warrior.

Flameling. Vermin from the elemental plane of Fire; it enjoys setting things on fire.

Free Priest. A hakima, druid, or mystic; more commonly, a preacher who evangelizes for a deity but rarely has ties to a specific church.

Gammam. (gahm-MAHM) The fourth month of the year.

Gassi. (GAS-see) Rocky path between two seif dunes.

Gen. (pl. gen) A small creature from one of the elemental planes, which may serve as a sha’ir’s familiar. Types include the daolani (earth gen), efreetikin (fire gen), maridan (water gen), and djinnling (air gen).

Genie. A magical being from one of the elemental planes. Very proud and very powerful.

Genie, Tasked. A genie who has worked at a particular task for so long that it has adapted to the task.

Ghul. (GHWOOL) Undead elemental cousins to genies, the most wicked members of an inferior order of jann.

Grand Caliph’s Birthday. This day of great celebration in Huzuz occurs on 27 Dar.

Hajama. (hah-JAH-mah) A great god, called “the Courageous,” represents the ideal of courage in the face of opposition.

Hakima/Hakim. (hah-KEE-mah/hah-KEEM) A wise person with mystical powers who sees the truth. One of the Free Priests.

Hakiyah. (hah-KEE-yah) Great goddess, called “the Honest,” symbolizes truth.

Haku. (hah-KOO) Great god, called “Free,” represents personal independence.

Hama. (HAH-mah) Spirit, or the spirit-bird that rises from a body when the person dies. It sometimes carries messages for the living.

Hammam. (hah-MAH-ahm) Bathhouse.

Haram. (hah-RAHM) Holy site.

Harim. (hah-REEM) Women's quarters; female counterpart to selama. The area within a household or palace reserved for women. Also the women who occupy or spend most of their time there. Also harem.

Harrat. (HAHR-rut) Field of volcanic debris.

Hatar. (hah-TAHR) Danger.

Haunted Lands. Once the home of warring city-states, petty nations, and proud nomads. Brought to destruction by the pride of a single ruler, these places now lie deserted and ruined. A dangerous, unpleasant place.

Henna. (HEN-nah) An herb that produces an orange-red dye, which is used to beautify fingernails, toenails, and (occasionally) palms, soles of feet, and halfling foot hair.

Heway. (heh-WAY) A deadly white snake often found at desert oases.

High Desert. Home of the largest nomadic tribes of Zakhara.

High Holy Days. Five days of faith, meditation, and fasting, and five nights of grand celebration. They are Ahad, Atnen, Salas, Arba, and Yasad; they follow Qawafil and precede Safa each year, belonging to neither month.

Holy Slayer. A member of a secret organization dedicated to a particular faith, who eliminates those who work against the will of the gods.

Huriye. (hoo-REE-yeh) A beautiful young man or woman.

Huzuz. (HOOZ-ooz) The greatest of the Cities of the Heart, the City of Delights, Golden Huzuz, the Gem of Zakhara, the Jewel of the Suq Bay and the Golden Gulf, the Heart of the Heart of

the Enlightened Lands, the grandest city of Al-Toril.

Ins. (INS) Midani term to identify mortals; humans, elves, dwarves, and the like.

Ishtiyam. (EESH-tee-yahm) Ship's pilot or navigator.

Jabal. (JAH-ball) Mount, mountain.

Jalla. (JAH-lah) Camel dung; useful for fuel and many other purposes.

Jambiya. (JAHM-bee-yah) Curved, double-edged dagger commonly employed by desert dwellers.

Jana-nimr. (JAH-naw NEEM-ur) (pl. jana-nimar) Great winged cat.

Jana-qit. (JAH-nah KEET) (pl. jana-qitat) Lesser winged cat, sometimes seen in the alleys of Huzuz.

Janni. (JAH-nee) (pl. jann) A genie of all elements.

Jari. (JAH-ree) Courageous.

Jauhar. (jah-HAHR) Common god, called "the gemmed," represents wealth.

Jazirat. (jah-ZEER-aht) Island.

Jellaba. (jel-LAH-bah) Heavy "winter aba," worn over the traditional aba and usually made of wool or felt.

Jisan. (JEE-sahn) Great goddess, called "the Bountiful," symbolizes fertility and productivity.

Kahin. (kah-HEEN) Idol-priest who believes divinity is found in all things; druid. A type of Free Preacher.

Kamal. (KAH-mahl) Simple navigation tool consisting of a card and knotted line.

Kashabat. (KHA-shah-baht) Wooden scaffold serving as beacon and watchtower.

Katar. (KAH-tahr) Short, easily-concealed weapon, sometimes called a "punch dagger."

Kavir. (KAH-veer) Salt/mud flat; dangerous terrain in which a salt crust lies directly over a sea of black, slimy mud.

Keffiyeh. (kef-FEE-yeh) Headcloth.

Khabb. (KOB) Gale, typhoon.

Khamsin. (KOM-seen) Sirocco, a hot, destructive wind storm.

Khayt. (KATE) Stitch, as in the stitched hull of a ship.

Kohl. (KOAL) A thick black powder that, when moistened, serves as a heavy eyeliner.

Kor. (KOOR) Great god, called “the Venerable,” represents wisdom.

Koumiss. (KOO-miss) Drink of fermented mare’s milk, very potent.

Kwayis. (KWA-yiss) Good.

La. (LAH) No.

Lamellar. (LAM-ee-lahr) Type of scale mail made of overlapping metal plates (lamellas), connected by metal links.

Lasiq. (LAH-seek) Beginners, the lowest rank among assassins.

Leben. (LAY-ben) A sour milk; staple of the Al-Badian diet.

Ma. (MAW) Water.

Maas salama. (MASS sah-LAH-mah) Go with peace.

Madra. (MAHD-rah) School.

Magarib. (mah-GAH-reeb) The third month of the year.

Mamluk. (MAHM-look) A servant-warrior of Zakhara, raised for battle and for government service.

Manjus. (MAHN-joos) Rascal.

Marid. (mah-REED) (pl. marids) Water genie.

Maristan. (MAH-rees-tahn) Hospital.

Markab (mahr-KOB) (pl. marikab). A ship.

Markeen. (mahr-KEEN) A tasked genie who looks exactly like a specific real mortal and hides among mortals to work mischief.

Masta. (MAH-srtah) The second month of the year.

Matrud. (mah-TROOD) Outcast from a desert tribe; raider .

Mehari. (may-HAH-ree) Racing camel.

Mercenary Barbarian. Professional soldier from a barbarian tribe on the fringes of the “civilized” lands.

Merchant-rogue. A merchant who treads a thin line between honest trade and outright swindling.

Midani. (mee-DAWN-ee) Zakhara Common language, a melodious dialect.

Mihla. (MEE-lah) The fifth month of the year.

Min fadlak. (MEEN FAHD-lok) Please.

Mish. (MEESH) A negation for any adjective it precedes (so “mish kyawis” means “bad”).

Moralist. Focused, conservative Cleric of Order.

Mulahid. (moo-lah-HEED) The impious.

Mystic. A Free Preacher who lives in isolation, but journeys among men to make revelations and predictions.

Najhuda (naj-HOOD-awh (pl. nawakhid) The ship’s owner, but not necessarily the captain.

Najm. (NAH-jum) Great god(dess), called “the Adventurous,” symbolizes adventure and curiosity.

Nargil. (NAHR-jeel) Coconut.

Nasnas. (NASS-nahss) An evil half-human found in dangerous ruins. Also nesnas.

Nau. (NAW) The tenth month of the year.

Nidir. (NEE-deer) Vow.

Nisr. (NISS-ur) Eagle. Also nasr.

Oculus. (OCK-yoo-loos) Eye decoration painted on the bow of a ship.

Pahari. (pah-HAH-ree) Shapeshifting nymphs who live in the ocean.

Pragmatist. The most common and most liberal of the Preachers of Order. Most believe in the validity of all gods.

Qadi. (KAH-dee) Judge.

Qal'at. (KAHL-aht) Fortress; a fortified keep, manor, or palace.

Qasr. (KASER) Manor.

Qawafil. (ka-WAH-feel) The sixth month of the year.

Qinbar. (KEEN-bahr) Coir (coconut fiber) cordage for making ropes.

Qutb al-gah. (KOOT-ahb al-GAH) The pole star.

Rafiq. (rah-FEEK) Comrade; term used by assassins amongst themselves.

Rahat. (rah-HOT) The eleventh month of the year.

Rahmani. (rah-MAH-nee) A book of sailing charts.

Ra'is. (rah-EES) "Head," a title of respect, often used for those who hold civil posts.

Raqi. (RAH-kee) Title of honor bestowed upon moderately powerful spellcasters, normally those who are 10th level or higher.

Rawun. (rah-WOON) A legend-keeper and storyteller.

Riyah. (ree-YAH) The ninth month of the year.

Rubban. (RUB-bahn) Captain.

Rubbaniyah. (rub-BAHN-nee-yah) Ship's officers.

Ruined Kingdoms. Nog and Kadar, ancient kingdoms that have fallen to rubble. Places of danger.

Safa. (SAH-fah) The seventh month of the year.

Safinah. (sah-FEE-nah) Ship.

Saheeda. (sah-HEE-dah) Greetings. Hello, and also goodbye.

Sahil. (sah-HEEL) Coast.

Sahir. (sah-HEER) Sorcerer. Also Saher.

Saj. (SAHJ) Teakwood.

Saji. (SAH-jee) Brave.

Salt bond. A formal bond of hospitality between host and guest, which lasts for three days. During that time the host takes responsibility for the guest's well-being, and the guest agrees no harm shall come to the host—not by the guest's own hand nor by that of his or her family.

Sa'luk. (sah-LOOK) Common rogue or "scoundrel" of Zakhara.

Salas. (SAH-lahs) The third High Holy Day.

Saluqi. (sah-LOO-kee) Desert greyhound.

Sambuk. (SAHM-book) The most common boat in the Land of Fate, aside from the barijah.

Samm. (SAHM) Poison.

Sarahin. (SAH-rah-heen) Wolves' den.

Saris. (sah-REES) The twelfth month of the year.

Seif. (SAFE) Also called a "sword dune," it is the largest of all dune types. It runs parallel to the desert winds, has a sharp peak, is very rugged, and can extend for hundreds of miles.

Selama. (say-LAH-mah) Men's quarters; counterpart to harim.

Selan. (SEE-lahn) Great goddess, called "the Gracious," represents divine beauty and heavenly grace.

Sha'ir. (shah-EER) A person skilled in negotiating with genies. Also used to describe a spellcaster who commands genies.

Sheikh. (SHAKE) The leader of a tribe, which

may be large or small, and is typically nomadic.

Sherbet. (SHARE-bet) Zakharan sweet fruit drink.

Shira. (SHEE-rah) A ship's sail.

Shukran. (SHOOK-rah) Thank you.

Sidi. (SEE-dee) Sir.

Silat. (SEE-laht) A horrid, horned hag who eats those who are ill-behaved.

Singing tree. A rare tree whose leaves make beautiful music. There is one in the Grand Caliph's garden.

Sinn. (SIN) Toothed anchor.

Sirine. (SEE-reen) Beautiful seafolk whose lovely song lures sailors to their deaths.

Spitter. Vermin from the elemental plane of Water; it has a vicious bite and causes damage by spitting water.

Sorcerer. A term used by Zakharan commoners to describe any spellcaster.

Star dune. Twisted mass of sand resembling a starfish.

Suq. (SOOK) Covered marketplace, typically at a city's center.

Suwar. (SOO-wahr) Sailing charts or maps.

Tahrik min qad. (tah-REEK meen KOD) A type of Zakharan legend that describes a holy warrior's (faris's) redemption following a downfall. Literally, "moving through the flame."

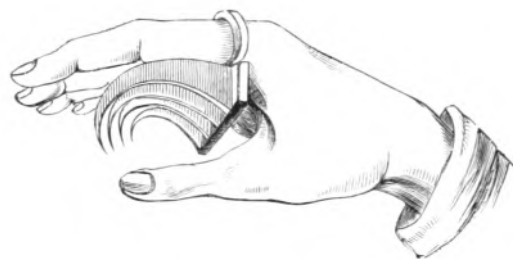
Talking bird. A wise bird, an agent of Fate who helps the deserving. One lives in the Grand Caliph's garden.

Taqiyya. (tok-EE-yah) Doctrine of caution. Under compulsion, a believer may be exempted from fulfilling obligations of religion. Used to justify concealing beliefs that others object to.

Taraq. (tah-ROK) The first month of the year.

Tayif. (tie-YEEF) Ghost. Also taif.

Tiger's claws. A weapon resembling a set of brass knuckles with spikes. Also called *bagh nakh* (BOG NOK).



Tufenk. (TOO-fink) Little more than a long blowpipe, the tufenk is used to project alchemist's fire across a short distance.

Unenlightened. A creature that is ignorant of or has rejected the Law of the Loregiver.

Vilrij. (veel-REEJ) A parasite that looks like discolored skin.

Vizier. (WAH-zeer) High-ranking advisor to a sultan or emir (king or prince). Also wazir.

Wadi. (WAH-dee) Seasonal watercourse that floods but once or twice a year and is otherwise dry and solid. Pronounced "WAH-dee."

Whaleback dune. Dune resembling a colossal beached whale. It runs parallel to prevailing winds.

Yasad. (yahs-ODD) The fifth High Holy Day, and Ascension Day

Zakhara. (zah-HAH-rah) The Land of Fate, called the Burning World by some. A vast, civilized land. Zakhara can be located anywhere, but has an "official" location south of Faerun and south-west of Kara-Tur in the Forgotten Realms® Campaign Setting.

Zann. (ZAHN) Great god, called "the Learned," epitomizes learning and intelligence.

Zaratan. (ZAH-rah-tahn) A mythical turtle of sailors' tales, as big as an island.

Zaruq. (zah-ROOK) Small ship, slightly larger than a barijah.

Zakharan Names

Below is a list of name that can be used as a starting point for PCs and NPCs alike. This list is by no means complete, and represents a tiny fraction of the names found throughout Zakhara, but can be helpful if you need to name a character quickly.

Zakharans, regardless of race or affiliation, tend to give their children traditional Midani names. The following are a selection of names to choose from, sorted by names commonly given to or adopted by feminine and masculine presenting individuals.

Note that many characters either use or retain foreign terms or names as well, so while uncommon, one might meet someone named Susan, Sioned, Zanzibar, or any other name you can think of.

Commonly Feminine Names

Alia (ah-LEE-yah)
Amsha (AHM-sha)
Axixa (ah-ZEE-xah)
Badiat (ba-DEE-ah)
Bahija (ba-HEE-jah)
Ghunayya (hu-NAI-ya)*
Farida (fa-REE-dah)
Fatima (fa-TEE-mah or FAH-tee-mah)
Halima (ha-LEEM-ah)
Ibtisam (ib-tih-SAHM)
Jaheira (ja-HAI-rah)
Jamila (ja-MEE-lah)
Juleidah (ju-LAY-dah)
Julnar (jool-NAR)
Latifa (lah-TEE-fah)
Khadiga (hah-DEE-gah)*

Khunufseh (hoo-NOOF-seh)*

Maneira (mah-NAI-rah)

Nabila (nah-BEE-lah)

Najiba (nah-JEE-bah)

Nura (NOOR-ah)

Safana (sah-FAH-na)

Samia (sa-MEE-ah)

Setara (seh-TAR-ah)

Tala (TAH-lah)

Thuriya (thoo-REE-ah)

Tufala (TOO-fa-lah)

Wadi'a (WAH-dee-ya)

Wudei'a (woo-DAY-ah)

Zobeida (xo-BAY-dah)

Commonly Masculine Names

Aasim (AH-sim)
Ahmad (ah-MAHD or AH-mahd)
Akbar (AHK-bar)
Ala'i (ah-LAH-wee)
Anwar (AHN-wahr)
Axix (ah-ZEEZ)
Diyab (DEE-yahb)
Djuhah (DJO-hah)
Essafah (ess-AH-fah)
Farid (fah-REED)
Fayiz (fah-YEEZ)
Hakim (hah-KEEM)
Hatim (hah-TEEM or HAH-tim)
Husam (hoo-SAHM)
Jamal (jah-MAHL)
Jamil (jah-MEEL)

Kamal (kah-MAHL)
 Karim (kah-REEM)
 Kerim (keh-REEM)
 Khalid (kah-LEED)
 Mahmud (mah-MOOD)
 Mamoon (mah-MOON)
 Mutamin (moo-tah-MEEN)
 Naaman (NAH-man)
 Nabil (nah-BEEL)
 Najib (nah-JEEB)
 Rashad (rah-SHAHD)
 Umar (OO-mar)
 Yezeed (yuh-ZEED)
 Yusuf (YOO-suf)
 Waleed (wah-LEED)

* The initial "h" guttural, like the sound of a person gargling or gently clearing his or her throat.

Surnames

One of the most popular forms of Zakharan surnames combines the name of a place or location with the suffix -i. For example, Al-Kharji means "the person from Kharj."

Al means "the," and may also be followed by a descriptive name, as in al-Nasr ("the eagle"). In addition, al may mean "the house of" or "the tribe of."

Other Zakharan names are formed with a prefix, such as ibn, bin, bint, beni, abd, min, abu, umm, or sitt. Each has a different meaning.

As prefixes, ibn and bin mean "son of." Bint means "daughter of." Beni (BEH-nee) means "the family." So, Hatim Ibn Abbas is literally Hatim, the son of Abbas.

When someone refers to Hatim's family, the proper title is Beni Abbas (as in "the Abbas").

Abd* means "slave." As a prefix, it means "slave of."

A mamluk, or Zakharan slave-warrior, commonly takes a name beginning with abd, followed by the name of his or her organization.

Min means "from." Zakharan priests favor this prefix, often linking it to the name of a venerated god or hallowed site, or simply to the name of a place.

Abu, umm, and sitt are relatively uncommon prefixes. Abu means "father of" and is often followed by the name of the person's first child or, more commonly, the first male child. Umm means "mother of" and often precedes the name of the first child or, more commonly, the first female child. Roughly translated, sitt means "lady," and is appropriate only for powerful or highly respected women.



Pregenerated Characters

The following pages contain six pregenerated Zakharan characters (pregens). You can use these characters as a quick start for players to choose from when running "The Rat Catchers," as NPCs, as sidekicks, or just as inspiration for building Zakharan adventurers.

Each pregen includes basic information and gear - enough to get a game started. Of course, you and your players should feel free to make whatever changes you like; it's your game!

READING THE ENTRIES: The preges are presented here as brief descriptions followed by ready-to-print character sheets that include statistics and basic gear but are left for players to fully flesh out. In addition to material from the Fifth Edition *Player's Handbook*, many of the pregens include new material from *Adventures in the Land of Fate*. That material includes:

Station. This line indicates the character's Station, if those optional rules are being used. See the Introduction to *Adventures in the Land of Fate* for more details.

Subclass. All of the pregens are 1st level, so none qualify for subclasses; this information is just for roleplaying assistance. Note that a few of the subclasses are unique to Zakhara and can be found in Chapter 4 of *Adventures in the Land of Fate*.

Kit. Many of the pregens include a character Kit (see Chapter 4). Like subclasses, none of the pregens here actually qualify for Kits yet and the information provided here is intended to be aspirational for the character and informational for the player. If you choose not to use Kits, just ignore the information in this space or use it for inspiration.





The characters are :

ALINA AL-QATLAA (ah-LEE-nah ahl-KAHT-lah). Alina is a cleric devoted to Hajama the Courageous, the Zakharan god of fortitude and steadfastness. She hails from the mountains north of Hiyal, and has spent much of her life working to purge its caves of vile and Unenlightened creatures. Her faith is strong, but she has a recurring nightmare in which she is betrayed and murdered by a magician she thought was an ally. Alina tries to deal fairly with everyone she encounters, but the nightmare makes it difficult for her to trust magic-users.

HAMIDA AL-DHIB (hah-MEED-ah ahl-THEEB). Hamida is an askar (folk hero) from the Muluk region who wishes to be a farisa (holy warrior). She is honest and driven but harbors a secret: she was born into an upper caste on Afyal but rejected the rigid social system of her homeland and fled. Her small reed canoe was no match for the Strait of Dawal's currents and capsized; she is believed dead by her family on Afyal (who would be scandalized to learn that a person of her birthright had rejected their privilege). She was rescued by mamluks of the Devout, from Kadarastro, who assisted her in making her way to Golden Huzuz.

MAHMOUD BIN NOGA (mah-MOOD BEEN NO-gah). Mahmoud, like Hamida, was born in the Ruined Kingdoms. Unlike Hamida, Mahmoud embraced his heritage and plumbed deeper into it than most of his fellows, studying the body mastery secrets of an organization known as the Mystics of Nog. As a Mystic, Mahmoud practices martial routines to enhance his mind's mastery over his body, and channels his psyche's considerable power into physical maneuvers and attacks. Mahmoud came to Huzuz to seek his fortune, hoping to impress others with his athleticism.

NAAMAN AL-NASR (NAY-man ahl-NASE-er). Naaman hails from Talab, the City of Questing, though his interests in subterfuge and others' property made him somewhat less popular than he might have been otherwise. Deciding to take his chances with the al-Badia, Naaman spent a few years with the House of Nasr in the High Desert. Though he found some solace among the nomads, he still itched for the feel of hard cash gained in rigged games. A prankster and a scoundrel, Naaman's heart is generally in the right place when he can resist his urge to gamble (and cheat).

NALA "MUZDAHIR" (NAH-la MOOZ-dah-heer). Nala hails from the Pearl Cities region and lived most of her life on the sea. She claims not to remember her family's name, but an incident in her youth led to her being given the nickname Muzdahir, or "Buoyant." Nala is carefree and enthusiastic most of the time, and dislikes being indoors more than necessary. She began studying sea magic as much to interact with marids, pahari, and reef giants as to gain any real power, and prides herself on not taking her life too seriously. She is a loyal ally and trusted friend, however, and does her best to help the less fortunate.

ZOBEIDA BINT HAKIYAH (zo-BAY-dah BEENT HAHK-ee-yah) prides herself on their time served amongst the navy of Qadib, the City of Wands, and still considers themselves subject to the rule of that city's Sultan Kamal al-Hadi. Zobeida commonly dresses in the deep-hued purple that is Qadib's trademark, and still has traces of the haughtiness typical of the region's citizens. Zobeida is accompanied at all times by a familiar, a water gen named Taqtir (tock-TEER), who tries to be a grounding influence on the former corsair.

Name Alina al-Qatlaa

Station 1

Race Dwarf (Hill)

Alignment Lawful Good

Class (Subclass) Cleric (Light)

Level 1

Background (Kit) Acolyte (Pragmatist)

Languages Common, Dwarvish, Elvish, Giant, Primordial

Proficiency Bonus

+2

Initiative

+2

Speed

25

Armor Class

13

Hit Dice:

1

10
+0
Strength

☐ +0 Saving Throw
☐ Athletics

13
+1
Dexterity

☐ +1 Saving Throw
☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

14
+2
Constitution

☐ +2 Saving Throw

12
+1
Intelligence

☐ +1 Saving Throw
☐ Arcana
☐ History
☐ Investigation
☐ Nature
☒ +3 Religion

16
+3
Wisdom

☒ +5 Saving Throw
☐ Animal Handling
☒ +5 Insight
☒ +5 Medicine
☐ Perception
☐ Survival

8
-1
Charisma

☒ +1 Saving Throw
☐ Deception
☐ Intimidation
☐ Performance
☒ +1 Persuasion

Passive Perception

13

Spell Save DC

12

Hit Points

Max	Current
11	

ATTACK	TYPE	
Warhammer	Bludgeoning	
RANGE	ATTACK BONUS	DAMAGE
Melee	+2	1d8

ATTACK	TYPE	
Longbow	Piercing	
RANGE	ATTACK BONUS	DAMAGE
150/600	+4	1d8+1

ARMOR/SHIELD	TYPE		
Leather	Light		
AC	STRENGTH	STEALTH	WEIGHT
11	-	-	10 lb

Cantrips	Spells	Invocations
KNOWN	KNOWN	KNOWN
4		

Treasure

BITS (CP)

DIRHAM (SP)

DINAR (GP)

BALATIN (PP)

15

Deity/Faith Hajama the Courageous

Age 100 **Eyes** Teal

Homeland Hiyal region

Height 4'7" **Hair** Red

Organization Temple of 10,000 Gods

Weight 160 **Skin** Tan

Family Beni Qatlaas

Tribe _____

Ideal

I always try to help those in need, no matter what the personal cost.

Bond

I owe my life to the priest who took me in when my parents died.

Flaw

My piety sometimes leads me to blindly trust those that profess faith in my god.

Familiar/Companion

NAME _____

SPECIES _____

HIT DICE _____

HIT POINTS _____

TYPE _____

ATTACK _____

DAMAGE _____

MOVE _____

Class/Special Abilities

Darkvision

Advantage on saves vs. poison

Dwarf Weapons

Resistance to poison

Stonecunning

+1 HP per level

Bonus cantrip: light

Gear/Magic Items

Spells

CANTRIPS guidance, mending, light, thaumaturgy

1ST LEVEL

2

SLOTS bless, cure wounds

2ND LEVEL

SLOTS

3RD LEVEL

SLOTS

4TH LEVEL

SLOTS

5TH LEVEL

SLOTS

6TH LEVEL

SLOTS

7TH LEVEL

SLOTS

8TH LEVEL

SLOTS

9TH LEVEL

SLOTS

Name Hamida al-DhibStation 3Race Human (Standard)Alignment Lawful NeutralClass (Subclass) Fighter (Champion)Level 1Background (Kit) AskarLanguages Common, Dwarvish

Proficiency Bonus

+2

Initiative

+0

Speed

30

Armor Class

18

Hit Dice:

1

16
+3
Strength

- ☒ +5 Saving Throw
☒ +5 Athletics

11
+0
Dexterity

- ☐ +0 Saving Throw
☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

15
+2
Constitution

- ☒ +4 Saving Throw

13
+1
Intelligence

- ☐ +1 Saving Throw
☐ Arcana
☒ +3 History
☐ Investigation
☐ Nature
☐ Religion

9
-1
Wisdom

- ☐ -1 Saving Throw
☒ +1 Animal Handling
☐ Insight
☐ Medicine
☐ Perception
☒ +1 Survival

14
+2
Charisma

- ☐ +2 Saving Throw
☐ Deception
☐ Intimidation
☐ Performance
☐ Persuasion

Passive Perception

9

Spell Save DC

12

Hit Points

12

Max

Current

ATTACK

TYPE

Shamshir

Slashing

RANGE

ATTACK BONUS

DAMAGE

Melee

+5

1d8+5

ATTACK

TYPE

Light Crossbow

Piercing

RANGE

ATTACK BONUS

DAMAGE

80/320

+2

1d8

ARMOR/SHIELD

TYPE

Chain Mail + Shield

Heavy*

AC

STRENGTH

STEALTH

WEIGHT

18

13

Disadvantage

55 lb

Cantrips

KNOWN



Spells

KNOWN



Invocations

KNOWN



Treasure

BITS (CP)

DIRHAM (SP)

DINAR (GP)

BALATIN (PP)

10

*Disadvantage on Exhaustion checks in extreme heat

Deity/Faith Hajama the Courageous **Age** 17 **Eyes** Brown
Homeland Muluk, City of Kings **Height** 5'11" **Hair** Black
Organization The Devout **Weight** 180 **Skin** Tan
Family Beni Zibas **Tribe** _____

Ideal Sincerity. There's no good in pretending to be something I'm not.

Bond I protect those who cannot protect themselves.

Flaw The people who knew me when I was young know my shameful secret, so I can never go home again.

Familiar/Companion

NAME _____ SPECIES _____
 HIT DICE _____ HIT POINTS _____ TYPE _____
 ATTACK _____ DAMAGE _____ MOVE _____

Class/Special Abilities

Second Wind: heal 1d10+ level HP

once per long rest

Dueling: +2 damage with

1-handed weapons

Gear/Magic Items

Spells

CANTRIPS guidance, mending, thaumaturgy

1ST LEVEL **SLOTS** bless, cure wounds

2ND LEVEL **SLOTS**

3RD LEVEL **SLOTS**

4TH LEVEL **SLOTS**

5TH LEVEL **SLOTS**

6TH LEVEL **SLOTS**

7TH LEVEL **SLOTS**

8TH LEVEL **SLOTS**

9TH LEVEL **SLOTS**

Name Mahmoud bin Noga Station 2
 Race Half-Orc Alignment Neutral
 Class (Subclass) Monk (Mystic of Nog) Level 1
 Background (Kit) Hermit Languages Common, Orcish, Primordial

Proficiency Bonus

+2

Initiative

+4

Speed

35

Armor Class

14

Hit Dice:

1

10
+0
Strength

☒ +2 Saving Throw
☐ Athletics

15
+2
Dexterity

☒ +4 Saving Throw
☒ Acrobatics
☐ Sleight of Hand
☐ Stealth

14
+2
Constitution

☐ +2 Saving Throw

10
+0
Intelligence

☐ +0 Saving Throw
☐ Arcana
☐ History
☐ Investigation
☐ Nature
☒ +2 Religion

14
+2
Wisdom

☐ +2 Saving Throw
☐ Animal Handling
☒ +4 Insight
☒ +4 Medicine
☐ Perception
☐ Survival

12
+1
Charisma

☐ +1 Saving Throw
☐ Deception
☒ +3 Intimidation
☐ Performance
☐ Persuasion

Passive Perception

12

Spell Save DC

Hit Points

10

Max

Current

ATTACK

TYPE

Spear

Piercing

RANGE

ATTACK BONUS

DAMAGE

20/60

+4

1d6+2 (1-handed) or 1d8+2 (2-handed)

ATTACK

TYPE

Unarmed

Bludgeoning

RANGE

ATTACK BONUS

DAMAGE

Melee

+4

1d4+2

ARMOR/SHIELD

TYPE

AC

STRENGTH

STEALTH

WEIGHT

Cantrips

KNOWN

Spells

KNOWN

Invocations

KNOWN

Treasure

BITS (CP)

DIRHAM (SP)

DINAR (GP)

5

BALATIN (PP)

Deity/Faith Kor the Venerable

Age 18 **Eyes** Gray

Homeland The Grey Jungle

Height 6'0" **Hair** Red

Organization Mystics of Nog

Weight 185 **Skin** Gray

Family _____ **Tribe** Thaeban (THAW-ban)

Ideal If you know yourself, there's nothing left to know.

Bond I'm still seeking the enlightenment I pursued in my seduction.

Flaw I am dogmatic in my thoughts and philosophy.

Familiar/Companion

NAME _____

SPECIES _____

HIT DICE _____

HIT POINTS _____

TYPE _____

ATTACK _____

DAMAGE _____

MOVE _____

Class/Special Abilities

Darkvision

Martial Arts

Relentless Endurance - drop
to 1 hp instead of 0 1/long rest

Savage Attacks - roll 1 extra
damage die on a critical hit

Unarmored Defense - AC
is 10 + WIS + DEX when
wearing no armor

Gear/Magic Items

Spells

CANTRIPS

1ST LEVEL ☐ SLOTS

2ND LEVEL ☐ SLOTS

3RD LEVEL ☐ SLOTS

4TH LEVEL ☐ SLOTS

5TH LEVEL ☐ SLOTS

6TH LEVEL ☐ SLOTS

7TH LEVEL ☐ SLOTS

8TH LEVEL ☐ SLOTS

9TH LEVEL ☐ SLOTS

Name Naaman al-Nasr

Station 3

Race Human (Standard)

Alignment Neutral Good

Class (Subclass) Rogue (Thief)

Level 1

Background (Kit) Charlatan (Barber)

Languages Common, Dwarven, Thieves' Cant

Proficiency Bonus

+2

Initiative

+3

Speed

30

Armor Class

14

Hit Dice:

1

9
-1
Strength

- ☐ -1 Saving Throw
☐ Athletics

16
+3
Dexterity

- ☒ +5 Saving Throw
☒ +5 Acrobatics
☒ +5 Sleight of Hand
☒ +5 Stealth

13
+1
Constitution

- ☐ +1 Saving Throw

14
+2
Intelligence

- ☒ +4 Saving Throw
☐ Arcana
☐ History
☐ Investigation
☐ Nature
☐ Religion

11
+0
Wisdom

- ☐ +0 Saving Throw
☐ Animal Handling
☐ Insight
☐ Medicine
☐ Perception
☐ Survival

15
+2
Charisma

- ☐ +2 Saving Throw
☒ +6 Deception
☐ Intimidation
☒ +4 Performance
☒ +4 Persuasion

Passive Perception

10

Spell Save DC

Hit Points

9	
Max	Current

ATTACK			TYPE
Shamshir			Slashing
RANGE	ATTACK BONUS	DAMAGE	
Melee	+5	1d8+3	

ATTACK			TYPE
Shortbow			Piercing
RANGE	ATTACK BONUS	DAMAGE	
80/320	+5	1d6+3	

ARMOR/SHIELD			TYPE
Leather			Light
AC	STRENGTH	STEALTH	WEIGHT
11	-	-	10 lb.

Cantrips	Spells	Invocations
KNOWN	KNOWN	KNOWN
		

Treasure

BITS (CP) _____
DIRHAM (SP) _____
DINAR (GP) 15
BALATIN (PP) _____

Deity/Faith Jauhar the Gemmed **Age** 19 **Eyes** Brown
Homeland Talab, City of Questing **Height** 5'4 **Hair** Black
Organization House of Nasr **Weight** 16 **Skin** Tan
Family _____ **Tribe** House of Nasr

Ideal I'm determined to make something of myself.

Bond Somewhere out there, I have a child who doesn't know me.

Flaw I can't resist swindling people who are more powerful than me.

Familiar/Companion

NAME _____ **SPECIES** _____
HIT DICE _____ **HIT POINTS** _____ **TYPE** _____
ATTACK _____ **DAMAGE** _____ **MOVE** _____

Class/Special Abilities

Expertise - Deception _____ **Martial Arts** _____
Sneak Attack +1d6 _____

Gear/Magic Items

Spells

CANTRIPS

1ST LEVEL ☐ SLOTS

2ND LEVEL ☐ SLOTS

3RD LEVEL ☐ SLOTS

4TH LEVEL ☐ SLOTS

5TH LEVEL ☐ SLOTS

6TH LEVEL ☐ SLOTS

7TH LEVEL ☐ SLOTS

8TH LEVEL ☐ SLOTS

9TH LEVEL ☐ SLOTS

Name Nala "Muzdahir"

Station 3

Race Halfling (Lightfoot)

Alignment Lawful Good

Class (Subclass) Wizard (Wind Mage)

Level 1

Background (Kit) Sage/Apprentice

Languages Common, Halfling, Infernal, Elvish

Proficiency Bonus

+2

Initiative

+2

Speed

25

Armor Class

12

Hit Dice:

1

8
-1
Strength

☐ -1 Saving Throw
☐ Athletics

15
+2
Dexterity

☐ +2 Saving Throw
☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

10
+0
Constitution

☐ +0 Saving Throw

15
+2
Intelligence

☒ +4 Saving Throw
☒ +4 Arcana
☒ +4 History
☒ +4 Investigation
☐ Nature
☐ Religion

12
+1
Wisdom

☒ +3 Saving Throw
☒ Animal Handling
☒ +3 Insight
☐ Medicine
☐ Perception
☐ Survival

15
+2
Charisma

☐ +2 Saving Throw
☐ Deception
☐ Intimidation
☐ Performance
☐ Persuasion

Passive Perception

11

Spell Save DC

12

Hit Points

6

Max

Current

ATTACK

TYPE

Jambiya

Piercing

RANGE

ATTACK BONUS

DAMAGE

Melee

+4

1d4+2

ATTACK

TYPE

Ray of Frost

Spell

RANGE

ATTACK BONUS

DAMAGE

60

+5

1d8, Speed -10

ARMOR/SHIELD

TYPE

AC

STRENGTH

STEALTH

WEIGHT

Cantrips

KNOWN

3

Spells

KNOWN

Invocations

KNOWN

Treasure

BITS (CP)

DIRHAM (SP)

DINAR (GP)

BALATIN (PP)

10

Deity/Faith Selan the Beautiful Moon

Age 23 **Eyes** Brown

Homeland Jumlat

Height 2'11" **Hair** Brown

Organization Servitors of the Zephyr

Weight 43 **Skin** Ebony

Family Unknown

Tribe _____

Ideal What is beautiful points us toward what is true.

Bond I've been searching my whole life for the answer to a certain question.

Flaw I overlook obvious solutions in favor of complicated ones.

Familiar/Companion

NAME _____

SPECIES _____

HIT DICE _____

HIT POINTS _____

TYPE _____

ATTACK _____

DAMAGE _____

MOVE _____

Class/Special Abilities

Naturally stealthy – hide Arcane Recovery – recover one

behind Medium size creatures expended spell slot once per day

Lucky – reroll ones on saves, after finishing a short rest
attacks, & ability checks

Brave – advantage on saves

vs. being frightened

Halfling nimbleness – move

through Medium and larger spaces

Gear/Magic Items

Spells

CANTRIPS dancing lights, prestidigitation, ray of frost

1ST LEVEL **SLOTS** detect magic, feather fall, jump,

unseen servant

2ND LEVEL **SLOTS**

3RD LEVEL **SLOTS**

4TH LEVEL **SLOTS**

5TH LEVEL **SLOTS**

6TH LEVEL **SLOTS**

7TH LEVEL **SLOTS**

8TH LEVEL **SLOTS**

9TH LEVEL **SLOTS**

Name Zobeida bint Hakiyah

Station 3

Race Elf (High)

Alignment Chaotic Good

Class (Subclass) Warlock (Noble Genie/Pact of the Lamp) Level 1

Background (Kit) Sailor (Sha'ir) Languages Elvish, Common, Giant

Proficiency Bonus

+2

Initiative

+2

Speed

30

Armor Class

12

Hit Dice:

1

10
+0
Strength

☐ Saving Throw
☒ +2 Athletics

14
+2
Dexterity

☐ +2 Saving Throw
☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

14
+2
Constitution

☐ +2 Saving Throw

9
-1
Intelligence

☐ Saving Throw
☒ +1 Arcana
☐ History
☐ Investigation
☐ Nature
☐ Religion

13
+1
Wisdom

☒ +3 Saving Throw
☐ Animal Handling
☐ Insight
☐ Medicine
☒ +3 Perception
☒ +3 Survival

15
+2
Charisma

☒ +5 Saving Throw
☐ Deception
☒ +5 Intimidation
☐ Performance
☐ Persuasion

Passive Perception

13

Spell Save DC

12

Hit Points

6

Max

Current

ATTACK

TYPE

Scimitar

Slashing

RANGE

ATTACK BONUS

DAMAGE

Melee

+4

1d6+2

ATTACK

TYPE

eldritch blast

Spell

RANGE

ATTACK BONUS

DAMAGE

120 ft.

+4

1d10

ARMOR/SHIELD

TYPE

AC

STRENGTH

STEALTH

WEIGHT

Cantrips

KNOWN

3

Spells

KNOWN

2

Invocations

KNOWN

Treasure

BITS (CP)

DIRHAM (SP)

DINAR (GP)

BALATIN (PP)

10

Deity/Faith Hakiyah of the Sea Breeze **Age** 93 **Eyes** Violet
Homeland Qadib, City of Wands **Height** 5'7" **Hair** Black
Organization Qadib Navy **Weight** 155 **Skin** Dark
Family Crewmembers **Tribe** N/A

Ideal Someday I'll own my own ship and chart my own destiny.

Bond I'm loyal to my captain first, everything else second.

Flaw My pride will probably lead to my destruction.

Familiar/Companion

NAME Taqtir **SPECIES** Water Gen
HIT DICE 2d6 **HIT POINTS** 7 **TYPE** Elemental
ATTACK +3 **DAMAGE** 3 (1d4+1) **MOVE** 20

Class/Special Abilities

Darkvision
Keen Senses
Fey Ancestry
Elf Weapons (scimitar)
Genie Familiar
Cantrip (mage hand)
Pact Magic

Gear/Magic Items

Spells

CANTRIPS eldritch blast, mage hand, minor illusion

1ST LEVEL ☐ **SLOTS** charm person, protection from

Evil and Good

2ND LEVEL ☐ **SLOTS**

3RD LEVEL ☐ **SLOTS**

4TH LEVEL ☐ **SLOTS**

5TH LEVEL ☐ **SLOTS**

6TH LEVEL ☐ **SLOTS**

7TH LEVEL ☐ **SLOTS**

8TH LEVEL ☐ **SLOTS**

9TH LEVEL ☐ **SLOTS**

Map Gallery





City Key

1. Halwa, City of Solitude
2. Hiyal, City of Intrigue
3. Huzuz, City of Delights
4. Wasat, the Middle City
5. Hafayah, City of Secrets
6. Hawa, City of Chaos
7. Liham, City of Soldiers
8. Muluk, City of Kings
9. Qadib, City of Wands
10. Qudra, City of Power
11. Vmara, City of Knights
12. Vtaqa, City of Freedom
13. Ajayib, City of Wonders
14. Gana, City of Riches
15. Jumlat, City of Multitudes
16. Sikak, City of Coins
17. Tajar, City of Commerce
18. Fahas, City of Searching
19. Hilm, City of Kindness
20. Hudid, City of Humility
21. I'tiraf, City of Confessions
22. Mahabba, City of Silence
23. Talab, City of Questing
24. Dihliz, the Gateway City
25. Kadarasto, City Most Sinister
26. Medina al-Afyal
27. Rog'osto, City of Spires
28. The Savage City of Akota (path to)
29. The Twin City of Misbad
30. The Twin City of Jinutt
31. The Insolent City of Moradask
32. The Dead City of Nycopolis
33. The Chivalric City of Quabah
34. The Fetid City of Raziz
35. The Cursed City of Sokkar
36. The Sparkling City of Vahtov
37. The Pit-City of Yarrat
38. The Profane City of Ysawis



Al-Sarif River

Huzuz the Golden DISTRICTS

Harbors



Huzuz the Golden



Compiled Tables

The following pages reproduce the tables found throughout this book for easy referemnce.

TABLE 1: GODS AND FAITHS OF ZAKHARA

Name	Status	Ideal
Bala of the Tidings	Common	Music
The Beast (The Devourer)	Local	Abduction
The Drummer (the Formless)	Local	Travel
The Faceless God (of Yakfolk)	Local	Domination
Hajama the Courageous	Great (Pantheon)	Bravery
Hakiyah of the Sea Breezes	Great (Pantheon)	Truth
Haku of the Desert Wind	Great	Freedom
Jauhar the Gemmed	Common (Pantheon)	Wealth
Jisan of the Floods	Great (Pantheon)	Fruitfulness
Kar'r'rga the Great Crab	Local	Protection
Kiga the Predator	Forgotten	Hunting
Kor the Venerable	Great (Pantheon)	Wisdom
The Lost One (the Elephant)	Local	Partnership
Lotha the Spider-Queen	Forgotten	Treachery
Migal the Mentor	Local	Indoctrination
Najm the Adventurous	Great	Curiosity
Ragarra the Crocodile-Headed	Forgotten	Penance
Selan the Beautiful Moon	Great (Pantheon)	Beauty
Shajar the Fountain	Forgotten	Hunger
Temple of Ten Thousand Gods	Common	Acceptance
Vataqatal the Warrior-Servant	Common	Duty
Zann the Learned	Great	Understanding

TABLE 2: HOLY SLAYER FELLOWSHIPS

Name	Deity	Weapon
The Everlasting	Hajama	Golden Scimitar
The Final Chord	Bala	Silver jambiya with silver bells tied to its hilt
The Flamedeath Fellowship	Najm	Alchemist's fire
The Friendly Word	Zann	Dagger
The Gilded Palm	Jisan	Dagger with gold hilt
The Grey Fire	Najm	Javelin with grey shaft and red feathers
The Moon-Spinners	Selan	White Scarf
The Soft Whisper	Hakiyah	Jade jambiya
The Storm Which Destroys	Pantheon	Obsidian blade
The Wind of Fate	Haku	Blowgun
Wrath of the Old	Kor	Dagger

TABLE 3: COMMON MAMLUK SOCIETIES

Name	Base
The Dauntless	Qudra
The Defenders	Qudra
The Devoted	I'tiraf
The Devout	Kadarastro
The Dutiful	Qudra
The Exalted	Pantheon
The Faithful	Qudra
The Honored	Huzuz
The Parched	Talab
The Respected	Muluk
The Studious	Qudra
The Valiant	Qudra
The Wanderers	Qudra (Naval)
The Wondrous	Medina al-Afyal

TABLE 5: ZAKHARAN EQUIPMENT NAMES

NAME	EQUIVALENT
Ankus	Club
Cutlass	Scimitar
Daraq	As shield but AC bonus of +1
Great Scimitar	Greatsword
Jambiya	Dagger
Katar	Dagger but no Thrown property
Lamellar	Scale Mail
Shamshir	Rapier (deals slashing damage)

TABLE 4: COMMON MYSTIC GROUPS

Name	Faith	Meditation Activity	Region
The Dancing Dwarves	Kor	Dancing	Suq Bay
The Dome Dancers	Haku	Sword Dancing	High Desert
The Readers	Zann	Reading	University Areas
The Chant Masters	Jisan	Singing and Verse	Pearl Cities
The Court of Rhythm	Hajama	Percussion	Ruined Kingdoms
The Quiet Multitude	Selan	Sitting in moonlight	Everywhere

TABLE 7: MYSTIC OF NOG

KI POINTS SPENT	BOOST
1	+1
3	+2
6	+3
10	+4

TABLE 9: MECHANICAL CAPABILITIES

ROGUE LEVEL	STEALTH	MOVEMENT	ATTACK BONUS
3rd	+4	30	+5
9th	+8	Fly, Swim, Burrow*	+9
13th	+10		+11
17th	+13		+15

*A mechanical's Swim speed is equal to its walking speed, its Fly speed is 2x its walking speed, and its Burrow speed is equal to 1/2 its walking speed

TABLE 6: ZAKHARAN ARCHETYPES

ZAKHARAN NAME	ARCHETYPE
Askar	Martial Combatant, folk hero
Astrologer	Academic who looks to the stars for divination and scrying
Barber	A groomer, gossip, and surgeon
Beggar-thief	Highly trained swindler who pretends to be destitute
Clockwork Mage	Mechanic who creates automatons and geared toys
Corsair	Sea-faring warrior
Digitologist	Academic who looks to mathematics for divination and scrying
Elementalist	Magician focused on the power of air, earth, fire, or water
Ethoist	Preacher that acknowledges and tolerates many gods and/or faiths
Faris	Holy warrior
Hakima/Hakim	Preachers gifted with discernment and special sight
Holy slayer	Assassin devoted to a holy order or faith
Jackal	Magic user who steals spells and powers from others
Kahin	Idol priest or druid
Mageweaver	Artisan who weaves magic into textiles and cloth
Mamluk	Slave warrior
Moralist	Preacher who acknowledges only a select god or gods
Mounted Warrior	Specialist in animals and combat while riding them
Mystic	Wandering preacher unaffiliated with a specific temple or shrine
Mystic of Nog	Combatant who enhances their body with magic and focus
Pragmatist	Preacher who acknowledges the validity of many or all gods or faiths
Rawun	Storyteller and historian, skilled with oratory, singing, and/or instruments
Sa'luk	Scoundrel or general rogue
Sha'ir	Expert in genie lore and communication
Sorcerer/Sâhir	General term for magic-users of all kinds
Spellslayer	Magic user who hunts and kills other magic users

TABLE 8: CONSTRUCTING A MECHANICAL

ROGUE LEVEL	MAXIMUM SIZE	DURATION	HIT POINTS	ARMOR CLASS	CARRYING CAPACITY
3rd	Tiny	24 hours	20	10	30
9th	Small	1 week	50	15	75
13th	Medium	1 month	75	18	150
17th	Large	1 year	100	22	300

TABLE 10: GENS AND SPELL FETCHING

SPELL REQUESTED IS ...	TIME REQUIRED
On your class spell list and of a level you can cast	Spell level x 1 minute
On your class spell list but higher level than you can cast	Spell level x 10 minutes
Not on your class spell list but of a level you can cast	Spell level x 10 minutes
Not on your class spell list and higher level than you can cast	Spell level x 1 hour

TABLE 11: GENIE AID RESULTS

WARLOCK LEVEL	EFFECT
6th	1 janni arrives within 1 hour
10th	2d4 jann or one dao, djinni, efreeti, or marid arrives within 1 hour
14th	5d4 jann or 2d4 dao, djinn, efreet, or marids arrive within 1 hour

TABLE 13: CALIPH'S DISTRICT ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	An acolyte from the Temple Crescent berates herself as she walks.
2	A hooded figure keeps glancing nervously at the upper windows of the Golden Palace.
3	A pilgrim in worn and tattered clothing quietly bemoans a ruling passed by the Grand Caliph.
4	An inebriated tourist has mistaken a commoner for the Grand Caliph
5	A cluster of children take turns envisioning the wonder of speaking to the Talking Bird.
6	A delegation of elemental nobles seethes at being asked to wait their turn to visit the Golden Palace.

TABLE 12: RIVER & HARBOR ENCOUNTERS

1D6 ROLL	ENCOUNTER
1	A group of students dare each other to enter an area believed to be a ghul's nest.
2	A clean-shaven young man frantically runs about calling the name Selma.
3	A pack of well-groomed dogs clusters excitedly around a poorly-built shed that hasn't been used in years.
4	An old woman in fine but worn clothing asks passers-by if they can take her to Mahabba to see her dying aunt.
5	A stylish rabban (captain) seeks sailors to search for the famous Disappearing Island.
6	The two dao pulling the ferry - Kenai al-Afriz and Siri al-Klemin - offer to provide the location of a bottle holding a tasked slayer genie for the right price.

**TABLE 14: CARAVAN DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	A gigantic draft animal has broken free of its harness and is blundering through the streets; it seems strangely focused, as though searching for something.
2	Members of the Flamedeath Fellowship search for easy marks and new recruits in a crowd of gawking tourists.
3	A small cadre of children panic as they look around wildly for the entourage they've just lost.
4	Members of the Dancing Dwarves, a mystic organization, perform a choreographed ritual intended to focus their meditation - and attract new recruits.
5	An indignant sheik loudly accuses his tour guide - one of the famed Rmaga Brothers - of improper behavior.
6	A group clearly made up of visitors from outside Zakhara looks around nervously as they seek lodging.

**TABLE 15: CENTRAL DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	People claiming to be representatives of Prince Tannous seek to hire "discreet treasure hunters" to track down an ancient relic.
2	A gnome from the distant north runs about trying to "unite the gnomes" into some kind of unified force, for reasons unknown.
3	A wide-eyed child claims to have discovered a temple to Kossuth hidden in the enchanted sewers beneath the city.
4	A seer proclaims loudly that members of the royal family have been possessed by yakfolk.
5	A bubbling fountain overflows with water channeled directly from the Plane of Water.
6	A distraught figure seeks help in returning the remains of their loved one, citing a magical talisman as proof of said loved one's plight.

**TABLE 16: CLOTHIERS DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	A poor youth frets over their love for an heir to the powerful Al-Kamari merchant house.
2	A weaver shows off new garments they claim to be made of genuine 100% spider silk.
3	Agents of Dakim al-Kamari (Al-Kamari business director) interrogate the locals about a missing formula for a new color of dye.
4	A tasked artist genie named Jaheira displays the latest fashions to a crowd of eager onlookers.
5	A dwarf representing House Al-Thuria seeks volunteers to demonstrate the quality of a “new and improved” leather armor.
6	Two investigators mutter darkly about Aziza the Seer, who has obtained a new book listing the names of yikaria agents in the City.

**TABLE 17: COURT DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	Essafah al-Jamila, a merchant who exclusively sells items intended for genies, is missing and hasn’t been seen in days.
2	A wandering mystic has drawn a crowd around the 25-foot-high stone Lion’s Head by claiming that the statue is about to speak.
3	A frantic peasant claims to have just escaped from a nightmarish laboratory below Qasr Al-Kamari.
4	A talking ferret loudly insists that it is the master sorcerer known as White Agate and has been transformed against its will.
5	A riot has begun around a public building, and the city guard seems conflicted on which side to defend.
6	A beggar seems unusually fit, alert, and antsy.

**TABLE 18: EAST DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	Hatim Sumika, a scribe who maintains an office near the bathhouses, has uncovered a conspiracy involving the Grand Caliph's heir.
2	A group of small elemental creatures is behaving with unusual focus and determination.
3	A glassy-eyed physician has begun recommending bizarre, pricey herbs from the Ruined Kingdoms as treatment for common maladies.
4	An armorsmith whose primary clientele are military veterans has mysteriously lost the ability to speak.
5	A strange sweet-smelling and translucent pink goo has begun bubbling up from underneath one of the bathhouses.
6	A pair of riders from the hippogriff cavalry discuss rumors of the White Agate's Magical Legion being disbanded by order of the Grand Vizier.

**TABLE 19: GRAND BAZAAR
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	Gorar al-Askar, the legendary barber, has become withdrawn and taciturn, rarely speaking and never emerging from his shop.
2	A young girl entertains a growing crowd by singing uplifting and danceable songs as part of a tour performing at large marketplaces.
3	An angry baker threatens a disguised noble who took a loaf of bread to give to a starving child.
4	Palace guards attempt to remain unobtrusive as they search through the merchant stalls.
5	Awnings, carts, and animals go flying as a genie noble and entourage appears with a loud clap of thunder.
6	A wrangler of exotic pets sits dejected, having just lost their entire menagerie to a smooth-talking efreeti.

**TABLE 20: MERCHANTS DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	Thugs harangue and threaten a sobbing trader, demanding “payback;” the trader insists they have the wrong person.
2	A literal sailing ship proceeds down the Avenue of the Sea toward the Grand Bazaar.
3	A skittish family of goblins prepares to plead their case before the central tax collection office.
4	A group sings war chanties to distract observers from their fellows who are digging an underground tunnel to a warehouse.
5	The symbol of a forgotten mercenary platoon, set into the street cobbles, has begun to glow softly.
6	A former corsair has opened a shop to sell illicit wares under an assumed name.

**TABLE 21: NORTHWEST DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	A house along a nameless alley is decorated with the finest bronze and gold workmanship and seems transplanted from another place.
2	A strange-smelling figure wearing a deep hood carefully watches the door from a corner table at an inn called the Vishap’s Tongue.
3	A newly-freed dao weeps with joy at her newly-purchased hovel; it is the first piece of property she’s ever owned herself.
4	A bedraggled sailor claims he just lost a kingdom at the Azure Turban.
5	An illusionist practices phantasms intended to bypass the guards at a local enforcers’ stronghold.
6	A copper automaton has placed itself in the center of a street and has resisted all efforts to be moved.

**TABLE 22: PEASANTS DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	A family proudly flying the flags of Afyal is causing friction with their neighbors by blocking the view of Clothiers Way.
2	Agents of the Everlasting holy slayer fellowship debate opening a new base of operations next to an old statue of Hajama.
3	A legal dispute has broken out between the owner of a salon and a long-prodigious scion who claims the area as ancestral property.
4	The ogre and sprite blacksmith team who own Weapons of Unusual Size have put out a request for a special ore.
5	A silat hag who came to Huzuz looking for food is considering making the city her permanent home.
6	An unkempt child tells anyone who will listen that their pet lizard is in fact a baby vishap.

**TABLE 23: PILGRIMS DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	Tomar of the Winds, a popular independent religious instructor and follower of Haku, seeks new pupils for his history program.
2	An "appointment broker" named Rayad al-Farif claims he can get his patrons an audience with any ruler or imam - for a price.
3	The tent where a retired askar named Mammood once offered cheap lodging has been defaced.
4	Fanya bint Parigar, founder of the Grand University of Huzuz, is seeking an instructor for a new course on swordplay.
5	The infamous sha'ir Adnan al-Raqi seeks information on his lost pupil Tamr, who disappeared after being sent to visit the genie rulers.
6	A gardener from the Free Cities seeks to join the ranks of Selan's temple in the Caliph's District but fears he isn't skilled enough.

**TABLE 24: SILVER DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	A barber named Gogol al-Misal has begun kidnapping poor children and selling them as slaves to wealthy heirs and heiresses.
2	A drunken elf sings off-key melodies that nonetheless seem to inspire and invigorate listeners.
3	A dwarven corsair seeks sailors to undertake a daring sea voyage to the Crab Archipelago.
4	An energetic matron greets a player character warmly, calling them by an unknown name and referring to them as a long-lost friend.
5	An heiress named Bessorah seeks her husband Mustapha, who vanished one night after a tense discussion.
6	An architect named Saleem speaks fervently to a mule as the pair walk through the streets.

**TABLE 26: WAREHOUSE DISTRICT
ENCOUNTERS**

1D6 ROLL	ENCOUNTER
1	A group of Al-Kamari family guards debate going to work for the Al-Danbafi family instead.
2	A warehouse is engulfed in flames; a flustered wind mage does more harm than good trying to put it out.
3	A platoon of mamluks marches angrily away from the Al-Farif spice warehouse they've guarded for decades.
4	A brusque, embarrassed-looking dwarf leads a ragtag group of adventurers on a hunt for elemental vermin.
5	A runaway child of about six years of age cries quietly in an alley.
6	A captain of the Al-Dinak house guard does their best to drum up recruits to guard a fruit shipment.

**TABLE 25: SOUTH DISTRICT
ENCOUNTERS**

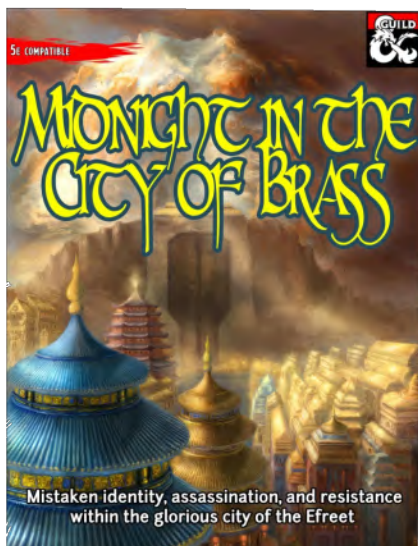
1D6 ROLL	ENCOUNTER
1	Several city blocks have joined together to celebrate the wedding of two respected grandparents.
2	A group of children plays a game they call <i>ghommamah</i> , the leader of which claims she was taught by a young efreeti from the City of Brass.
3	A party of adventurers wearing Northern garb and weapons stares around agape at the city's size.
4	A pair of city guards sits at a coffee house, but their posture suggests they are alert for a signal of some kind.
5	A shopkeeper holds a kobold by the scruff of its neck, insisting it stole a knife; the kobold protests its innocence.
6	A desert giant sadly looks around for somewhere to sit after its long journey.

TABLE 27: MONTHS OF THE YEAR

Month	Zakharan Name
January	Taraq (tah-ROK)
February	Masta (MAH-stah)
March	Magarib (mah-GAH-reeb)
April	Gammam (gahm-MAHM)
May	Mihla (MEE-lah)
June	Qawafil (ka-WAH-feel)
July	Safa (SAH-fah)
August	Dar (DAHR)
September	Riyah (REE-yah)
October	Nau (NOW)
November	Rahat (rah-HOT)
December	Saris (sah-REES)

TABLE 28: LIST OF MAJOR CITIES

	City	Nickname	Region	Ruler	Trade	Page
1	Halwa	City of Solitude	Heart	Caliph Hava al-Gatil	Livestock, labor	29
2	Hiyal	City of Intrigue	Heart	Sultana Alura bint Asrah	Coal, metalwork	29
3	Huzuz	City of Delights	Heart	Grand Caliph Khalil	Culture, textiles	30
4	Wasat	The Middle City	Heart	Caliph Haroun al-Raqgas	Livery, messengers	31
5	Hafayah	City of Secrets	North	Prince Saba (Regent: Uqban)	Clothing, gems, rice	33
6	Hawa	City of Chaos	North	Corsair Council	Smuggling, piracy	33
7	Liham	City of Soldiers	North	Caliph Har, al-Hayif	Pottery, coffee	34
8	Muluk	City of Kings	North	Caliph Aswiyah al-Muftahir	Purple dye/clothing	34
9	Qadib	City of Wands	North	Sultan Kamal al-Hadi	Information, sages	35
10	Qudra	City of Power	North	Emir Hatit Abd al-Wajib	Indigo dye/clothing	35
11	Umara	City of Knights	North	Caliph Ubar khel Muhif	Carpets, goat cheese	36
12	Uraqa	City of Freedom	North	Caliph Agara al-Gandar	Smuggling	37
13	Ajayib	City of Wonders	Pearl	Calipha Halima al-Wahsi	Coffee, fruits	39
14	Gana	City of Riches	Pearl	Sultan Yusef al-Wadi	Pearls, sea crafts	40
15	Jumlat	City of Multitudes	Pearl	Sultan Kara al-Zalim	Pearls, sea crafts	40
16	Sikak	City of Coins	Pearl	Sultan Magar al-Azim	Fish, boats, nets	41
17	Tajar	City of Commerce	Pearl	Sheikh Ali al-Hadd	Spices, metalwork	42
18	Fahas	City of Searching	Pantheon	Caliph Amel al-Yuhami	Fruit, pottery	45
19	Hilm	City of Kindness	Pantheon	Caliph Abir al-Farhan	Grain, horses	45
20	Hudid	City of Humility	Pantheon	Calipha/Revered Mother Sajah al-Munsif	Books, glass lenses	46
21	I'Tiraf	City of Confessions	Pantheon	Emir/Revered Father Rimaq al-Nimar	Glassware, crystal	47
22	Mahabba	City of Silence	Pantheon	Caliph/Revered Father Ma'mum al-Sahnan	Wood, rebels	48
23	Talab	City of Questing	Pantheon	Caliph Kia al-Sadid	Fabric, healers	49
24	Dihliz	The Gateway City	Ancients	Emira Hassana alim al-Gaib	Antiquities, rice	50
25	Kadarasto	City Most Sinister	Ancients	Khedive Aman al-Wasi abu Nari	Antiquities, rice	52
26	Medina al-Afyal	City of the Elephant	Ancients	Alad bin Alaq bin Alonka of Alon	Wood, elephants	53
27	Rog'osto	City of Spires	Ancients	Khedive Samia al-Sa'id	Information, art	55



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- 7 new monster stat blocks including sahuagin that worship a powerful albino kraken!
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New and updated creatures include:

- an aboleth infant
- skum enhanced with magical ability
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- a Black Cloud of Vengeance, a living storm of astounding power
- chittering gnomes, tiny monstrosities that spread madness for their masters
- creatures rebuilt and “improved” by an insectoid mad scientist
- the insectoid scientist itself, intent upon furthering its own designs upon its patients
- Three new swarms, one new template, and three radical variants on common monsters.

