



3rd Edition Al-Qadim for



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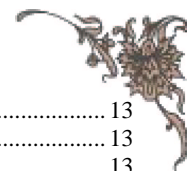
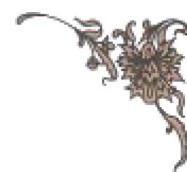


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Introduction



This volume is intended as a supplement to the Dungeons & Dragons® 3rd Edition Players' Handbook, and the 2nd Edition Al-Qadim rulebook (see Bibliography p.37).

The contents of this volume are conversions of a selection of the rules from the aforementioned Al-Qadim tome, and general information garnered from other (primarily Internet) sources.

Entries in this volume are intended to be applicable to any Arabian style Campaign setting (Al-Qadim, The Islands or otherwise), allowing this volume to be issued to your players verbatim.

Items specific to the author's "New Arabian Adventure" – now known as "The Islands" Campaign, are detailed in a companion volume "The Tome of The Islands" (see Bibliography p.37).

I hope the Hand of Fate guides you well as you read this manual, may your players find their fates, and fulfill their destinies.

sevarian (18.Jan.2001)

Version 6

This may be the last release of this volume as I am currently under discussion with the lads at zakhara.com & al-qadim.com about combining our two net-books.

If this does happen I intend to publish any incompatible material dumped from the volumes in an "alternative" rules supplement.

i.e. Their approach to classes is as Class Templates, similar to the original Kit concept in AD&D-2e. Whereas Kaevellian, Vincent & myself have created the old 2e kits as specific classes herein – check out our websites for more news soon.

sevarian (24.May.2001)

Classes

D&D 3rd Edition Classes

Warriors	Barbarian, Fighter, Paladin, Ranger
Wizards	Sorcerer, Wizard
Rogues	Bard, Rogue, Monk
Priests	Cleric, Druid

Al-Qadim Classes

Warriors	Askar, Corsair, Desert Rider, Faris, Mamluk, Mercenary Barbarian
Wizards	Arabian Sorcerer, Elemental Mage, Sha'ir, Ghul Lord, Ajami
Rogues	Sa'luk, Barber, Beggar-thief, Holy Slayer, Matrud, Merchant-rogue, Rawun
Priests	Clerics of the Faith Pragmatic/Ethical/Moral, Hakima (Wise Women), Kahin, Mystic



Warrior Classes:

Askar

Base Attack Bonus: As Fighter
 Saving Throws: As Fighter
 Alignment: Any
 Hit Die: d10

Skills:

Class skills are as follows: Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), Swim (Str), Knowledge (Hometown related) (Int), Listen (Wis), Spot (Wis), Perform (Music related) (Cha), Appraise (Int) and Disguise (Cha).

Skill Point at 1st Level (2 + Int modifier) ×4.

Skill Points after 1st: 2 + Int modifier.

Weapon and Armor Proficiency: Askar's are Proficient in all simple and martial weapons and all armor. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Bonus Feats: Askar's gain Bonus Feats as a fighter.

Weapon Specialization: Askar's may specialize as a fighter.

Hometown Advantage: An Askar attempting to use any skills related to his hometown, or with the integration of people in his hometown (such as his Knowledge and Perform skills, the Difficulty is reduced by 2. This reflects the Askar's familiarity with his home and the local people who inhabit the area.



Corsair

Base Attack Bonus: As Fighter
 Saving Throws: As Fighter
 Alignment: Any
 Hit Die: d10

Skills:

Class skills are as follows: Climb (Str), Profession (Sailor) (Int), Intuit Direction (Wis), Jump (Str), Use Rope (Dex), Swim (Str), Knowledge (Sea) (Int), Listen (Wis), Spot (Wis), Bluff (Cha), Appraise (Int), Disguise (Cha), Balance (Dex), Tumble (Dex), Escape Artist (Dex), Search (Wis), Gather Information (Cha) and Forgery (Dex).

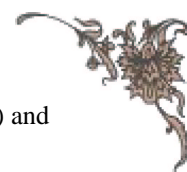
Skill Point at 1st Level (4 + Int modifier) ×4

Skill Points after 1st: 4 + Int modifier.

Weapon and Armor Proficiency: Corsair's are Proficient in all simple and martial weapons and light armor. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.



buy



Two-Weapon Fighting: A Corsair wearing light or no armor can fight as if they had the feats Two-Weapon Combat and Ambidexterity. This only works with two weapons, the Corsair invokes all normal penalties if using a double weapon. A Corsair who has an attack bonus of +9 or better may take Improved Two-Weapon Fighting without the pre-requisites, as long as he only wears light or no armor.

Bonus Feat: The Corsair gains bonus feats as a fighter.



Desert Rider

Base Attack Bonus: As Ranger

Saving Throws: As Ranger

Alignment: Any

Hit Die: d10

Skills:

Class skills are as follows: Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Ride (Dex), Knowledge (Desert) (Int), Listen (Wis), Spot (Wis), Wilderness Lore (Wis), Search (Int), Use Rope (Dex), Move Silently (Dex).

Skill Point at 1st Level (4 + Int modifier) ×4

Skill Points after 1st: 4 + Int modifier.

Weapon and Armor Proficiency: Desert Rider's are proficient in all simple and martial weapons and all armor. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Track: At first level, the Desert Rider gets the track feat.

Favored Enemy: The Desert-Rider gains favored enemies as a ranger.

Mounted Capability: At first level the Desert Rider gains Mounted Combat, at 2nd level the gain Mounted Archery, at 4th Trample, 8th Ride-By Attack and 12th Spirited Charge. This shows the Desert Riders uncanny skill at mounted combat. The Desert Rider may also perform all Riding checks at -3 to DC.

Spells: The Desert Rider gains spells as a Ranger.



Faris

Base Attack Bonus: As Paladin

Saving Throws: As Paladin

Alignment: Lawful Good

Hit Die: d10

Skills:

Class skills are as follows: Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Ride (Dex), Knowledge

(religion) (Int), Perform (Music related) (Cha) and Profession (Wis).

Skill Point at 1st Level (2 + Int modifier) ×4

Skill Points after 1st: 2 + Int modifier.

Class Features: As a Paladin.



Mamluk

<<under consideration>>



Mercenary Barbarian

Base Attack Bonus: As Barbarian

Saving Throws: As Barbarian

Alignment: Any non-lawful

Hit Die: d12

Skills:

Class skills are as follows: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str) and Wilderness Lore (Wis).

Skill Point at 1st Level (4 + Int modifier) ×4

Skill Points after 1st: 4 + Int modifier.

Weapon and Armor Proficiency: Mercenary Barbarian's are proficient in all simple and martial weapons, light and medium armor and shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields natural bonus, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Barbarian Rage: As a Barbarian

Fast Movement: As a Barbarian

Uncanny Dodge: As a Barbarian

Damage Reduction: As a Barbarian

Illiteracy: As a Barbarian.



Wizard Classes:

Arabian Sorcerer

Base Attack Bonus: As Wizard

Saving Throws: As Wizard

Alignment: Any

Hit Die: d4

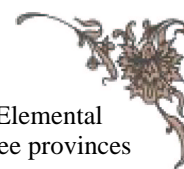
Skills:

Class skills are as follows: Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any topic) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int) and Disguise (Cha).

Skill Point at 1st Level (2 + Int modifier) ×4

Skill Points after 1st: 2 + Int modifier.





Weapon and Armor Proficiency: Sorcerer's are Proficient in club, dagger, jambiya, heavy crossbow, light crossbow and quarterstaff. Wizards are not proficient with any type of armor or shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Spells: A Sorcerer's spell progression is as a wizard. They must keep a spellbook. A Sorcerer must pick two of four elemental provinces. The elemental provinces are fire, sand, sea and wind. A Sorcerer may learn spells from his two chosen provinces and the universal province. When learning spells from his two chosen provinces, the Sorcerer gains a +2 bonus to his Spellcraft check. A Sorcerer may not learn or use spells from the two provinces that he hadn't chosen. A Sorcerer may memorize one extra spell per spell level. This extra spell must be within the Sorcerer's two chosen elemental provinces. In all other ways, the Sorcerer learns and casts spells as a wizard.

Bonus Languages: As a Wizard.

Familiar: As a Wizard

Scribe Scroll: As a Wizard

Bonus Feats: As a Wizard.

Spellbooks: As a Wizard

Spell Mastery: As a Wizard



Elemental Mage

Base Attack Bonus: As Wizard

Saving Throws: As Wizard

Alignment: Any

Hit Die: d4

Skills:

Class skills are as follows: Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any topic) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Point at 1st Level (2 + Int modifier) ×4

Skill Points after 1st: 2 + Int modifier.

Weapon and Armor Proficiency: Elemental Mage's are Proficient in club, dagger, jambiya, heavy crossbow, light crossbow and quarterstaff. Wizards are not proficient with any type of armor or shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Spells: An Elemental Mage's spell progression is as a wizard. They must keep a spellbook. An Elemental Mage must pick one of four elemental provinces. The elemental provinces are fire, sand, sea and wind. An Elemental Mage may learn spells from his chosen province and the universal province. When learning spells from his chosen province, the Elemental Mage

gains a +4 bonus to his Spellcraft check. An Elemental Mage may not learn or use spells from the three provinces that he hadn't chosen. An Elemental Mage may memorize one extra spell per spell level. This extra spell must be within the Elemental Mage's chosen elemental provinces. An Elemental Mage gains a +2 bonus to saving throws and skill checks involving the chosen element, a +1 to each damage die inflicted with an attack using the chosen element and a -2 penalty applied to each damage die made against them with their chosen element. In all other ways, the Sorcerer learns and casts spells as a wizard.

Bonus Languages: As a Wizard.

Familiar: As a Wizard

Scribe Scroll: As a Wizard

Bonus Feats: As a Wizard.

Spellbooks: As a Wizard

Spell Mastery: As a Wizard



Sha'ir

Base Attack Bonus: As Wizard

Saving Throws: As Wizard

Alignment: Any

Hit Die: d4

Skills:

Class skills are as follows: Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (Genie, then any topic) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Point at 1st Level (2 + Int modifier) ×4

Skill Points after 1st: 2 + Int modifier.

Weapon and Armor Proficiency: Sha'irs are Proficient in club, dagger, jambiya, heavy crossbow, light crossbow and quarterstaff. Sha'irs are not proficient with any type of armor or shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Summon Gen: At first level the Sha'ir may summon a small elemental familiar (called gen) to assist him. See Arabian Adventure Handbook.

Spells: A Sha'ir does not gain spells typically as a wizard. When the Sha'ir wishes, he sends his Gen to retrieve the spells. The Sha'ir may request any spell, either arcane or divine. Certain penalties and retrieval times are described in the Arabian Adventure's Handbook. The DC of such spells are 10 + spells level + the Sha'ir's Charisma modifier.

Bonus Languages: A Sha'ir may substitute Aqan, Auran, Ignan or Terran for any bonus language of a race.

Recognize Genie Works: The Sha'ir may recognize the works of genies, janns and other Sha'irs at 3rd level. The Sha'ir rolls a d20 + Intelligence Modifier + Sha'ir's level.





DC varies for situation.

Calling Upon The Jann: Once per day the Sha'ir may call upon the Jann for aid and protection at 5th level. Further rules are described in the Al-Qadim Handbook.



Elemental Protection: At 7th level, the Sha'ir saves against elemental attacks at a +2 bonus. All elemental attacks suffer a -2 penalty and all damage done is at -2 per die (minimum of 1 per die). An attack made of the same element of the Sha'ir's gen doubles these benefits.

Lastly, this ability allows the Sha'ir to survive on the elemental planes without protection for a number of turns equal to the Sha'ir's level.



Calling a Genie: At 9th level, the Sha'ir may call upon a genie (djinn, dao, efreet or marid). The Sha'ir must roll a d20 + Charisma modifier + his level DC (25). If the roll fails, the Sha'ir may not try again for another week. The Sha'ir may not take ten or take twenty for this roll.

Further rules are described in the Al-Qadim handbook.

Binding a Genie in Servitude: At 11th level the Sha'ir may entice a standard genie into service. Further rules defined in the Al-Qadim Handbook.

Creating a Genie Prison: At 13th level the Sha'ir may create a Genie Prison. Rules defined in the Al-Qadim Handbook.



Elemental Travel: At 15th level, the Sha'ir may travel across the Ethereal Plane and into one of the Elemental Planes. The Sha'ir must make an Intelligence check against DC 12 with failure meaning the Sha'ir may not attempt another crossing for an hour (bad timing). The Sha'ir's level determines how many other people may travel with him. The Sha'ir and his passengers may remain in the plane for as many days as the Sha'ir has levels. Further rules defined in the Al-Qadim Handbook.



Requesting an Audience: A Sha'ir of 17th level may request an audience with a Genie Noble. Rules defined in the Al-Qadim Handbook.



Ghul Lord

Base Attack Bonus:

Saving Throws: As sorcerer or wizard

Alignment: Any chaotic

Hit Die: d4

Skills:

Class Skills: Same as wizard or sorcerer

Abilities: Intelligence or charisma determines how powerful a spell a ghul lord can cast, how many spells he can cast, and how hard those spells are to resist. All ghul lords suffer a -2 adjustment to Charisma at 1st level.

Class Features: Unlike most wizards and sorcerers, the ghul lord is able to wield swords. A ghul lord is skilled in the following weapons: dagger, staff, jambiya, dart, sling, short sword, longsword, cutlass, and scimitar.

Spells: A ghul lord casts arcane spells (use the spell progression chart of the standard wizard or sorcerer). However, ghul lords draw their spells from the Negative material plane. This gives their magic an eerie look and

feel and changes its effects slightly. When a ghul lord casts a spell there is always an accompanying effect that is never duplicated by another ghul lord. There are a wide number of special effects that can be used, but all have two things in common. First, they have no positive or negative effect on the caster or those around him. They are simply for show and cannot cause damage or otherwise affect the real world in a tangible manner. Second, the special effects are always creepy.

Note: A ghul lord can only safely cast necromantic spells. All other spells must be cast as a manipulation.

Manipulations: Ghul Lord are also able to manipulate raw magical energies. While much cruder than spells, the abilities this grants are very versatile and quite powerful. In order to manipulate the powerful types of manipulations that can be performed. Each type of manipulation is a Feat, but only ghul lords can take them.

Attack Manipulation Feat, Defense Manipulation Feat, Informative Manipulation Feat, Movement Manipulation Feat

Using a Manipulation costs the ghul lord 1 hit point per level of manipulation temporarily. More information on Manipulations can be found in "The Complete Sha'ir's Handbook".

Bodily Corrosion: Ghul lords suffer from the constant exposure of the negative energies that power their spell like abilities. This energy slowly corrodes the ghul lord's health. Every level past 3rd, the ghul lord loses one point of constitution or strength (determine randomly). As this corruption of the body occurs, the ghul lord takes on a progressively more cadaverous appearance. When either strength or constitution is reduced to less than 5, the ghul lord takes on the appearance of one of the undead. When a ghul lord reaches this stage, his charisma is reduced by 2 and the loss of other attributes ceases.

Explosive Interaction: A ghul lord's manipulations and spells are composed of pure negative energy. It explodes if the area of effect interacts with the area of effect of a normal mage or sorcerer's spells. Total # of spell levels x d4 damage.

Notes:

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

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

Adventures: Ghul lords are often misunderstood and viewed as evil men and women who tamper with the dead. This is not at all true. They have chosen a different magical path, which often leads down roads that "normal" wizards prefer not to tread. Many necromancers understand the nature of most undead and the most effective methods of combating them.

Characteristics: Same as standard wizard or sorcerer.



Alignment: All ghul lords are of chaotic alignments; the mindset to step from the beaten path and channel negative energies leaves little room for lawful tendencies.

Bonus Feats: A ghul lord gains bonus feats as a wizard if the ghul lord is wizardly in nature (studies for his spells). A ghul lord gains no bonus feats, as a sorcerer, if he is a sorcerous ghul lord.

Ajami

<<under consideration>>

Rogue Classes:

Sa'luk

Base Attack Bonus: As Rogue

Saving Throws: As Rogue

Alignment: Any

Hit Die: d6

Skills:

Class skills are as follows: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skill Point at 1st Level (8 + Int modifier) ×4.

Skill Points after 1st: 8 + Int modifier.

Weapon and Armor Proficiency: Sa'luks are Proficient in crossbow (hand and light), dagger (any type), jambiya, dart, light mace, sap, short bow (normal or composite) short sword and Tiger Claws. Medium size Sa'luks are proficient in club, heavy crossbow, heavy mace, morning star, quarter-staff and cutlass. Sa'luks are proficient in light armor but not shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Sneak Attack: As a rogue

Evasion: As a rogue

Uncanny Dodge: As a rogue

Special Ability: As a rogue

Barber

<<under consideration>>

The New Arabian Adventures

Beggar-thief

<<under consideration>>

Holy Slayer

Base Attack Bonus: As Rogue

Saving Throws: As Rogue

Alignment: Any

Hit Die: d6

Skills:

Class skills are as follows: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skill Point at 1st Level (8 + Int modifier) ×4.

Skill Points after 1st: 8 + Int modifier.

Weapon and Armor Proficiency: Holy Slayer's are Proficient in all simple medium and small weapons, as well as the sap and short sword. Medium size Holy Slayer's are also proficient in the scimitar and cutlass. Sa'luks are proficient in light armor but not shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Sneak Attack: As a rogue

Uncanny Dodge: As a rogue

Death Attack: As an assassin

Poison Use: As an Assassin

Weapon Specialization: The Holy Slayer may specialize as a fighter, but only in the weapon that represents their fellowship.

Matrud

<<under consideration>>

Merchant-rogue

<<under consideration>>



Rawun

Base Attack Bonus: As Bard

Saving Throws: As Bard

Alignment: Any non-lawful

Hit Die: d6

Skills:

Class skills are as follows: Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (All skills), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex) and Use Magic Device (Cha).

Skill Point at 1st Level (4 + Int modifier) ×4.

Skill Points after 1st: 4 + Int modifier.

Weapon and Armor Proficiency: Rawun are Proficient in all simple weapons, as well, they may start with proficiency in one of the following: longbow, composite longbow, scimitar, cutlass, sap, short bow, composite short bow, short sword or whip. Rawun are proficient in light armor, medium armor and shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Spells: As a bard

Performance: As Bardic Music

Legend Lore: As Bardic Knowledge

Evil Eye: Once per day, the Rawun may either remove the evil eye from a person, or cause the evil eye to befall someone. The Rawun may only use one during a 24-hour period.



Priest Classes:

Clerics of the Faith Pragmatic/Ethical/Moral

Base Attack Bonus: As Cleric

Saving Throws: As Cleric

Alignment: Any (usually that of god)

Hit Die: d8

Skills:

Class skills are as follows: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, religion) (Int), Profession (Wis), Scry (Int) and Spellcraft (Int).

Ethoists (Faith Ethical) gain Diplomacy as a class skill.

Moralists (Faith Moral) gain Diplomacy as a class skill.

Skill Point at 1st Level (2 + Int modifier) ×4.

Skill Points after 1st: 2 + Int modifier.

Domains and Class Skills: As described in Player's Handbook.

Weapon and Armor Proficiency: Cleric's are Proficient in all simple weapons and all forms of armor and shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Spells: As a Cleric

Deity, Domains and Domain Spells: As a Cleric

Spontaneous Casting: As a Cleric

Alignment Spells: As described under Clerics

Turn or Rebuke Undead: As a Cleric

Extra Turning: As a Cleric

Bonus Languages: As described under Cleric

Granted Powers: As a Cleric.



Hakima (Wise Woman)

Base Attack Bonus: As Cleric

Saving Throws: As Cleric

Alignment: Any (usually that of god)

Hit Die: d8

Skills:

Class skills are as follows: Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (All skills), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str) and Tumble (Dex).

Skill Point at 1st Level (2 + Int modifier) ×4.

Skill Points after 1st: 2 + Int modifier.

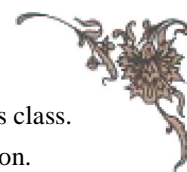
Weapon and Armor Proficiency: Hakima are Proficient in all simple weapons including short sword and war hammer. Hakima are proficient in light and medium armor and shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Spells: As a Cleric, look at spell list.

Deity, Domains and Domain Spells: As a Cleric with the two domains of Knowledge and Protection.

Spontaneous Casting: As a Cleric

Alignment Spells: As described under Clerics.



Bonus Languages: As described under Cleric

Granted Powers: A Hakima has extraordinary powers that allow her to perceive the truth. She must make a wisdom check in order to perceive such truths with a bonus of +1 for every two levels.

1st level: A Hakima can detect truth in spoken word DC (12).

A Hakima can determine an individual's true class and station by watching them eat and drink DC (13).

3rd level: A Hakima may search for secret and concealed doors, panels or similar items DC (14).

6th level: A Hakima is able to detect illusions and mirages DC (20), DC (25) if genies are involved.

9th level: A Hakima may reveal enchantments, both the general functions of a magic item and charms, curses, etc. inflicting an individual DC (22), DC (27) if genies are involved.

Restricted Magic Item Use: A Hakima may only use magic items usable by all classes.



Kahin

Base Attack Bonus: As Druid

Saving Throws: As Druid

Alignment: Any Neutral

Hit Die: d8

Skills:

Class skills are as follows: Animal Empathy (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Swim (Str) and Wilderness Lore (Wis).

Skill Point at 1st Level (4 + Int modifier) ×4.

Skill Points after 1st: 4 + Int modifier.

Weapon and Armor Proficiency: Kahin are Proficient in the club, dart, half, short and long spears, light horse lance, jambiya, scimitar, sling and staff. Kahin may only wear leather or hide armor. A Kahin who wears inappropriate armor loses spells and abilities. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Spells: As a Druid

Alignment Spells: Can't cast spells of an alignment opposed to her own.

Bonus Languages: As described under Druid

Granted Powers: The Kahin gains some Druidic abilities

and at 16th level gains unique abilities unto its class.

1st level: Nature Sense, Animal Companion.

3rd level: Trackless Step

9th level: Venom Immunity

15th level: Timeless Body

All the above are as the Druid abilities.

16th level +: At 16th level and each additional level thereafter, the Kahin gains the following abilities.

Immunity to one form of weapon, including conjured and magical versions of that weapon. At each additional level after 16th, the Kahin gains immunity to a new weapon.

Immunity to one element and all attacks based on that element. The Kahin isn't harmed on the corresponding elemental plane. Each additional level after 16th the Kahin gains immunity to a new element.

Immunity to one type of creature. Each additional level after 16th the Kahin gains immunity to a new element. The Kahin keeps this immunity as long as he makes no attack against this type of creature.

Level Restriction: A Kahin may never rise above 20th level. All additional experience is lost.



Mystic

Base Attack Bonus: As Monk

Saving Throws: As Monk

Alignment: Any Lawful

Hit Die: d8

Skills:

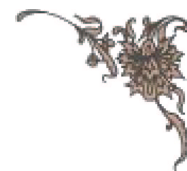
Class skills are as follows: Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcane) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Point at 1st Level (4 + Int modifier) ×4.

Skill Points after 1st: 4 + Int modifier.

Weapon and Armor Proficiency: Mystics are Proficient in the club, crossbow (light or heavy), dagger, hand axe, jambiya, javelin, quarterstaff and sling. Mystics are also proficient in the kama, nunchaku and siangham. Mystics are not proficient with any armor or shields. Armor check penalties apply for all armor heavier than leather. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment. For every AC a character has above +3 due to armor/shields, the character suffers a -1 penalty to attack rolls, skill checks and ability checks.

Monastic Training: Mystics act in every way as a monk of equal level.



Spell Lists

Unless noted otherwise spells are detailed in the 3rd Edition Dungeons & Dragons® Player's Handbook.

3rd Edition References

PHB (not shown)..... Player's Handbook
R&R..... Rites & Rituals
TNAA..... The New Arabian Adventure (herein)

2nd Edition References

AA..... Arabian Adventures

Clerics of the Faiths

Ethical/Pragmatic/Moralist

Spell list is the same as standard Cleric.

Hakima Spells

0th level:

Cure Minor Wounds
Detect Magic
Detect Poison
Flare
Guidance
Inflict Minor Wounds
Light
Mending
Purify Food and Drink
Read Magic
Resistance
Virtue

1st level:

Bane
Bless
Bless Water
Cause Fear
Command
Comprehend Languages
Cure Light Wound
Curse Water
Deathwatch
Detect Chaos/evil/Good/Law
Detect Undead
Divine Favor
Endure Elements
Entropic Shield
Inflict Light Wounds
Obscuring Mists
Protection from Chaos/evil/Good/Law
Random Action
Remove Fear
Sanctuary
Shield of Faith

2nd level:

Aid
Augury
Calm Emotions
Consecrate
Cure Moderate Wounds
Darkness
Delay Poison
Desecrate
Enthrall
Find Traps
Hold Person
Inflict Moderate Wounds
Remove Paralysis
Resist Elements
Shield Other
Silence
Speak with Animals
Undetectable Alignment
Zone of Truth

3rd level:

Bestow Curse
Continual Flame
Create Food and Water
Cure Serious Wounds
Daylight
Deeper Darkness
Dispel Magic
Glyph of Warding
Helping Hand
Inflict Serious Wounds
Invisibility Purge
Locate Object
Magic Circle against Chaos/evil/Good/Law
Magic Vestment
Negative Energy Protection
Protection from Elements
Remove Curse
Searing Light
Speak with Dead
Speak with Plants

4th level:

Cure Critical Wound
Death Ward
Dimensional Anchor
Discern Lies
Divination
Inflict Critical Wound
Neutralize Poison
Poison
Repel Vermin
Sending
Spell Immunity
Status
Tongues

5th level:

Atonement
Break Enchantment
Commune
Dispel Chaos/evil/Good/Law
Hallow
Healing Circle
Mark of Justice
Scrying
Spell Resistance
True Seeing
Unhallow

6th level:

Antilife Shell
Find the Path
Forbiddance
Greater Dispelling
Harm
Heal

7th level:

Greater Scrying
Repulsion

8th level:

Antimagic Field
Cloak of Chaos
Discern Location
Holy Aura
Mass Heal
Shield of Law
Unholy Aura

9th level:

Astral Projection
Miracle

Rawun Spells

0th level:

Daze
Detect Magic
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Read Magic
Resistance
Avert Evil Eye (AA)

1st level:

Alarm
Cause Fear
Charm Person
Cure Light Wounds
Detect Secret Doors
Expeditious Retreat
Grease
Hypnotism
Identify
Mage Armor
Magic Weapon
Protection from Chaos/evil/Good/Law
Silent Image
Sleep
Summon Monster I
Unseen Servant
Ventiloquism

2nd level:

Animal Trance
Blindness/Deafness
Blur
Bull's Strength
Cat's Grace
Cure Moderate Wounds
Darkness
Daylight
Delay Poison
Detect Thoughts
Enthrall
Find Water (AA)
Hold Person
Invisibility
Levitate
Locate Object
Minor Image
Mirror Image
Misdirection
Obscure Object
Scare
See Invisible
Shatter
Silence
Sound Burst
Suggestion
Summon Monster II
Tongues
Undetectable Alignment



3rd level:

Bestow Curse
Blink
Clairaudience/Clairvoyance
Confusion
Cure Serious Wounds
Dispel Magic
Dispel Mirage ^(AA)
Displacement
Emotion
Fear
Greater Magic Weapon
Haste
Invisibility Sphere
Keen Edge
Lesser Geas
Magic Circle Against Chaos/evil/Good/Law
Major Image
Phantom Steed
Remove Curse
Remove Disease
Scrying
Sculpt Sound
Serpia Snake Sigil
Slow

4th level:

Break Enchantment
Cure Critical Wounds
Detect Scrying
Dimension Door
Dominate Person
Hallucinatory Terrain
Hold Monster
Improved Invisibility
Legend Lore
Locate Creature
Modify Memory
Neutralize Poison
Rainbow Pattern
Shout

5th level:

Dream
False Vision
Flesh Mirage
Greater Dispelling
Healing Circle
Mind Fog
Mirage Arcana
Mislead
Nightmare
Persistent Image

6th level:

Eyebite
Geas/Quest
Greater Scrying
Mass Haste
Mass Suggestion
Permanent Image
Plane Shift
Programmed Image
Project Image
Repulsion
Veil

Sorcerer/Elemental Mage

Spell List:

0th level:

Universal:

Resistance
Detect Poison
Daze
Light
Mage Hand
Mending
Open/Close
Arcane Mark
Detect Magic
Prestidigitation
Read Magic
Flare
Dancing Lights
Ghost Sound

1st level:

Universal:

Alarm
Hold Portal
Protection from Chaos/evil/Good/Law
Shield
Grease
Mage Armor
Mount
Unseen Servant
Comprehend Languages
Detect Secret Doors
Identify
True Strike
Charm Person
Hypnotism
Sleep
Magic Missile
Change Self
Color Spray
Silent Image
Ventriloquism
Cause Fear
Ray of Enfeeblement
Animate Rope
Erase
Expeditious Retreat
Jump
Magic Weapon
Message
Spider Climb
Avert Evil Eye ^(AA)
Endure Elements

(Casters who chose their own element can withstand an additional 2 points of damage per round)

Flame:

Burning Hands
Fire Truth ^(AA)

Sand:

Move Sand ^(AA)
Sand Jambiya ^(AA)
Sand Slumber ^(AA)
Sand Quiet ^(AA)
Traceless Travel ^(AA)

Sea:

Cool Strength ^(AA)
Float ^(AA)
Sea Sight ^(AA)
Waterbane ^(AA)
Obscuring Mist

Wind:

Alter Normal Winds ^(AA)
Feather Fall
Wind Compass ^(AA)
Obscuring Mist

2nd level:

Universal:

Arcane Lock
Obscure Object
Protection from Arrows
Web
Detect Thoughts
Locate Object
See Invisibility
Darkness
Daylight
Shatter
Blur
Invisibility
Minor Image
Mirror Image
Misdirection
Ghoul Touch
Scare
Blindness/Deafness
Bull's Strength
Cat's Grace
Darkvision
Endurance
Knock
Levitate
Rope Trick
Resist Elements

(Casters who chose their own element can resist an additional 2 points of damage per round)

Flame:

Banish Dazzle ^(AA)
Fire Arrows ^(AA)
Flaming Sphere
Pyrotechnics
Sundazzle ^(AA)

Sand:

Dust Curtain ^(AA)
Enlarge Desert Creature ^(AA)
Pillar of Sand ^(AA)
Sand Shadow ^(AA)

Sea:

Depth Warning ^(AA)
True Bearing ^(AA)
Fog Cloud

Wind:

Flying Jambiya ^(AA)
Fog Cloud
Wall Against Noise ^(AA)
Whispering Wind



3rd level:

Universal:

Dispel Magic
 Explosive Runes
 Magic Circle against Chaos/Evil/Good/Law
 Nondetection
 Protection from Elements
(Casters who chose their own element can absorb and additional 2 points of damage per level.)
 Phantom Steed
 Serpia Snake Sigil
 Stinking Cloud
 Clairaudience/Clairvoyance
 Tongues
 Hold Person
 Suggestion
 Lightning Bolt
 Displacement
 Invisibility Sphere
 Major Image
 Halt Undead
 Blink
 Greater Magic Weapon
 Haste
 Keen Edge
 Slow
 Water Breathing
 Find Water ^(AA)
 Dispel Mirage ^(AA)

Flame:

Fireball
 Flame Arrow
 Sunscorch ^(AA)

Sand:

Hissing Sand ^(AA)
 Sand Sword ^(AA)
 Whispering Sand ^(AA)

Sea:

Converse with Sea Creatures ^(AA)
 Stone Hull
 Water Breathing
 Sleet Storm

Wind:

Fly
 Gust of Wind
 Reveal Invisibility ^(AA)
 Wind Shadow ^(AA)
 Wind Wall
 Sleet Storm
 Gaseous Form

4th level:

Universal:

Dimensional Anchor
 Minor Globe of Invulnerability
 Remove Curse
 Minor Creation
 Arcane Eye
 Detect Scrying
 Locate Creature
 Scrying
 Confusion
 Emotion
 Lesser Geas
 Shout
 Hallucinatory Terrain
 Illusory Wall
 Improve Invisibility
 Rainbow Pattern
 Contagion
 Fear
 Bestow Curse
 Dimension Door
 Polymorph Other
 Polymorph Self

Flame:

Enhance Fire Creature ^(AA)
 Fire Shield
 Fire Trap
 Sunfire ^(AA)
 Sunwarp ^(AA)
 Wall of Fire ^(AA)

Sand:

Conjure Sand Lion ^(AA)
 Sand Cone ^(AA)
 Stoneskin

Sea:

Ice Storm
 Shatterhull ^(AA)
 Solid Fog
 Strengthen Water Creature ^(AA)
 Wall of Ice

Wind:

Ghost Rigging ^(AA)
 Mirage Wall ^(AA)
 Solid Fog
 Wind Blade ^(AA)

5th level:

Universal:

Major Creation
 Wall of Iron
 Prying Eyes
 Dominate Person
 Feeblemind
 Hold Monster
 Mind Fog
 Sending
 Wall of Force
 Dream
 False Vision
 Mirage Arcana
 Nightmare
 Persistent Image
 Seeming
 Animate Dead
 Magic Jar
 Animal Growth
 Fabricate
 Telekinesis
 Teleport
 Permanency

Flame:

Summon Monster V (Fire Elemental)

Sand:

Summon Monster V (Earth Elemental)
 Desert Fist ^(AA)
 Move Dune ^(AA)
 Passwall
 Stone Shape
 Transmute Rock to Mud
 Transmute Rock to Mud
 Wall of Stone

Sea:

Cone of Cold
 Summon Monster V (Water Elemental)
 Shipshock ^(AA)
 Transmute Rock to Mud
 Water Blast ^(AA)

Wind:

Cloudkill
 Summon Monster V (Air Elemental)
 Death Smoke ^(AA)
 Shield of Winds ^(AA)
 Wind Carpet ^(AA)





6th level:

Universal:

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

Flame:

Flameproof ^(AA)
Flame of Justice ^(AA)
Summon Monster VI (Fire Elemental)

Sand:

Move Earth
Part Sand ^(AA)
Stone to Flesh
Flesh to Stone
Sand Shroud ^(AA)
Summon Monster VI (Earth Elemental)

Sea:

Control Water
Command Water Spirit ^(AA)
Ship of Fools ^(AA)
Summon Monster VI (Water Elemental)

Wind:

Acid Fog
Control Weather
Summon Monster VI (Air Elemental)

7th level:

Universal:

Finger of Death
Forcecage
Lifeproof ^(AA)
Limited Wish
Mass Invisibility
Phase Door
Power Word, Stun
Prismatic Spray
Reverse Gravity
Sequester
Simulacrum
Spell Turning
Teleport Without Error
Vanish
Vision

Flame:

Delayed Blast Fireball
Sun Stone ^(AA)

Sand:

Statue
Create Shade ^(AA)

Sea:

Water Form ^(AA)

Wind:

Create Soundstaff ^(AA)

8th Level:

Universal:

Antipathy
Clone
Demand
Mass charm
Maze
Mind Blank
Permanency
Polymorph Any Object
Power Word, Blind
Prismatic Wall
Screen
Symbol
Sympathy
Trap the Soul

Flame:

Incendiary Cloud
Unleash Monolith ^(AA)

Sand:

Sand Worm ^(AA)
River of Sand ^(AA)
Unleash Monolith ^(AA)

Sea:

Cleanse Water ^(AA)
Sink ^(TNAA)
Unleash Monolith ^(AA)

Wind:

Unleash Monolith ^(AA)

9th Level Spells

Universal:

Energy Drain
Foresight
Imprisonment
Power Word, Kill
Prismatic Sphere
Succor ^(TNAA)
Time Stop
Weird
Wish

Flame:

Conflagration ^(AA)
Meteor Swarm

Sand:

Sand Form ^(AA)
Crystalbrittle ^(TNAA)

Sea:

Life Water ^(AA)
Maelstrom ^(AA)

Wind:

Windtomb ^(AA)

Ghul Lords Spell List

0th level:

Disrupt Undead
Arcane Mark
Detect Magic
Prestidigitation
Read Magic

1st level:

Animate Dead Animals
Cause Fear
Chill Touch
Corpse link
Exterminate
Locate Remains
Spectral Voice
Ray of Enfeeblement
Detect Undead

2nd level:

Embalm
Ghoul Touch
Living Link
Scare
Skeletal Hands
Spectral Hand

3rd level:

Bone Dance
False Face
Gentle Repose
Halt Undead
Vampiric Touch

4th level:

Contagion
Enervation
Fear
Summon Spirit
Improved Disrupt Undead

5th level:

Animate Dead
Magic Jar

6th level:

Circle of Death

7th level:

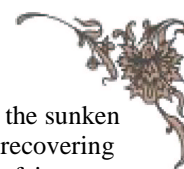
Control Undead
Finger of Death

8th level:

Clone
Horrid Wilting

9th level:

Astral Projection
Energy Drain
Soul Bind
Wail of the Banshee



Spell Descriptions



Crystalbrittle

(Alteration, Enchantment) (Sand) (PHB2) Wiz 8

Range: 10yds./level

Components: V,S.

Casting Time: 8

Duration: Special

Area of Effect: 1 creature or object, max 1 cu.ft/level

Saving throw: Special

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Sink

(Alteration, Enchantment) (Sand) (PHB2) Wiz 8

Range: 10yds./level

Components: V,S.

Casting Time: 8

Duration: Special

Area of Effect: 1 creature or object, max 1 cu.ft/level

Saving throw: Special

By means of this spell, a wizard can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spell (for a creature) or disintegration (for an object with magical properties) is successful. (Note: "magical properties" includes those of magical items as listed in the Dungeon Masters Guide, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them). Items of a non-magical nature are not entitled to a saving throw. If a subject fails its saving throw, it becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell and leaving the subject as it is, in which case the spell expires in four turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts another; and at the end of the round the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height – a 6-foot-tall victim will be 6 feet beneath the surface, while a 60-foot-tall subject will have its uppermost point 60 feet below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as *dig*, *transmute rock to mud*, and *freedom* (the reverse of

the 9th-level spell *imprisonment* will not harm the sunken creature or object and will often be helpful in recovering it. If a *detect magic* spell was used, it reveals a faint magical aura of indefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment).

Succor

(Alteration, Enchantment) (Sand) (PHB2) Wiz 8

Range: 10yds./level

Components: V,S.

Casting Time: 8

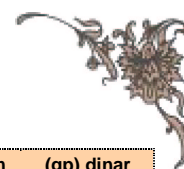
Duration: Special

Area of Effect: 1 creature or object, max 1 cu.ft/level

Saving throw: Special

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Arms, Armaments & Equipment of Arabia



Arabian Weapons

Weapon	Cost	Damage	Critical	Range	Weight	Type
Tiny Tiger Claws (Bagh Nakh)	4sp	1d2	x2	---	1lb	P
Razor	4sp	1d2	19-20 x2	---	1lb	S
Jambiya	4gp	1d4	19-20 x2	10 max	1lb	P/S
Katar	3gp	1d3+1	x3	---	1lb	P
Medium Ankus	3gp	1d4	x3	---	4lbs	P/B
Cutlass*	12gp	1d6	18-20 x2	---	4lbs	S
Large Scythe	10gp	d10+2	x4	---	15lbs	S
Great Scimitar	60gp	2d8	19-20 x2	---	16lbs	S
Tufenk	14gp	*	*	10 ft	5lbs	*

Descriptions of all the weapons are in the Al-Qadim Handbook.

Cutlass: Can take Weapon Finesse with the Cutlass



Arabian Armors

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Spell Failure	Speed 30ft	Weight 20ft
Banded	250gp	+6	+1	-6	35%	20' 15'	35 lbs
Chain Mail	150gp	+5	+2	-5	30%	20' 15'	40 lbs
Chain Shirt	100gp	+4	+4	-2	20%	30' 20'	25lbs
Hide	15gp	+3	+4	-3	20%	20' 15'	25 lbs
Lamellar*	40gp	+4	+3	-4	25%	20' 15'	25 lbs
Leather	10gp	+2	+6	0	10%	30' 20'	15 lbs
Padded	5gp	+1	+8	0	5%	30' 20'	10 lbs
Scale	50gp	+4	+3	-4	25%	20' 15'	30 lbs
Splint	200gp	+6	+0	-7	40%	20' 15'	45lbs
Studded	25gp	+3	+5	-1	15%	30' 20'	20 lbs

All shields included in Arabian Adventures

Lamellar: Lighter and less costly than scale, this armor is the most popular of the heavier Arabian armors. It is worn in relatively cool areas.

Shield, Daraq: Similar to the western buckler, this small shield is carried primarily by horsemen. The Daraq is a unique shield in that it doesn't count toward penalties to attack, skill and ability checks because of armor.

Other unique items are listed in the Al-Qadim Handbook.



Arabian Monies

Std.Coin	Arabian Coin	(cp) danaq	(sp) dirham	(gp) dinar
	habba	1/10	1/200	1/2000
	fals	1/10	1/100	1/1000
	kirat	1/2	1/20	1/200
Copper (cp)	danaq	---	1/10	1/100
Silver (sp)	dirham	10	---	1/10
Gold (gp)	dinar	100	10	---

Electrum & Platinum pieces are not commonly found in Arabian lands, but they may be exchanged for the intrinsic value of their metal content.

Danaq: (1 cp) A small silver coin equal to 10 fals, one-tenth of a dirham, or one one-hundredth of a dinar. The plural is also danaq.

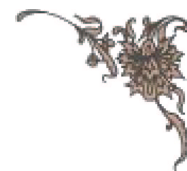
Dinar: (1 gp) A gold coin equal to 10 dirham, 100 danaq, or 1000 fals. The plural is dinars.

Dirham: (1 sp) Standard coin, made of silver. Equal to 100 fals, 10 danaq, or one-tenth of a dinar. The plural is daharim.

Fals: A copper coin worth one-tenth of a danaq, one-hundredth of a dirham, or one one-thousandth of a dinar. The plural is also fals.

Habba: A very small copper coin worth one-half fals. Seldom used.

Kirat: A bronze coin equal to one-half danaq (five fals). Seldom used.



Gods/Goddesses

by Nick Kaevelian



Arabian gods differ in some very obvious ways from the gods players might be used to from other fantasy settings. They are separated into three groups; The Great gods, the Local gods, and the Savage gods. The major difference is the central belief in Fate, the Loregiver and the Grand Caliph. While none are worshipped, all play an important role in Arabian culture.

List of greater gods



Hajama the courageous

"Bravery wins over opposition"

Domains: War, Strength, and Protection.

Favored Weapon: Great Scimitar

Hakiyah of the Sea Breezes

"Truth will always win out"

Domains: Knowledge, Healing, and Water

Favored Weapon: Long Bow



Haku, Master of the Desert Wind

"A man and a woman must be free to be considered alive"

Domains: Travel, Sun, And Air

Favored Weapon: Cutlass

Jauhar the Gemmed

"Money changes everything"



Domains: Luck, Trickery, and Destruction

Favored Weapon: Spear

Jisan of the Floods

"Hard work brings abundance"

Domains: Strength, Sun, Luck

Favored Weapon: Trident



Kor the Venerable

"With age comes wisdom, and with wisdom comes strength"

Domains: Knowledge, Strength, and Healing

Favored Weapon: Quarterstaff

Najm the Adventurous

"Make the Unknown known"

Domains: Travel, Luck, and Protection

Favored Weapon: Scimitar



Selan the Beautiful Moon

"There is beauty in everything"

Domains: Healing, Luck, Protection

Favored Weapon: Short Sword

Zann the Learned

"Understanding is the key to all doors"

Domains: Knowledge, Magic, and Travel

Favored Weapon: Quarterstaff

Al-Qadim Monsters

Monster Index

by Sevarian

Here is a list of monsters found in the Arabian lands, items in **gray** are to be found only in 2nd Edition sourcebooks, all others are available in 3rd Edition format as referenced.

3rd Edition References

MM..... *Monster Manual*
MoF..... *MC: Monsters of Faerun*
CC..... *Creature Collection*
TNA..... *The New Arabian Adventure (herein)*

2nd Edition References

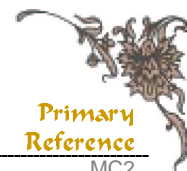
MC1..... *Monstrous Compendium 1*
MC2..... *Monstrous Compendium 2*
(MC1 & MC2 were reprinted as the 2nd Edition Monstrous Manual)
MC13..... *MC#13, Al-Qadim Appendix*
LOF..... *Land of Fate Boxed Set*
CoGS..... *Corsairs of The Great Sea*
FR1..... *MC#3, Forgotten Realms Appendix 1*
FR2..... *MC#11, Forgotten Realms Appendix 2*
DL..... *Monstrous Compendium DragonLance Appendix*
GH..... *Monstrous Compendium Greyhawk Appendix*
FF..... *MC#14, Fiend Folio Appendix*
OP..... *Monstrous Compendium Outer Planes Appendix*
Psi..... *Complete Psionics Handbook*

See Bibliography Appendix for further details.

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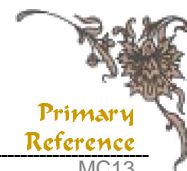
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Monsters

Camel

Common, Desert (see MM-195) Mountain, Racing, War.

(MC13)	Camel, Mountain Large Animal
Hit Dice:	3d8+6 (19 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	12 (-1 size, +2 Dex, +1 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4+6
Face/Reach:	5ft. by 10 ft./5 ft.
Special Attacks:	Spitting, trample
Special Qualities:	Scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 14, Con 16, Int 1, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	--

(MC13)	Camel, Racing Large Animal
Hit Dice:	2d8+8 (16 hp)
Initiative:	+3 (Dex)
Speed:	60 ft.
AC:	13 (-1 size, +3 Dex, +1 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4+1
Face/Reach:	5ft. by 10 ft./5 ft.
Special Attacks:	Spitting, trample
Special Qualities:	Scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 16, Con 16, Int 1, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	--

(MC13)	Camel, War Large Animal
Hit Dice:	3d8+12 (24 hp)
Initiative:	+3 (Dex)
Speed:	50 ft.
AC:	13 (-1 size, +3 Dex, +1 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4+6, hooves 1d6/1d6
Face/Reach:	5ft. by 10 ft./5 ft.
Special Attacks:	Spitting, trample
Special Qualities:	Scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 16, Con 17, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	--

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

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

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

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

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

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

War Camel

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

Mountain Camel

Mountain camels are common in the hills and mountains where they serve as pack animals. They are not useful in the desert, where their thicker furs make them intolerant of the higher temperatures.

Racing Camel

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



Genie, Dao

Large Outsider

Hit Dice: 8d8+24 (50 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft, Burrow 20 ft
AC: 17 (-1 Size, +3 Dex, +5 Natural)
Attacks: Slam +12/+7/+2 melee
Damage: Slam 1d8+7
Face/Reach: 5 ft x 5 ft / 10 ft
Sp. Attacks: Spell-like abilities, Earth Mastery*
Sp. Qualities: Plane Shift, Telepathy
Saves: Fort +9, Ref +8, Will +8
Abilities: Str 21 (+5), Dex 17 (+3), Con 16 (+3), Int 12 (+1), Wis 15 (+2), Cha 17 (+3)
Skills: Concentration (+10), Escape Artist (+8), Intimidate (+9), Listen (+9), Move Silently (+10), Sense Motive (+8), Spellcraft (+8), Spot (+10), Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative
Climate/Terrain: Any Land
Organization: Solitary
Challenge Ratings: 6
Treasure: Double Standard
Alignment: Neutral Evil
Advancement: 9-12 HD (Large); 13-28 HD (Huge)

Dao are malicious genies from the Elemental Plane of Earth. There they dwell in great numbers, continually delving and shaping the rock around them. Of all the genie races, dao are the most simple and brutish, and can often be cozened into service.

Male or female, dao are powerfully muscled individuals. Their polished skin is the color of earth, sand, or granite, and their finger- and toenails are made of a durable but lustrous metal. Both sexes are bald and free of body hair. Males do have facial hair, worn in mustaches and angular beards. All dao enjoy adorning themselves with jewelry. Many don shirts of lamellar plates.

Combat

Dao usually stand and fight if threatened. If they're overmatched, however, most flee by taking to the air or by burrowing- and then return with enough reinforcements to squash those who would besmirch a dao's honor. Dao are often uncomfortable in an enclosed area of worked stone because it prevents them retreating easily. Dao are immune to earth-based spells. Dao take double effect from Holy Water.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name.

Telepathy (Sp): A genie can communicate telepathically with any creature within 100 feet that has a language.

Spell Like Powers (Sp): The Dao can perform the following, one at a time, once per day: Change Self, Detect Good, Detect Magic, Gaseous Form, Invisibility, Misdirection, Passwall, and Wall of Stone. Dao can use Soften Earth and Stone and Meld Into Stone three times per day.

Earth Mastery (Ex): A Dao gains a +1 attack and damage bonus if both it and its foe touch the ground.

Genie, Marid

Large Outsider (Water, Chaos)

Hit Dice: 9d8+18 (59 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 30 ft, Swim 60 ft, Fly 40 ft
AC: 17 (-1 Size, +4 Dex, +4 Natural)
Attacks: Slam +14/+9/+4 melee
Damage: Slam 1d8+8
Face/Reach: 5 ft x 5 ft / 10 ft
Sp. Attacks: Spell-like abilities, Watery Jet, Water Mastery
Sp. Qualities: Plane Shift, Telepathy
Saves: Fort +9, Ref +10, Will +13
Abilities: Str 21 (+5), Dex 19 (+4), Con 14 (+2), Int 18 (+4), Wis 25 (+7), Cha 25 (+7)
Skills: Concentration (+10), Escape Artist (+12), Intimidate (+9), Listen (+9), Move Silently (+9), Sense Motive (+8), Spellcraft (+8), Spot (+10)
Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility
Climate/Terrain: Any Land
Organization: Solitary
Challenge Ratings: 6
Treasure: Double Standard
Alignment: Chaotic Neutral
Advancement: 10-13 HD (Large); 14-29 HD (Huge)

Marids are genies from the Elemental Plane of Water. In the eyes of many Arabian people, they are the most wondrous and powerful of all genie-kind. The marids are said to be born of the ocean, having currents for muscles and pearls for teeth. They are the most chaotic and individualistic of the genie races, and only rarely deign to serve others. Marids travel so seldom to the Material plane that many consider marids to be creatures of legend only.

Towering and beautiful, marids are as fair of face as they are powerful of form. Their skin matches the many colors of the ocean, from the serene blue of tropical waters to the somber greens of a storm-tossed sea. Skin color changes to reflect the moods of an individual marid. The darker the creature's mood, the darker the color. A marid's hair is usually blue-black or dark gray, but a few have tresses as snowy as froth upon a wave. Such white haired marids are considered the most chaotic of this strong-willed independent race. In the sea, marids wear little or nothing. On land they don flowing robes and diaphanous pantaloons. They eschew shirts, preferring to show off their physique with a short vest (at most).

Marids live in a loose empire ruled by a padisha. Each marid lays some claim to royalty; they are all shas, atabegs, beglerbegs, or mufty at the very least. Marids are champion tale-tellers, although most of their tales emphasize their own prowess, and belittle others.

Combat

Spell Like Powers (Sp): The Marid can perform the following, one at a time, once per day: Detect Evil, Detect Good, See Invisible, Detect Magic, Liquid Form (similar to Gaseous Form), Invisibility, Polymorph Self, and Purify Water.

Marids can use the following up to a total of 7 times per day: Liquid Form, Wall of Force (Fog), Water Breathing, Water Walk.

Watery Jet (Su): A Marid can also Create Water at will, and direct it in a jet up to 60 feet long. Those struck by the jet take 1d6 hit points of damage and must make a Reflex save or be blinded for 1d6 rounds.



Water Mastery (Ex): Marid are immune to water-based spells and have the innate ability to Water Walk, as the spell. They save vs. Cold-based spells at +2 and take -2 points per die of damage. They save vs. Fire-based spells at -1 and take +1 points per die of damage. They can breathe water and have darkvision.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name.

Telepathy (Sp): A genie can communicate telepathically with any creature within 100 feet that has a language.



Genie, Tasked Guardian

Large Outsider

Hit Dice:	14d8 + 42 (105 hp)
Initiative:	+10 (+6 Dex, +4 improved initiative)
Speed:	45 ft
AC:	25 (-1 size, +6 Dex, +10 natural)
Attacks:	Claw or weapon +22/+17/+12 melee (2 attacks) and +22 (2 other attacks)
Damage:	claw 2d6+8 or weapon +8
Face/Reach:	10 ft by 20 ft/ 10ft
Special Attacks:	Breath Weapon
Special Qualities:	Spell like powers, plane shift, telepathy, Eternal Vigilance; Immune to illusions and charms; SR 10
Saves:	Fort +12, Ref +13, Will +9
Abilities:	Str 25, Dex 23, Con 16, Int 13, Wis 12, Cha 13
Skills:	Bluff +14, Concentration +14, Intimidate +14, Listen +50, Sense Motive +12, Spot +12
Feats:	Alertness, Improved Initiative, Combat Reflexes, Power Attack, Cleave
Climate/Terrain:	Any Land
Organization:	Solitary
Challenge Ratings:	8
Treasure:	Double Standard
Alignment:	Any Lawful
Advancement:	15-19 HD (Large); 20-35 HD (Huge)

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

Guardian tasked genies have one face which watches forward and another which watches backward. They have dark red skin as thick as rhinoceros hide and are completely bald. They have four powerfully muscled arms, which make them formidable in combat. A typical guardian genie stands 10' tall and weighs 2,700 lbs. Guardian genies do not wear armor as their thick hide and magical nature make them very difficult to hit and armor would merely slow them down. Their hearing is so acute they can hear a feather falling onto a stone at a hundred paces. They gain a +35 racial bonus to their listen skill.

Guardian genies are completely humorous about their tasks, following out their routines and procedures with methodical precision. They are perfectly willing to describe what they are guarding, though they will not tell anyone about what they can do to prevent its theft (One of the conditions of their service is that they be told everything about the items left in their care.) Guardian genies will not guard living creatures. Guardian genies cannot be bribed and will attack any creature that attempts to do so.

Guardian tasked genies have no love of death and violence, although they are more than competent at dealing out both. If possible, they will use threats and warnings rather than immediately resorting to magical or physical combat. Guardian tasked genies serve for limited periods of time; when their tour of duty at a given site is up, their services must be renegotiated. Since their contracts are typically for 101 or 1001 years, their former masters are often not around to renew their arrangements.

Combat

Guardian genies move with inhuman speed despite their bulk. They target spell casters before all others. Guardian genies are able to wield weapons in all four hands simultaneously without penalty, gaining three attacks in each right hand, and an additional attack with each left hand. They can engage four opponents at once, though they usually concentrate their attention on just one or two.

Breath Weapon (Sp): Guardian tasked genies can breathe a cloud of green fire once per day. The cloud of fire causes 14d6 points of damage to those caught in the cone (DC 18).

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name.

Telepathy (Sp): A genie can communicate telepathically with any creature within 100 feet that has a language.

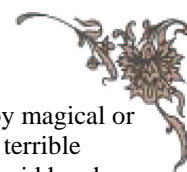
Spell Like Powers (Sp): Shout (DC 15) 2/day; Alarm (DC 12) 2/day; Silence (DC 13) 2/day; See invisibility (DC 13) 2/day; Guards and Wards (DC 17) 2/day; Sepia Snake Sigil (DC 14) 2/day; Blade Barrier (DC 17) 1/day. As a Guardian Genie advances, they gain more powers (usable 2/day), usually at one per additional HD.

Examples of new powers include: flight, detect lie, the ability to shape glyphs of warding or explosive runes, hold portal, dimension door, and other abilities that might be expected to help a guardian.

Eternal Vigilance (Ex): Never sleeps and is never caught flatfooted. They have a 360 degree field of vision and acute hearing.

Immune to Illusions and charms (Ex): They are unaffected by all illusions and phantasms and enchantments and charms. All other magic affects them normally if it overcomes their spell resistance.





Genie, Tasked Slayer

Large Outsider

Hit Dice: 12d8 + 48 (102 hp)
 Initiative: +7 (+3 Dex, +4 improved initiative)
 Speed: 40 ft; fly 50 ft (good)
 AC: 18 (-1 size, +3 Dex, +6 natural)
 Attacks: Claw +19/+15 melee or Weapon +19/+15 melee
 Damage: claw 2d6+9 or weapon +9
 Face/Reach: 10 ft by 20 ft/ 10ft
 Special Attacks: Blindness; rage
 Special Qualities: Spell like powers, plane shift, telepathy, fearful presence
 Saves: Fort +12, Ref +10, Will +9
 Abilities: Str 27, Dex 17, Con 18, Int 13, Wis 12, Cha 10
 Skills: Bluff +12, Concentration +16, Intimidate +12, Hide +15, Listen +12, Sense Motive +12, Spot +12
 Feats: Improved Initiative, Track, Combat Reflexes, Power Attack, Cleave
 Climate/Terrain: Any Land
 Organization: Solitary
 Challenge Ratings: 8
 Treasure: Standard
 Alignment: Neutral Evil
 Advancement: 13-17 HD (Large); 18-32 HD (Huge)

The tasked slayer genie's only purpose is to commit murder as often as possible - by stealth as long as possible or through berserker rages when discovered.

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

Slayer genies make excellent assassins. Given their nature it is not surprising that slayer genies are always servants. Those few slayer genies that become free generally have very short reigns of terror. They serve humans, demi-humans, and other genies, but their masters usually closely monitor their actions. An unwatched slayer genie is extremely dangerous and may begin slaughtering its master's followers.

When tasked genies are driven mad they become tasked slayer genies, genies unable to stay sane after long labor at the same task. They seek release in bloodshed. Slayer genies know neither shame nor pride when asked to complete some mission; they merely seek to fulfill their role and boast about it afterwards. No trick is too cruel, no tactic too immoral, no job too unsavory for them to undertake. Slayer genies enjoy the company of other warriors, and will spend hours discussing the advantages and disadvantages of various weapons, the fine points of anatomy, and the details of stealth, martial trickery, and armor with anyone willing to listen. They view all other creatures as something to overcome, whose only purpose is to meet their death at the hands of the slayer. The only exception are the undead. Slayer genies are puzzled at whether or not they should bother to kill things that are already dead. Given a choice, slayer genies always leave undead creatures for last, and if there is any chance of discovery, they leave the undead alone. This often results in undead creatures being blamed and hunted as the perpetrators of slayer genie crimes.

Combat

Slayer genies prefer to kill their targets quietly, and they

are extremely well-equipped to do so, either by magical or physical means. They attack either with their terrible claws or with a melee weapon in either humanoid hand. .

Rage (Ex): 4/day a tasked slayer genie can burst into an uncontrollable battle rage. He gains a +4 to strength and Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. This rage lasts for 12 rounds.

Fearful Presence (Su): If a slayer genie reveals his true form, they can cause fear in creatures (DC 19) as the spell.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plan or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name.

Telepathy (Sp): A genie can communicate telepathically with any creature within 100 feet that has a language.

Spell Like Powers (Sp): Blindness at will (DC 18), Darkness at will, Improved Invisibility at will, Silence at will (DC 18), Ventriloquism (DC18) at will, Misdirection (DC 18), Gaseous Form 3/day, Polymorph Self 3/day, Dimension Door 3/day



Ghost Mount

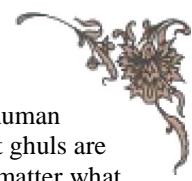
Large Undead

Hit Dice: 3d12 (20 hp)
 Initiative: +1 (Dex)
 Speed: 60 ft
 AC: 15 (-1 size, +1 dex, +5 natural)
 Attacks: 2 hooves +4 melee, bite -1 melee
 Damage: Hoof 1d4+3, bite 1d3+1
 Face/Reach: 5 ft x 10 ft/ 5 ft
 Special Attacks: Death Ride
 Special Qualities: Unearthly Movement, Scent, Undead
 Saves: Fort +6, Ref +4, Will +2
 Abilities: Str 16, Dex 13, Con -, Int 5, Wis 13, Cha 6
 Skills: Listen +7, Spot +7
 Feats: Alertness
 Climate/Terrain: Any land
 Organization: Solitary
 Challenge Rating: 2
 Treasure: None
 Alignment: Always Neutral
 Advancement: -

Ghost mounts are undead creatures that can help desperate or foolish travelers cover vast distances, but at a price. Those who ride a ghost mount may themselves become ghosts, doomed to wandering the deserts by night.

A ghost mount has two forms, its true form and an illusory one. A ghost mount's true form is a transparent, glowing outline of its former self (either a horse, a camel, or possibly even an antelope). It appears to be a malnourished, battered, and scarred wreck with wild and shining eyes. A ghost mount can also use powerful illusions to mask its true form and appear as a particularly strong and handsome specimen of its former self.

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



Combat

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

Death Ride (Su): Any creature that rides a ghost mount must make a ride skill check (DC 10). If the check is failed, the mount refuses to obey the rider's instructions and instead takes him deep into the nearest wilderness at full speed. Leaping from the mount when it is traveling at a gallop causes 3d6 points of damage and objects falling with the rider stand a chance of being broken or damaged. If the rider stays with the ghost mount, it will throw him after traveling at least 75 miles into the wilderness. Being thrown causes 1d6 damage and items with the rider stand a chance of being broken or damaged.

If the ride check is successful, the ghost mount obeys, but the rider must then make a fortitude save (DC 22) when the journey has reached a middle point. Failure indicates that the ghost mount's energy drain has transformed the rider into a wraith or ghost. Success indicates that the rider has mastered the ghost mount and may travel with it to his destination.

Unearthly Movement (Su): Ghost mounts seem to glide over the ground without ever losing their footing, so they always move at their full movement rate over all forms of terrain. They suffer no penalty due to encumbrance and have no need for sleep of any kind. A rider willing to lash himself to the saddle can travel as much as 180 miles per day over any terrain in any weather (once control over the ghost mount is established). A rider may also elect to travel less than that. During travel time, and throughout any number of stops and/or dismounts, the ghost mount will continue to obey its rider – until his destination is reached.

Great Ghul

Medium Undead

Hit Dice:	6d12 (26 hit points)
Initiative:	+8 (+4 dex, +4 improved initiative)
Speed:	40 ft, burrow 5ft, climb 30 ft
AC:	20 (+4 dex, +6 natural armor)
Attacks:	Claw +9, Claw +9, Bite +9
Damage:	Claw 1d6+6, Bite 2d6 +6
Face/Reach:	5 ft/ 5 ft
Special Attacks:	Shocking Grasp
Special Qualities:	Damage reduction 5/+1; Undead creation, bestow invisibility, shapechange, Fall reduction, Plane Shift, telepathy, fire resistance 30, elemental endurance
Saves:	Fort +4, Ref +2, Will +4
Abilities:	Str 22 (+6) Dex 18 Con – Int 14 Wis 15 Cha 15
Skills:	Appraise +8, Bluff +8, Concentration +7, Craft (any two) +7, Disguise +8, Escape Artist +6, Listen +8, Move Silently +14, Ride +6, Sense Motive +6, Spot +8
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility
Climate/Terrain:	Any desert and underground
Organization:	Solitary, pair, or pack (3)
Challenge Rating:	6
Alignment: Neutral	Evil
Advancement:	By character class or 7-9 HD (medium), 10-18 HD (large)

The great ghuls are undead elemental cousins of the genies, the most wicked members of an inferior order of Jann.

They haunt burial grounds and feed on dead human bodies. They are usually female, and all great ghuls are beguiling and seductive shape-changers. No matter what form they take, however, their feet always remain those of a donkey, though they often wear special boots or long robes to conceal this aberration. Ghuls delight in devouring the flesh of their victims and then sucking the marrow from the bones.

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

Great Ghuls serve the genies (when required), but lord it over the ghouls, who are considered unrefined and unreliable. Great ghuls who become sha'ir are very secretive; the other genies resent and fear the ghuls' power over them. Such great ghuls are often destroyed when their homes are discovered. Sometimes great ghuls help humans and others who seek help against other genies, and sometimes they help in quests they find interesting, and they do this without expectation of reward.

Combat

Great ghuls attack with their claws and their powerful jaws.

Shocking Grasp (Sp): Just like the spell in PHB, done at a level = HD. (DC 14)

Create Undead (Su): Only Jann slain by great ghuls become ghuls themselves; all other races are simply slain and devoured.

Bestow Invisibility (Sp): Can make others invisible at will.

Shape-change (Sp): As the polymorph self spell, done at will. Shape-shifting has become a habit for the great ghuls, who rarely keep their own form, even in their lairs. They are excellent actors and liars. They are also incurable tricksters.

Fall Reduction (Ex): All great ghuls take half damage from any fall.

Plane Shift (Sp): The great ghul can enter any of the elemental planes, the astral plane or the material plane. This ability transports the great ghul and up to six other creatures, provided they link hands with the ghul lord.

Telepathy (Sp): A great ghul can communicate telepathically with any creature within 100 feet that has a language.

Elemental Endurance (Ex): Great ghuls can survive on the Elemental Planes for up to 48 hours. After that the plane inflicts 1 pt of damage per additional hour until the great ghul is destroyed or returns to the Material Plane.



Living Idol

Large Construct

Hit Dice:	9d10 (50 hit points)
Initiative:	+0
Speed:	Varies
AC:	16 (-1 size, +7 natural armor)
Attacks:	Slam +13
Damage:	Slam 2d8 + 8
Face/Reach:	5 ft/ 10 ft
Special Attacks:	Dominate
Special Qualities:	Damage reduction 15/+3; Empathy, Weathering, Movement, Sacrificial Powers; Superior Enchantment Retention; Movement
Saves:	Fort +4, Ref +2, Will +4
Abilities:	Str 27 (+8) Dex 10 Con – Int 4 Wis 4 Cha 26 (+8)
Skills:	None
Feats:	None
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Alignment:	Varies by cult
Advancement:	10-12 HD (Large); 13-20 HD (Huge); 21-25 HD (Gargantuan); 26-27 Hit Dice (Colossal) (increase CR by 1 for every three additional HD)

Living idols are moving stone statues, remnants of ancient, forgotten empires and religions. They often inspire strange cults which are opposed by even the most pragmatic of modern faiths.

Living idols appear to be very large stone statues, usually representing some animal, death, elemental spirit, or healer. All show signs of heavy weathering and erosion, their once smooth surface riddled with small cracks, pock marks, and holes. Some living idols are no longer completely intact, missing an arm, leg or other appendage. A few are so ancient as to be little more than weathered standing stones.

Living idols exist for one purpose and that is to be worshipped as a deity in their own right. They draw power from the number of sacrifices made in their honor and can perform a potentially beneficial side effect in return for a weekly sacrifice.

Combat

While not entirely sentient, all living idols are imbued with a strong instinct for self-preservation. They fight as automatons, with little strategy beyond eliminating any opponents capable of harming them. Those with at least one appendage get a slam attack.

Domination (Sp): The idol charms those that approach (Will save, DC 10 + ½ HD + Cha modifier) and force them to do their bidding and worship them. If a cult is currently worshipping the idol and providing weekly sacrifices, the DC is +4. Animal type idols charm those who come within 100'. Death type idols charm those who touch them (DC +4), Elemental idols charm those intent on harming it that come within 30'. Healing idols only attempt to dominate those with harmful or destructive intentions (DC +2).

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

Weathering (Ex): Depending on weathering, living idols' hit dice modifier varies from -8 (a featureless hunk of rock) to +8 (hardly affected by the ravages of time).

Movement (Su): Idols with two or more appendages still intact are capable of moving at a rate of 15 ft.; those with one appendage drag themselves along at a rate of 5 ft.

Sacrificial Powers (Sp): Long-forgotten, ancient religions are thought to be responsible for the creation of living idols. Now these religions are reduced to small cults, existing only because of the idols' ability to charm passers-by. In the most general of terms, cults are known to worship either animals, death, elemental forces, or healing. The DM should feel free to create personalized cults for his campaign. These are sample powers.

Animal Cults: Usually vermin or pest type animals. The alignment of these idols is Lawful Neutral. These idols require a small and slightly valuable sacrifice of gold, gems or jewelry (usually of no more than 25 gp value). The side effect is an aura of protection against the type of animal depicted by the idol for up to a one mile radius. The major power also relates to the type of animal depicted by the idol (rat idols will cure disease, scorpion idols will cure poison, etc). Living animal idols cannot use its powers more than once per day. These foster small to medium sized cults of 20-200 worshipers. The major power of the idol is considered to be a boon to the followers, and not to be shared with outsiders.

Death Cults: These cults are centered around a horrible and grotesque idol, usually in the form of a man-eating monster or undead. The alignment of these idols is neutral evil. Outsiders are sacrificed to this idol, however low-ranking members of the cult will do. The side effect of joining the cult is that all members cease aging for as long as the idol is satisfied. The major power of these idols is to endow the cult "priest" (not necessarily a cleric) with the ability to cast a powerful necromantic spell once per week. Large, established cults (200-500+ members) often attract sentient undead, especially vampires, who quickly rise to the "priest" status and use the cult members to feed their own, and the idol's, appetite.

Elemental Cults: These idols are often in the form of a faceless man. The alignment of these idols is Chaotic Neutral. The substance of the sacrifice (100 gp value) and the idol's protective side effect depends on the element represented by the idol. Earth idols require gems and offer protection from earthquakes. Fire idols require rare woods and protect from uncontrolled fires. Water elemental idols require aromatic oils and offer protection from tidal waves and flooding. Air idols require exotic perfumes, and offer protection from whirlwinds and sandstorms. The major power of these statues is to summon a 12 HD elemental of the appropriate planes, one per week, to perform a specific task for the individual who made the sacrifice. These types do not generally generate charmed cults.

Healing cults: The idols are neutral good and represent a kind, gentle figure. These idols thrive on a sacrifice of beauty, praise, and thanksgiving, feeding on the positive energy generating in worship. As a side effect, these statues radiate protection from evil in a 100' radius. The



maiden statues are known to heal, while the old man statues can control weather, bringing rain in times of drought usually. A living idol of this type can use its major power once per day.



Rom

Huge Undead

Hit Dice:	15d12
Initiative:	+1 (Dex)
Speed:	30 ft
AC:	21 (-2 size, +1 dex, +12 natural)
Attacks:	Slam +24/+19/+14 melee; or Rock +12/+7/+2 ranged
Damage:	Slam 2d6+12 plus Str drain; or Rock 2d12+12
Face/Reach:	10 ft by 10 ft/ 15 ft
Special Attacks:	Energy Drain, Rock Throwing
Special Qualities:	Undead, Rock Catching, Damage Reduction 10/+2, Frightful Presence, Bardic Inspiration
Saves:	Fort +16, Ref +6, Will +6
Abilities:	Str 35, Dex 13, Con - , Int 7, Wis 13, Cha 13
Skills:	Climb +16, Jump +16, Listen +10, Perform +18 (sing, poetry, musician), Spot +10, Sense Motive +10
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Skill Focus (Perform)
Climate/Terrain:	Any land and underground
Organization:	Tribal (1d8)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Lawful Evil
Advancement:	By character class

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

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

The rom, like most living giants, carry some of their belongings in a large sack or bag. Their more valuable treasures remain hidden safely in their cairns.

Rom are the remnants of an ancient race of giant herdsmen. They were a quiet, peace-loving people whose end came when their wives produced only male children; there were no further generations. Shaking their fists at the sad destiny Fate had passed upon them, they built enormous stone cairns for themselves. Entire clans of rom descended into their self-made tombs, burying themselves alive. However, so great was their collective self-pity and anger at Fate that their existence persisted beyond death. Their granite cairns can still be found today, towering over the plains or nestled among the hills. They are shunned by all forms of animal and insect life. Nearby vegetation appears stunted and lacks its usual color. All is quiet near these tombs during the day, but at night, one can hear a loud lamentation rising from within the cold, stone cairns, a plaintive cry against Fate.

Combat

The rom are terrifying enemies. Intruding upon their cairns uninvited is a good way to earn their enmity and an early demise.

Energy Drain (Su): A slam attack from a rom drains 1d4 points of strength. When a victim's strength drops below 0, he is slain, drained of life force by the rom's chilling touch. Lost strength points return at a rate of 1 point per day of rest.

Frightful Presence (Su): Rom radiate an aura of fear in a 30' radius. One must make a Will save (DC 30) or flee.

Rock Throwing (Ex): Although rom rarely have the opportunity to throw rocks in their subterranean crypts, they have been known to hurl them at retreating intruders, or while defending their lairs against an assault. They can throw rocks up to 300 yards.

Bardic Inspiration (Ex): The giants are known to receive brave visitors during the night who politely knock on the entrance to the tombs and humbly request hospitality for the evening. Brave bards who have visited with them for only a short while are said to have been inspired to compose a masterful, if tragic, song or epic poem. If recited or sung at night, the audience must make a will save (DC 13) or be shaken for 10 minutes. The performance is so demanding on the bard that it can only be attempted once per week.



Vishap (Arabian Land-Dragon)

Dragon (desert)

Climate/Terrain:	Any tropical or desert
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Ratings:	Wyrmling 2; very young 3; young 5; juvenile 7; young adult 10; adult 13; mature adult 15; old 17; very old 18; ancient 20; wyrm 22; great wyrm 24
Treasure:	Double Standard
Alignment:	Neutral Evil
Advancement:	Wyrmling 7-8 HD (Small); very young 10-11 HD (Medium); young 13-14 HD (Medium); Juvenile 16-17 HD (Large); Young adult 19-20 HD (Large); adult 22-23 HD (Large); mature adult 25-26 HD (Large); old 28-29 HD (Huge); very old 31-32 (Huge); ancient 34-35 (Huge); wyrm 37-38 HD (Huge); great wyrm 40+ HD (Gargantuan)

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

Despite its great size, a vishap can run, climb, and jump with surprising agility, although it likes to foster a sedentary image in order to catch its opponents off-guard. The scales of a vishap can blend in perfectly with its surroundings (+8 racial bonus to Hide skill)

Vishaps are adept linguists; they can fluently speak Midani, and up to five additional languages. Unlike their western cousins, vishaps have no breath weapon nor can they cast spells. They exude no dragon fear (fearsome presence). A vishap must survive by its wits alone. Given their penchant for destruction, however most lead short, violent lives.

These dragons lair in shallow, open caverns where they have a commanding view of the approach and entry. Vishaps will always have at least one secret plan of



escape should they be cornered in their lair. Vishaps are carnivores, although they may stoop to eat carrion or plants in order to survive. They greatly relish human and demi-human flesh. Vishaps have been known to work together and enslave entire villages, thriving on the villagers' fear-induced worship.

Combat

Vishaps use their camouflage ability to watch a potential target for days, learning its strengths and weaknesses before attacking. After a vishap has surveyed its target, it will usually approach to speak with its target. Weak, fearful victims are immediately attacked. Weak victims that flatter the vishap might be spared if they swear to yield all treasure or serve the vishap as slaves. Victims who display a willingness for combat after the interview and attacked at a later time when they can be caught by surprise.

Sleep (Sp): As sleep spell. DC = 1/2 hit dice + cha modifier +1. 2/day Invisibility (Sp): 1/day. Suggestion (Sp): 1/day. DC as above Charm Monster (Sp): 1/day; DC as above Undetectable Lie (Sp): 1/day; DC as above

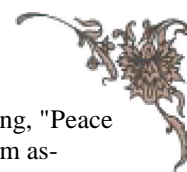
Vishaps by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort	Saves Ref	Wis
Wyrmling	S	2d12+6 (45) (+1 size, +5 natural)	16	+8	+6	+5	+5
Very young	M	5d12+18 (76) (+1 dex, +8 natural)	18	+11	+8	+6	+6
Young	M	8d12+24 (102) (+2 dex, +9 natural)	21	+15	+10	+8	+9
Juvenile	L	11d12+45 (142) (-1 size, +3 dex, +11 natural)	23	+18	+12	+9	+11
Young adult	L	14d12+72 (189) (-1 size, +4 dex, +13 natural)	26	+23	+15	+11	+13
Adult	L	17d12+105 (241) (-1 size, +5 dex, +15 natural)	29	+27	+17	+12	+15
Mature Adult	L	20d12+120 (276) (-1 size, +6 dex, +17 natural)	32	+31	+19	+14	+17
Old	H	23d12+162 (337) (-2 size, +7 dex, +19 natural)	34	+35	+21	+15	+19
Very Old	H	26d12+180 (375) (-2 size, +8 dex, +21 natural)	37	+39	+23	+17	+21
Ancient	H	29d12+231 (445) (-2 size, +9 dex, +23 natural)	40	+41	+25	+18	+23
Wyrmling	H	32d12+288 (522) (-2 size, +10 dex, +25 natural)	43	+45	+28	+20	+25
Great Wyrmling	G	35d12+312 (565) (-4 size, +11 dex, +27 natural)	44	+49	+29	+21	+27

Vishap Abilities by Age

Age	Speed / Special Abilities	Str	Dex	Con	Int	Wis	Cha
Wyrmling	40 ft, burrow 30 Immune to Charm spells	13	10	13	14	15	14
Very young	40 ft, burrow 30	15	12	15	14	15	14
Young	40 ft, burrow 30 Sleep	17	14	15	16	17	16
Juvenile	40 ft, burrow 30 Invisibility	19	16	17	18	19	18
Young adult	40 ft, burrow 30 Damage Reduction 5/+1	23	18	19	18	19	18
Adult	40 ft, burrow 30 Suggestion	27	20	21	20	21	20
Mature Adult	40 ft, burrow 30 Damage Reduction 10/+1	29	22	21	20	21	20
Old	40 ft, burrow 30 Charm Monster	31	23	23	22	23	22
Very Old	40 ft, burrow 30 Damage Reduction 15/+2	33	24	23	24	25	24
Ancient	40 ft, burrow 30 Undetectable Lie	35	25	25	26	27	25
Wyrmling	40 ft, burrow 30 Damage Reduction 20/+3	39	26	29	28	29	26
Great Wyrmling	40 ft, burrow 30	43	27	31	30	31	27





Arabian Glossary



Midani is a more dangerous language than some would think. Many foreigners are offended by the pronunciation of certain terms. That is why most smart people just ignore foreigners. Foreigners think they are being rude, but they are just being safe."

This is both a Dictionary with some terms from the Arabia and a list of Common/Useful Expressions.

It is strongly recommended that prospective players familiarize themselves with the terms herein. All players who are accepted into the game will be expected to be as familiar with these terms as their characters would be.



Also herein is a guide to naming your characters in a consistent Arabian style.



Useful Expressions

"Afwan": "Exemption," the Arabic equivalent of "You're welcome" or "Don't mention it."



"Aleikum as-salaam": Proper response to the traditional greeting, "as-Salaam aleikum". It means roughly "And upon you the peace."

"Al-Hamdu lillah": Proper response to "Kaif Halaq" ("How are you?"). Literally it means "Praise be to God." For a more concrete reply, "bi-khayr" ("well" or "fine") may be added before or after this phrase.

"Allah Karim": An expression of gratitude at good fortune, meaning "God is all-beneficent."



"Allahu Akbar": "God is most great"; a shout of praise used as a battle cry by Muslim warriors.

"Ashkuraq": Arabic equivalent of "Thank you." The proper response is "afwan."

"Bali": A word meaning "Yes."

"Bilhana": "Wishing you joy," an expression used in greetings and leavetakings.

"Bilshifa": "Wishing you health," another expression used in greetings and leavetakings.



"Bismillah": "In the name of God"; used as a minor blessing or invocation to avert evil influences.

"Inshallah": "If God be willing," used when announcing plans for the future.

"Kaif Halaq": Arabic equivalent of "How are you?" The proper response is "al-Hamdu lillah."

"Makhol": An expression of agreement ("Right," "That's correct").

"Min fadlaq": Arabic equivalent of "please." Literally means "From your kindness."



"Salaam": "Peace," a common minor blessing, generally accompanied by a bow of respect (which is also called a salaam).

"as-Salaam aleikum": Traditional greeting, "Peace be upon you." The proper response is "Aleikum as-salaam."

"Tfaddal": "If you please," a generalized polite expression used when offering something to someone, when motioning someone to go ahead of you, or when inviting someone in.

"Ya Allah": An expression of shock, dismay, or horror, roughly equivalent to "Oh, my God."



Well-Wishes, Proverbs, Curses & Insults

I have a habit, when corresponding with other fans of Arabian Adventures, of signing off my communiqués with a flowery phrase of "well-wishing" in an Arabian verbose style. Here are a few of my collected meanderings.

Well-Wishes

- May your wives be as fertile as the Oasis of Kemptra.
- May your wives loins be as fertile as the oasis of Kemptra. (*variation of above*)
- May your camels always smell water.
- May you find a thousand unwashed camels on your doorstep each morning.
- May your daughters warm your liver, and your sons bring you many camels.
- May your pleasures be as numerous as the grains of sand in the desert.

Proverbs

- An empty barrel may yet hold water.
- An empty barrel quenches no thirst.
- A barrel of sand is worth the barrel.
- Take the hand of fate, but don't call her.
- Even the jjin are busy.
- A handful of sand starts the mountain.
- Casting a handful of sand in the desert attracts no-one.
- When the wind catches the sand, a yash-mak will stop the blade.
- Sell your wife, but eat the goat.
- Your wife may take your liver, but she can't pour the coffee.
- Wise men don't shout.

Curses & Insults

- May you find a thousand unwashed camel on your doorstep every morning.

Others

- Take my liver and my daughter! (an exclamation!)

And finally my favorites...

- "Do you want to buy a postcard? – Very nice... Very saucy..?"
- "Is this your wife/daughter?"
"I can see she is a great trouble to you."
"I tell you what, I'll take her off your hands,"
"I'll give you three camels and two goats for her?"



Dictionary

Aba - The traditional desert robe, simple and flowing in design.

Ajami - An Islands' term for foreigner.

Al-Bandi - An Islands' collective name for all nomads; those who roam with no fixed abode, searching for water, food, and grazing land to sustain their herds. Looked down upon by the Al-Hadhar, the Al-Bandi value their independence and imagine themselves the richest of all Islanders.

Al-Hadhar - Islanders who have stationary lifestyles. Artisans, merchants, craftsmen; even those like the wandering tinker, because his life is inexorably linked to the village or city bazaar, and therefore to the trappings of settled men. Many of the Al-Hadhar are poor, either laborers or farmers, but they believe themselves more civilized than the "mad" Al-Bandi.

Askar - The armed citizenry of settlements large and small. They represent the typical and most common Arabian warrior - your basic fighter.

Barber - Quick-witted characters who frequent bazaars, where they dispense advice, grooming, and medicinal needs. Members of the thief-superclass, barbers often served as founts of information.

Bagh Nakh – cf. Tiger's Claws

Basbousa - Popular dessert of nuts, oil, and fried dough.

Bathhouse - Or hammam, is a profitable enterprise in a land where water is rare. Thrives both in cities and regions with limited water. A hammam serves as a social gathering place for men. It is also a gathering place for women, though each sex may use the bathhouse only at separate, proscribed times.

Bazaar - Open-air markets, busiest in the early morning and early evening. They are often laid out in a chaotic fashion wherever sufficient space is at hand, covering large courtyards or even in the ruins of a building. Each vendor proclaims his or her goods to be of the finest quality and most reasonable price.

Mornings are the best time to buy fresh produce, for as the day wears, so too may the fruit and vegetables,

exposed to the scorching sun. Evenings, on the other hand, are an excellent time to seek out finished goods and crafts. Some open markets shut down during the sizzling midday hours, and markets that remain open usually see a distinct reduction in activity

Bedestans - Suqlike (covered) markets specifically devoted to one area of trade - armor and weapons or cloth for instance. Bedestans have arisen in Arabian lands only during the past 50 years, and even the great cities have only one or two, devoted to the area's leading products.

Beggar-thieves - A common element of the bazaar, they ply their trade in cities throughout Arabia. Like beggars, they survive on the kindness of others, on the gleanings of the harvested fields, on the remains of the market day, but they also take a more active role, and aim to do better, to improve their lot in life, whether to regain a lost position of power, to aid family and friends, or merely to seek revenge on wealthy merchants. They are heroes among the beggars and the lower class.

Blood Feud - One of the unfortunate characteristics of Arabia. A blood feud is a battle between two groups that begins when one side believes a killing is justified, and the other side, having lost one of their own, disagrees. Soon, they are both caught in a vicious cycle, exacting one vengeful killing after another, with each side attempting to balance the scales. The feud may not end until an objective third party arranges a monetary settlement between the two groups, allowing each group to feel that its honor has been properly restored. Blood feuds are most common between nomadic tribes, but can involve entire villages.

Blood Price - Ordiyyah; payment to settle a blood feud or conflict involving the loss of life or honour.

Boabs - Unofficial doormen, who live off the money they earn for opening doors, hoisting bags, and just generally keeping an eye on things. In some areas they can be found perched before every building, sitting on carpets or on creaking wooden chairs.

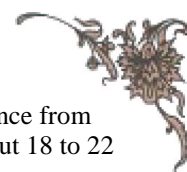
Bond of Salt - Epitomises Islands' hospitality and the mutual responsibilities of host and guest. When a guest ingests salt from the host's table, their bond becomes formal. Presumably, the salt remains in the guest's body for three days. Until those three days elapse, the host is responsible for the guest's welfare. By offering salt, the host vows to protect the guest from harm for the duration of the salt bond.

The guest has obligations as well. By accepting the salt, a guest agrees not to bring harm to the host, nor to impose on the host's stores of food and water. No matter what, the salt bond ends after three days.

The guest cannot ask for a salt bond; the host must offer it. Since it is the host's duty to do so, and it is an insult not to accept, a guest is rarely disappointed.

Camels - Ships of the desert, they carry a lifeline of trade and commerce in the caravans crossing the sands from city to city. Subtypes include the war camel (trained to not fear battle and to attack), desert camels





(very high endurance), mountain camels, and racing camels (aggressive and temperamental, but quite fast).

Caravanserai - A large building with a great central courtyard, able to accommodate entire caravans. It serves as a way-station for travelers who follow the trade routes of the larger Islands. The caravanserai provides food and lodging for patrons and their beasts, storage room for their cargo, as well as simple hospitality and sundries. A caravanserai is often able to tend to a traveler's other needs - related businesses such as metalsmiths, harness-makers, clothiers, entertainers, and food merchants may be found on the premises or nearby. Caravanserai are typically located near the main gates of a city.

Chador - A full-body robe for women, complete with a hood and face-covering that may even conceal the wearer's eyes (small holes allow the woman to look out but prevent any from seeing in).

Clerics of Order - Priesthoods with an organized hierarchy and tied to specific churches. Three main types. Pragmatists are the most liberal of all priests, as well as the most common. Pragmatists believe that the ethos of the gods must be fitted to the problems of the contemporary world. In fact, most pragmatists believe in the validity of all gods, with none superior to another. The most popular is the Temple of Ten Thousand Gods. Ethoists are more conservative, but are still fairly tolerant. They focus on generally one deity.

Moralists are the most narrow-minded and intolerant of all organized clerics. Each believes in the ultimate truth of his or her god's teachings over all others. They are also the most intolerant of alcohol and fermented beverages.

Coffee Ceremony - Throughout Arabia, from the poorest Al-Bandian camp to the most luxurious palace, coffee-making is the measure of a good host. If a woman rules the house or tent, she may make the mocha, but this is typically a man's job.

Nowhere is the preparation and drinking of coffee more ceremonious than among the Al-Bandia. A prince or sheikh may allow a slave to prepare the coffee and an honored son to pour it. But the average Al-Bandian host does it all himself with great flourish and pride.

The ceremony is very ritualized, including such elements as the host must drink first, the eldest guest must be served first, and the pot must be held in the left hand. After drinking coffee, a town-dwelling host often passes round a censer filled with frankincense, allowing each guest to inhale the scent and bask in its fragrance. Among the nomads, only sheikhs observe this custom. Once the censer has been passed, guests are expected to leave or retire for the night.

Corsair - Seafaring warriors, unlike Faerun corsairs, do not need to be of the nobility or follow a strict code of chivalry - Sinbad for instance.

Cutlass - This sword has a long, slightly-curved blade and a basket-handle. It is the weapon of choice for the corsair and the occasional swashbuckling merchant-rogue. It is an excellent parrying weapon.

Cubit - A unit of measure equal to the distance from one's elbow to one's middle fingertip (about 18 to 22 inches).

Dao - Malicious genies from the Elemental Plane of Earth.

Dhabb - Or dhubb; large, edible lizard; "fish of the desert."

Dhow - General term for ship, includes several types. The barijah are around 40 feet and are mainly coastal, serving merchants, fishermen, pearl divers, and shore-dwelling pirates. The zaruq is around 50 to 60 feet in length, is also generally coastal, and is favoured for small merchants and coastal pirates. The sambuk is a common ship, and is around 75 feet in length. It serves a variety of purposes. The xebec or chebec is very similar to the Faerun corvette, though is more maneuverable.

Arabian city-states also have merchantmen, pinks, frigates, and some have ships-of-the-line. Ever wonder what can be found in a Dhow's hold?

Dhabb - cf. dhabb

Dirah - The territory of a given desert tribe, usually about 200 square miles.

Dirham - Unit of weight equal to about 1/8 of an ounce, presumably the weight of a dirham coin. The plural, again, is daharim.

Dishdashah - Simple tunic, usually worn by farmers and poor merchants.

Djinn - Proud, sensuous genies from the Elemental Plane of Air.

Efreet - Hostile genies from the Elemental Plane of Fire.

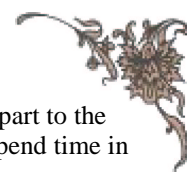
Erg - A desert covered by sand dunes.

Evil Eye - The ability to bring misfortune upon another - from an annoyance to a tragedy - with no more than a glance. Nearly all genies are thought to have this power. They need not stand before a character to use it, but can spy upon him or her from afar. When Islanders receive a compliment, they often protest and belittle their skills, lest a jealous genie overhear and bedevil them with the evil eye. The evil eye is a common, ordinary part of life in a world where genies run rampant and elemental spirits seek to cause trouble.

Ewer - Pitcher or basin. Since Islanders eat with their fingers - properly the thumb and first two fingers of the right hand - they use ewers to wash before and after meals.

Farisian - Holy warriors who go to battle to defend the cause of their gods and their peoples. Similar to paladins.

Fate, the Loregiver, and the Scrolls - Despite the variety of gods worshipped, all the Islanders believe in Fate. Nobody can agree what Fate is, though all agree it is a she. Some feel that Fate is the mother of the gods, though she herself is not a goddess, for she grants no spells and calls for no one to worship her. To others she is simply a



pervasive elemental force who can be as vast as the heaven, yet she can assume a form as small as an ordinary woman or as insubstantial as a whisper.



It was as the shadow of a woman that Fate is said to have appeared in ancient times, to share her wisdom with the genies, gods, and men. When her visit was complete, she had left her teachings in the hands of a beautiful girl, over whom all the gods and genies had been fighting. The girl recorded Fate's teachings upon a series of scrolls.

The story of this girl, who became known as the Loregiver, survived for millennia in legends told by the rawuns (desert bards). Then, just five hundred years ago, the scrolls were discovered. The customs that wise men had always espoused as good – the code of honourable behaviour – were laid out in a manner that was so clear, so complete, that all immediately knew its wisdom.

Soon all Arabians embraced these ideals, and the Arabian lands became known as the Land of Fate.

Similar to the famous "god call," characters in extreme situations may call upon Fate to improve their chances for survival.



Fez - A round felt hat for men that looks like a short cone with a flat top. A tassel roughly as high as the hat hangs from the crown. Most fezzes stand about 6 inches high and are red with a black tassel.

Free Priests - These clerics have been "touched" by the greater powers, yet do not belong to an organized faith. Hakimas, or wise women, are clerics who benefit from their own form of special sight. Kahins, or idol-priests, are somewhat similar to northern Druids. Mystics are recluses who live in isolation, journeying among men only to make great revelations and predictions.



Ful - Common Islands' breakfast of slow-cooked fava beans, mashed and marinated with hot spices and lime.

Gen - Small elemental familiars summoned by sha'irs, that resemble tiny genies. There are four types - air, fire, water, and earth - and they are instrumental in a sha'ir's abilities to gain spells.

Ghuls - Undead elemental cousins of the genies, the most wicked members of an inferior order of jann. They haunt burial grounds and feed on dead human bodies. They are usually female, and all great ghuls are beguiling and seductive shape-changers.



Giants - A lot more civilized than northern giants, many can be found living and working in cities, especially the hill giant. Three native races exist; the desert giant, the jungle giant, and the reef giant.

Hammam – cf. Bathhouse

Haram - A holy site. It may be a place of religious miracles or legendary heroics, or it may be the site of past triumphs over the unenlightened. Some harams are venerated by kahins (see Free Priests) and certain mystic groups, who view harams as places of power. Travellers may often find a hospice at a haram, especially if the haram is near or is itself a popular stopping point.



Harim - Women's quarters; female counterpart to the selama. Also refers to the women who spend time in those quarters.

Hearth of Wine - A wine that has been aged in the desert heat or in mountain snows until the water has evaporated or frozen, leaving a more powerful substance behind. Banned in moralist areas.

Holy Slayers - The original assassins. They seek to eliminate men who work against the will of the gods. They belong to highly secret organizations.

Imam - A priest of 8th level or higher. A title of respect.

Ins - Islands' term to identify the enlightened mortal races, as opposed to the genies.

Jambiya - This curved, double-edged dagger is the common tool used by peoples of the desert. In addition to a fighting (but not throwing) weapon, it serves as an all-purpose cutting blade and eating utensil that's both knife and fork. In some areas of Arabia, it is considered unusual if an adult male is not seen carrying one.

Janissaries - cf. Mamluk

Jann - Weakest of all genies, are native to the Prime Material Plane. They are servants to other genie races and keepers of the wild, inhospitable reaches of Arabian deserts.

Keffiyeh - The traditional headcloth worn by most men and women of Arabia. Held in place by the akal or agal, which is a cord or group of cords.

Koumiss - A drink of fermented mare's milk, very potent. It is forbidden in regions under moralist control.

Lamellar - A type of scale mail made of overlapping metal plates (lamellas), connected by metal links. Lighter and less costly than standard scale, lamellar is the most popular of the heavier Arabian armors. It is worn in relatively cool areas.

Leben - Popular Arabian drink, staple of the Al-Bandian diet. If made from camel's milk, is simply sour milk, since camel's milk cannot produce butter. It is preferred if it is made of sheep's milk, which can be made into true leben - buttermilk, the fat-free drink that remains after the butter has been removed. Camel's milk is more common. Foreigners often discover it works surprisingly well as a purgative.

Madra - A school.

Makkuk - A unit of measure for salt, equal to about one-third of a bushel.

Mamluk - Slaves who have been especially reared for battle. Despite their humble beginnings, many rise to rule empires. Also known as janissaries, mamluks also operated the civil service of many governments. With no hereditary ties, advancement dependent on ability, not birth-station, and the lowliest warrior could rise to the position of army commander or vizier on his own merit. Although this slavery may seem cruel to western eyes, it did tend to produce the best individuals for the military,



civil service, and often the head of government – the main support of civilization.



Marid - Wondrous and powerful genies from the Elemental Plane of Water.

Maristan - A hospital.

Matruds - Outcasts from hinterland tribes, surviving through the charity of others and by their own quick wits. Even so, some of these individuals rise to stations of power and prestige.

Midani - The common tongue in Arabian lands; "Arabic."



Monkeys - Small ones are common urban pets, and are often trained to perform simple tasks. Since they are known to carry off small valuables, most states' law declares that a master is responsible for the actions of his or her pet.

Nabidh - A mild fermented beverage made from raisins or dates mixed with water and allowed to sit in earthenware jugs. Legal nabidh was two days old; illegal nabidh was a good deal older and stronger.



Oculus - Eye decoration painted on the bow of a ship, to ward off the Evil Eye.

Qal'at - Generic term representing all forts, fortifications, and castles found in the Land of Fate.

Qat - Green leaves of a desert plant chewed as a drug in some regions of Arabia. Its effect are comparable to alcohol, is chewed generally in social settings. Not itself very addictive, though is allowed in moralist areas (where it is at its most common).



Raids - To the Al-Badia, theft of livestock is not sinful - it's the mark of brave, successful men. Women may also take part in raids; those who do earn a reputation as great warriors. For honorable tribes, death of the enemy is not a goal; they raid only to acquire. The Al-Badian code demands those that do not fight or who surrender must be spared and not molested, especially women and children.

Ratl - A unit of weight approximately equal to one pound.

Ra'is - "Head," a title of respect, often used for those who hold civil posts.



Raqi - Title of honour bestowed upon wizards who are 10th level or higher.

Reg - A desert landscape where there is no sand. Instead, loose stones and gravel cover the land.

Rosewater - Roses are Islanders' favourite flowers, and rosewater was sprinkled (with rosewater sprinklers, what else?) over clothes and carpets to perfume them, and was even used to flavor foods.

Rawuns - Arabian bards, the legend-keepers and storytellers.



Rocs - Huge, often intelligent raptors (birds of prey) that dwell in the Arabian mountains and on rocky,

secluded islands. In the Land of Fate, these birds have brilliant, multicoloured plumage. There are three species; the common roc, the two-headed roc, and the great roc.

Safe - Combination safes existed at least as long ago as the 12th century Persia. They exist but are rare in Arabian lands.

Sakk - Giving the West one day the word "check," was invented by the Islanders. Several of the major cities have central banks with branch offices, and an elaborate system of checks and letters of credit. It is possible for a check on a bank in one part of the Land of Fate to be cashed in a distant city.

Sa'luk - Arabian name for the common type of thief.

Saluqi - Graceful desert hunting dogs favored by the Al-Bandia. Also often used as watch dogs.

SAccording to Al-Bandian custom, a watch dog who is fed a piece of its own ear as a puppy will grow up to be fierce and effective against predators.

Sand Booming - An eerie phenomenon of the dunes, a rare booming sound that comes from sand flowing down the slip face of a high dune or drift. There are legends that describe it as the toiling of bells underground in a sand drowned monastery.

Sebcha - Level plain in desert areas, created by the tapering down of the slope of desert mountains. They can often become temporary lakes after rains and are many times covered by glistening salts after the waters vanish. Due to accumulation of salts and the fact that some playas overlie underground areas of salt or other crystals, even the ones wet for months on end tend to be too salty for plant life.

Sha'ir - Powerful and mysterious magic-users who control and use genies.

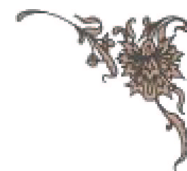
Sheik - The rulers of the tribes of the Al-Bandia, who must be courageous, wise, generous, and lucky.

Sherbet - A sweet fruit drink. It is often sold by vendors roaming the streets of major cities, carrying chilled tanks of sherbet on their back, along with cups to share.

Station - All characters in the Land of Fate have their own station in life, their place in the great fabric of time which is unrolled day by day. From the meanest beggar to the most gaudy khan, they have their roles to play, and their position in relation to one another. This relative position is called station. It is a measure of social stature, and determines how others perceive a character in the Land of Fate.

Station is hereditary. As a rule, race and gender do not affect station. However, adventurers and those who walk with Fate will see their station rise and fall over time, according to their actions and abilities. Station with most in Arabia remains fixed from birth until death, but can be improved by experience (i.e. levels of a character class), by spending money (especially through gifts and impressive displays), and can be lost by criminal actions, poverty, and enslavement.

Suqs - Enclosed markets, shielded from the heat of the sun. Originally, they were little more than streets



with tarpaulins spanning them to provide shade. Contemporary suqs have evolved into full-fledged buildings constructed as interior shopping promenades. The suqs often lie adjacent to common bazaars. Booth space in a suq is like other official land in Arabia: provided by grant to a particular merchant house or landlord, who may in turn lease the space to individual merchants.



Tasked Genie - Genies who have performed a single type of labor so long that their forms have been permanently sculpted to suit their work. Their profession defines them and rules them, rather than their connection to one of the elements. Examples include the architect, guardian, and messenger genies.



Tiger's Claws - Also called bagh nakh, this weapon is like a set of brass knuckles with spikes. A series of rings with spikes fit over the bearer's fingers, thumb excluded. When the wearer makes a fist, a spike sticks outward from each knuckle. The weapon is easily concealed. It is used primarily by slayers, who tip the spikes with poison.

Uqiya - A unit of weight equal to one-twelfth of a ratl.

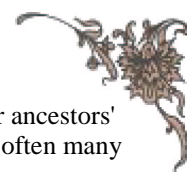


Vishap - A flightless Islands' dragon, a crafty and cowardly creature that preys on the weak and flees the strong, is the only dragon to really be found in the Lands of Fate to any great degree, though one may occasionally encounter brass, bronze, copper, blue, and red dragons. They are sly, cunning predators that fight through stealth and deceit. They are also exceedingly vain and greedy.



Wadi - Generally dry channel or seasonal stream that directs water into sebchas, gouged out wherever waters finds a path to follow. Its bed may be sandy or boulder-strewn, a few inches or 100 feet thick. Unlike river beds elsewhere it is seldom a long, leisurely watercourse because it does not have far to go; the stream is shorter than the slope is often the case.





Nomenclature, Character Names

Typical Island Naming Conventions



Even wise men have been unable to answer this age old mystery. What say you my friend? Would a yakman by any other name still smell as bad?

This is a useful list that explains a little about Arab name structure, as well as a list of common names. First let us learn how these names are structured, this may seem confusing (to non-Arabs), however, there is a logical structure to the Arab naming convention that, once seen, makes it simple to decipher a person's recent ancestry.



"Al" means "the", "of the house of", or "of the tribe of". This prefix is often used to show the family name of an individual, though it can be used with a descriptive term. When used with a place name the suffix "i" is added to the place name.

"Bin" or "Ibn" means (as a prefix) simply the son of.

So for example:

A man's name is Ali bin Ahmed bin Saleh Al-Fulani.

He is called Ali by his friends and family.



His family name is Al-Fulani.

What does "bin Ahmed bin Saleh" mean? This simply means that he is the son of Ahmed who is in turn the son of Saleh.

So we have the man's given name, his father's name and his grandfather's name, plus the family name.

As a matter of fact, many Arabs can give their ancestors' names for at least five or six generations, and often many more.

"Bint" as a prefix means "the daughter of".

For example:

Our friend Ali (in the first example above) has a sister. Her name is "Nura bint Ahmed bin Saleh Al-Fulani".

She is named Nura, the daughter of Ahmed who is the son of Saleh. So we have her given name, her father's name, her grandfather's name and the family name.

It is interesting to note that when an Arab woman marries, she does not change her name. When the above mentioned Nura marries, her name remains exactly the same. Her children, however, take their father's name.

"Beni" (pronounced BEN-ee) means "the family".

"Abd" is a prefix meaning "slave of". In the land of fate it is used by mamluk's to show the organization to which they belong.

"Min" means simply "from". Arabian priests often use this prefix in connection with some sacred place of worship.

"Abu" means "the father of". This prefix is often followed by the name of the person's first male child.

"Umm" means "the mother of". This prefix is often followed by the name of the person's first female child.

"Sitt" means "lady". This rare prefix is only appropriately when used by powerful or highly respected women.



Typical Male Names

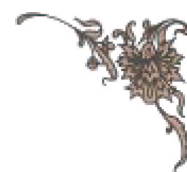
Aashiq (ah-sheek)
Abbud
Abdul
Abir
Abisha
Adar/D&Dar
Adham
Adil/Adeel
Adir
Adiv
Ahanu
Ahmad/Ahmed (ah-mahd)
Ajmal (ahj-mahl)
Akanka
Akmal
Akbar (ahk-baar)
Akim/Joachim
Akin (AH-keen)
Alam
Ali (AH-lee)
Alim
Amadi (ah-mah-dee)
Amal
Amani (ah-MAN-ee)
Amare (ah-MAHR-uh)
Amin
Amir/Ameer (ah-meer)
Amjad
Amon
Ammon
Anas (ah-naas)
Anastassium
Ansar
Ansari
Anwaar (ahn-WAAR)
Anwar (AHN-war)

Anjum (ahn-joom)
Aram/Arra
Ardon
Ari/Arij
Arib/Areeb (ah-REEB)
Arif/Areef
Arlee/Arleigh/Arles
Armon
Arsenio/Arsenius
Arshad (ahr-shad)
Arshaq (ahr-shak)
Arvio
Asad (ah-sahd)
Ashraf (ash-rahf)
Avery/Aubrey
Aviv
Aydin
Aymil
A'zam (ah-zam)
Azeem/Azim
Azad
Aziz/Azeez
Azhar (ahz-haar)
Bahir
Barakaa
Bayyan
Bashaarat (bah-shaa-rah)
Basheer (bah-sheer)
Bijan/Bihjan
Cemal/Semal
Cyril/Kyri
Cyrus
Dabir (dah-BEER) (dab-EER)
Daoud
Dar
Daren (DAH-rehn)
Dario

Daudi (dau-oo-dee)
Daulah (daw-lah)
Dekel
Dion/Deon
Deron
Diaab
Dorian/dore/Doran
Duman
Durriken
Erol
Fadil
Fahd
Farhaan (fahr-HAAN)
Fahim/Faheem (fah-heem)
Fareed/Farid (fahr-eed)
Feroz
Fuwaad
Geno/Gennaro
Ghani
Gil (GEE-L)
Habib
Haidar
Hakim (hah-keem)
Halil
Hameen
Hamzah (hahm-zaah)
Haroun/Harun/Haarun
Hassan (hah-sahn)
Hosaam (hoo-saam)
Husani (hoo-SAHN-ee)
Husayn/Husain (hoo-seyn)
Ibrahim (EEH-brah-heem)
Is'haaq (eesh-ha-ak)/Ishaq
Itamar
Jaabir/Jabir (jah-beer)
Jabbaar (jahb-bah-ar)

Jaali
Jaaved
Jael/Yael
Jal
Jalaal (jah-lahl)
Jaleel/Jalil (jah-leel)
Jamaal (jah-mahl)/Jermal
Jameel (jah-meel)
Jamin/Jaymin/Jamon
Jamsheed/Jamshaid
Jarrah
Jarryd
Jarib (jah-REEB)
Jaron/Jaren/J'ron
Jauhar (jaw-haar)
Jawara (ja-wah-rah)
Jibreel
Jhiraagh (cheer-agh)
Jirani (jee-rah-nee) or Rani
Jiri (jeer-ee)
Kabil
Kail
Kamil/Kaamil, also Kamal
Karam (kah-rahm)
Karim/Kareem
Kashif
Kasib
Khaatir (kah=TEER)
Khairi
Khalid
Khalil
Khurram
Kiral
Kiril
Kivi
Kirvo (keer-VOH)
Labon





Latif/Lateef (lah-teef)
Liron/Lyron
Magen
Mahmud/Mahmood
Majid/Maajid (mah-jeed)
Makin
Makis
Malik/Maalik (mah-leek)
Mannan
Mansur
Manusch
Marjaan
Marnin
Marzug
Matek
Matin/Mateen
Mazhar (mahz-hahr)
Mehtar
Meir, Muki
Melaku (meh-LAH-koo)
Micha/Misi/Mika
Miftah (meef-tah)
Mikal
Miksa
Mirza
Mubaarak (moo-bah-rahk)
Muhibb (moo-heeb)
Mulazim
Munir/Muneer (moo-neer)/Munir
Murad
Murat
Murshid (mur-sheed)
Musa
Musheer
Mushin/Muhshin (moo-shin)
Mustapha/Mustafa
Muwakkil
Naaman
Nabeeh
Nabeel (nah-beel)/Nabil
Nadav
Nadidah
Nadir
Nafees (nah-fees)
Nafis
Nagid
Nailah
Na'im
Najam (nah-jam)
Najee/Naji

Najeeb (nah-jeeb)
Najm
Namir
Nasim/Naseem
Nasr
Nassar
Nayyir
Nazeer (nah-zeer)
Nibal
Nicabar
Nigel/Nigil
Nishaat
Nizam
Noor (nur)/Nuri/Noori
Numair
Nusair
Ohannes
Omar (oh-mahr)
Omari (oh-MAHR-ee)
Oren/Orin/Orren
Ori
Philo
Pias
Pirro
Qadir
Qamar (Kwa-mahr)
Qasim
Ra'ees (rah-EES)
Raashid (rah-sheed)
Radhee/Radhi (RAHD-hee)
Rafeeq/Rafiq (rah-feek)
Rafi
Raghib/Raaghib
Rafiki (rah-FEE-kee)
Raheem (rah-heem)
Rami (RAH-mee)
Ramza
Ramzee
Rani/Ranie/Ranon
Rushdam
Rashad
Rashid
Rasul
Ravi
Raviv
Rayhaan (ray-haan)
Razi/Raziel/Raziq
Reyhan
Ridha (reed-hah)

Ridhwaan (reed-wahn)
Roni
Rubani (roo=BAH-ne)
Saalim (sah-ah-leem)
Saabir/Sabir (sah-beer)
Saad
Saadiq (sah-deek)
Sahir
Said/Sa'eed
Saif (sah-EEF)
Salah
Salim
Sami
Samir
Sa'ood (sah-OOD)
Saleem (sah-leem)
Samir/Sameer
Sandor/Sander
Sef (sehf)
Sefu (seh-foo)
Segel
Seyyid
Shabaka (SHAB-ah-khah) or
Shabako,
Shahaab (sha-hahb)
Shaaheen/Shaeen (shah-heen)
Shadee
Shadid
Shakeer/Shakir
Shaki
Shamir
Shams
Shaquille
Sharad
Shareef/Sharif (shah-reef)
Sharifu (sha-REE-foo)
Shavo (sha-VOH)
Shawar/Shavit
Shihab
Shunnar
Shebaro
Siddeeq/Sidiq
Silaah (see-lah)
Siraaj (SEE-raaj)/Siraj
Sirhan
Soroush
Subhi
Suhail/Sujal
Sukru
Symon/Syman

Tahir/Taheer
Taj
Takis/Takius
Tal/Talya
Talib
Tamar
Tameez/Tamiz (tah-meez)
Tariq
Thaaqib
Tibon/Tivon
Uri/Uriel
Uwais
Waheed
Waseem
Xavier
Xanthous
Yakub
Yanni
Yaron
Yasir
Yasuf (yoo-SOOF) or (YOO-soof)
Yazdan
Yishai
Zahir (zah-heer)
Zafar (zah-far)
Zafeer (zah-feer)
Zaheer/Zahir (zah-heer)
Zahur (ZAH-hoor)
Zain (zah-een)
Zaki
Zakir
Zalman
Zamir
Zarif
Zayid
Zehab
Zeki
Zemar
Zephan
Zev, Zeev
Zevi/Tzvi
Zia
Zimra
Zohar
Zuberi (zoo-beh-ree)
Zufar (zoo-fahr)
Zihayr
Zuri (zoo-ree)



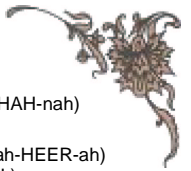
Typical Female Names

Aaminah (ah-MEE-nah)
Aanisah/Anisa (ah-NEE-shah)
Aasiyah (ah-SEE-yah)
Abda
Adena (ah-dee-nah)
Adilah
Adira
Afsana (ahf-SAH-nah)
Ahava (ah-hah-vah)
Aisha - (ah-EE-shah)
Alena
Alika (ah-lee-kah)
Almas (ahl-mas)
Amara (ahm-AHR-ah)
Ameenah/Amina (ah-MEE-nah)
Amira
Anadil (an-nah-dil)
Andalee
Aneesh (ah-neesh)
Annakiya (ah-nah-KEE-yah)
Anjum (ahn-joom)
Anthea
Aquilah
Arda/Ardah
Arella (ah-rehl-lah)
Ashaki (ah-SHAH-kee)
Ashia (ash-EE-uh)
Ashira

Asma
Atira/Aatira (ah-teer-ah)
Atiya
Aviva
Avivit
Ayana (ah-HAYN-ah)
Aymelek (aay-meh-lek)
Ayperi (aay-peh-ree)
Aysel
Azah
Azima/Azeemah (uh-Zee-mah)
Aziza/Azeezah (ah-ZEE-zuh)
Azhar (ahz-hahr)
Bahijah
Bahirah
Basheera
Basimah
Benazir (bee-nah-zeer)
Bilquees
Binnaz (BEE-naz)
Caasi
Callista/Kallista
Candace/Candide
Carissa/Karissa
Celina/Celeste
Charis (char-is)
Charo
Civia
Coral
Crystal/Chrystal

Daima
Dalia
Dana
Daphne
Dara/Dahra
Daria
Daya/Dayeah
Defne
Deka (DEH-ka)
Delia
Delila/Delilah
Dena/Dinah
Deniz
Devra
Dilber
Dilek
Dilshad (deel-shad)
Dincer
Dione/Dionne
Ditza/Ditzah
Dolunay
Duha
Dunya (duhn-yah)
Durdana (door-DAH-nah)
Durrishahwar
Durriyyah
Ebediyet
Ebru
Edibe
Electra
Elmas

Emel
Emine
Eris
Esma/Esmer
Eshe (AY-shay)
Etana
Eve also Ive (EEV-ah)
Evona
Faaria
Faghira
Farhannah (fah-RAH-nah)
Fahima
Farah
Farida/Fareeda (fah-ree-dah)
Fatima/Faatimah (FAH-tee-mah)
Fatin
Fikriyyah
Filiz
Firuze
Gabi
Galiah
Geela (gee-lah)
Ghazala/Ghazaalah (ghah-zah-lah)
Gia
Gulbadan (GOOL-bah-dan)
Gulbahar (GOOL-ba-haar)
Gulbarg (GOOL-bargh)
Guldali (GOOL-dah-lee)
Gulfiliz (GOOL-feh-leez)
Gulgel



Gul-i rana (GOOL-ee-rahna)
 Gulnar
 Gulperi (GOOL-peh-ree)
 Gulrang (GOOL-rahng)
 Gulrukh (GOOL-rookh), also
 Gulru, Gul'adhar
 Guls/Gls
 Gulseren (GOOL-seh-ren)
 Gulshan (GOOL-shan), Gulistan
 (GOOL-ees-tan)
 Habibah
 Hadara/Hadarah (hah-dah-rah)
 Hadassah (hah-das-sah)
 Hadiyah
 Hafiza
 Hafsa
 Halima/Haleemah (hah-LEE-mah)
 Hana
 Hanifah
 Hanife
 Huraiva
 Harika
 Huriye
 Hasina/Haseenah (hah-SEE-
 nah)
 Hayal
 Hazine
 Hilal
 Hulya/Hliya
 Ilanah
 Ihsan
 Inas
 Inci
 Iona
 Ipek
 Iris
 Jael
 Jahan (jah-HAN)
 Jale (jah-leh)
 Jalilah
 Jamila/Jameelah (jah-MEE-lah)
 Jannah/Jannat
 Jemina (jeh-meen-ah)
 Jessenia
 Jini (JEE-nee)
 Johari (joh-HAHR-ee)
 Jumanah
 Jwahir (jeh-WAH-hair)
 Jawahir (jah-WAH-
 hair)/Jawharrah, also
 Jauhar/Gauhar
 Kadife
 Kadri/Kadriya
 Kanwal
 Kaela (kay-ehl-lah)
 Kahina (kah-HEE-nah)
 Kahire (kah-heer-eh)
 Kala/Cala
 Kardelen
 Kartane
 Kasia/Kassia
 Kayra
 Kelia/Kayla
 Khalida
 Khawala
 Kamila/Kamilah (kah-MEE-lah)
 Kamaria (kah-mah-REE-ah)
 Kamra (kam-rah)
 Karima/Kareemah (kah-ree-mah)
 Khadija OR Kadija (kah-dee-YAH)
 Kirvi (keer-VEE)
 Kralice
 Lale
 Larisa/Larissa
 Lateefah/Latifa (lah-TEE-fah)
 Layla / Leyli
 Leda
 Leorah
 Levana (leh-vahn-ah)
 Levona
 Leylak
 Lina/Liynaa
 Lubina
 LuuLuu
 Mahaila
 Mahasin
 Mahin (mah-HEEN)

Mahirimah (mah-heer-eh-mah)
 Mahliqa (mah-lee-kah)
 Mahsati (mah-SAH-tee)
 Mahasti (mah-HAS-tee)
 Mahira (mah-heer-ah)
 Mahtab (mah-taab)
 Maia
 Majidah
 Manolya
 Malha
 Marika
 Marilla
 Marjanna
 Marjani (mahr-JAH-nee)
 Maisha (mah-EE-shah)
 Malaika (mah-LAH-EE-kah)
 Malkia (MAHL-kee-yah)
 Manishie
 Manzuma
 Mariyah (maar-ee-YAH)
 Maryam (maar-ee-yam)/Maryum
 Mavis
 Mazana
 Mehira
 Mehtap
 Melanie
 Melani
 Melek/Melik
 Melina
 Melissa
 Meltem
 Menekse
 Mercan
 Merhamet
 Merla/Merle
 Mersin
 Meryem
 Mia/Michaela
 Milena
 Mine (mee-neh)
 Minnetar
 Minnet
 Mirit
 Meira (meh-eh-rah)
 Melantha
 Melita
 Meral (meh-ralh)
 Mira/Mirra
 Mirella/Mirabella
 Moira/Moriae
 Molara
 Muneerah (moo-neer-ah)
 Musherrah
 Mustaree
 Naadirah/Nadira (nah-DEER-ah)
 Naia/Naiad
 Nawaar
 Nabila/Nabeelah (nah-BEE-lah)
 Nakhirrah (nahd-heer-ah)
 Nadima (nah-DEE-mah)
 Nadiyah
 Nafeesah (nah-fee-sah)
 Nageena
 Nahid
 Na'ilah
 Na'imah
 Najah
 Najibah
 Najida/Naajidah (nah-jee-dah)
 Najiyah
 Najla
 Naranj (nah-ranj)
 Najia (HAH-jah)
 Najma/Najmah (NAJ-mah)
 Nane (nah-neh)
 Nargis
 Narin
 Naseelah (nah-SEE-lah)
 Nasirah (nah-seer-ah?)
 Nasreen (nahs-REEN)
 Nasya
 Nava/Navit
 Nayer
 Nazima
 Nazirah
 Nazmiye
 Navah
 Nayyirah
 Nawal (nah-WAHL)

Najlah
 Nazli (nahz-lee) or Nazi (nah-zee)
 Neelam
 Nefes
 Nefsi/Nefis
 Nehan/Neslihan
 Nehayat
 Neimah
 Nelofar
 Nena
 Nergis
 Nerita
 Nese
 Nila/Nyla
 Nilfer
 Nissa/Nyssa (NEE-sah)
 Nisaa (nee-SAH)
 Nitzah/Nizah
 Noelani
 Nuha
 Nura
 Nuray
 Nureen
 Nurhan
 Nysa/Nyssa
 Ofra (OH-frah)
 Ohelah
 Orah/Ora
 Oralee
 Oriana/Oria
 Orial
 Orli
 Ornah
 Parijan (par-ee-jahn)
 Parikhan (par-ee-khan)
 Parvaneh/Parvane (pahr-van-
 EH)/Parvana
 Parvin (par-veen)
 Pazia/Paz
 Penda (PEHN-dah)
 Peninah
 Perizad (per-ee-ZAHD) also
 Perizada
 Phedre
 Phemia
 Phila
 Philana
 Pinar
 Pisliskurja
 Qamar (kah-mahr)/Qamarah
 Rabie
 Rabiyyah
 Rafiq
 Rafiyyah
 Rahibe
 Rajaa
 Rakhshanda
 Ranaa
 Ra'naa (RAH-uh-nah)
 Radhiya (rahd-HEE-yah)
 Radhiyyah (rahd-hee-YAH)
 Ra'eesah (rah-EE-sah)
 Rafiq
 Raheemah (rahd-HEE-mah)
 Raihaanah (ra-ee-HAH-nah)
 Rajeeyah
 Rakhshanda
 Ramah
 Ramla (rahm-lah)
 Rana (rah-nah)
 Rananah
 Rani/Rane
 Rashida
 Rashieka/Rashika (ruh-SHIH-kah)
 Raushanah/Roshannah
 Rawnie
 Rawiyah
 Rayah/Raya
 Rayyah
 Razi
 Raziya (rah-ZEE-yah)
 Rehena (reh-HAY-nah)
 Renana
 Reshmaan
 Riesa
 Rimona/ Rominah
 Rishona
 Roni

Rukshana (Rook-SHAH-nah)
 Rya
 Saahirah/Sahira (sah-HEER-ah)
 Saar-rah (sahr-RAH)
 Saba (SAH-bah)
 Sabba
 Sabbirah
 Sabeehah (sah-BEE-hah)
 Sabina/Savine/Savina
 Sabra
 Sabreen
 Sadiqah
 Sadira
 Sadiya/Sadya/Sa'diyya
 Sagheerah (sag-HEER-ah)
 Sa'diyah (SAH-dee-yah)
 Safi (sah-fee)/Safaa/Saffiyah
 Safira/Saphira/Sephira
 Sakinah
 Salihah
 Salima/Saleemah (sah-LEE-mah)
 Salena/Salina
 Samaah
 Samara
 Samia (sah-MEE-ah)
 Samina (sah-MEEN-ah)
 Samira/Sameerah (sah-MEER-ah)
 Samiyah
 Sanobar
 Sara
 Sarafina (sehr-uh-FEE-nah)
 Saree/Sarita
 Sauda
 Sefa
 Segulah
 Seher
 Selma
 Selvi
 Serap
 Sevda
 Sevgi
 Sevgili
 Sevinc
 Seyyal
 Sezen
 Shabanna
 Shabibah
 Shabnam
 Shadiyah
 Shaheena
 Shana/Shaina (SHAY-nah)
 Sheena
 Shariykah
 Selena/Celena
 Selima (seh-LEE-mah)
 Shaia
 Shaina/Shayna
 Shakarnaz (shah-kar-nahz)
 Shakeelah (shah-KEE-lah)
 Shakira/Shakirah (shah-KEER-
 ah)
 Shakufa (shah-KOO-fah)
 Shala/shahlaa (shah-LAH)
 Shamaamah (shah-mah-mah)
 Shameela/Shameelah
 Shameena/Shamina (shah-MEE-
 nah)
 Shamoodah (sha-moo-dah)
 Shamsa (SHAM-sah)
 Shani (SHAH-nee)
 Shara/Sharna/Sharonada/Sharrona
 Sharifa/Shareefah (shah-REE-fah)
 Shazadi (shah-ZAH-dee)
 Shey
 Shebari
 Shiri/Shirilee (sheer-ee-lee)
 Shirin (sheer-IN)
 Shula/Shu'la
 Siddiqah
 Sidona
 Sidra
 Sigliah
 Sivia/Sivya
 Songl
 Soraya, Suraya (Soh-rai-yah)
 Surayyah
 Souzan
 Suad
 Suhailah (soo-HAY-lah)

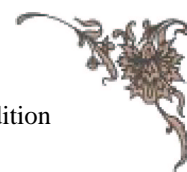


Sura
Tabitha
Tahmina (tah-MEE-nah)
Tahira/Tahirah (tah-HEER-ah)
Tahiyyah
Tajah
Talia
Taliah
Talibah
Talor/Talora
Talya
Tamar/Tamara/Tamarah
Tamra (tam-rah)
Tania
Taslimah
Tavi/Tavita
Temirah
Tayyibah (tah-YEE-bah)
Tarana
Thalia

Thurrayya
Timora
Tikvah
Tira
Tirza/Tirzha/Tirsa
Tomris
Tova/Tovah
Tuhfah
Tzafrirah (zah-freer-ah)
Uhuru (oo-HOO-ru)
Xenia/Ximena
Yalanda
Yaminah
Yasmin (YAHS-min) or (yahs-MEEN)
Yegane (yeh-gah-nee)
Yeira
Yemina
Yesim
Yildiz

Yoninah
Yosefa/Yosifa
Zabrina
Zahira/Zaahirah (zah-hee-rah)
Zahra/Zahrah (ZAH-rah) or
Zahara
Zaib (zah-eeb)/Zainab
Zambak
Zaraa' (zah-RAH)
Zahavah
Zakiyah (zah-KEE-yah)
Zalika (zah-LEE-kah)
Zareen
Zarifah
Zayn
Zeenat (zee-naht)
Zel
Zlem
Zemirah
Zeinab (ZAY-nab)

Zikiya (zah-KEE-yah)
Zimra
Zimora
Zemira
Zemorah
Zia
Zina
Ziva
Zivah
Zjynet
Zohar
Zubaydah
Zuhairah
Zuhra/Zurah (zoo-rah)
Zulaikha/Zulaikhah (zoo-lai-ee-kah)
Zaleekhah (zoo-lee-kah)
Zumarrad



Appendix I: Bibliography



For minimum satisfactory use of this rulebook you will need the following Rulebooks from Wizards of the Coast's 3rd Edition Dungeons & Dragons Game.

Players' Handbook
ISBN 0-7869-1550-1 TSR11550 US\$19.95 CAN\$31.95 UK£--



You may find it advantageous to also have the following Rulebooks from Wizards of the Coast's 3rd Edition Dungeons & Dragons Game to hand.



Dungeon Master's Guide
ISBN 0-7869-1551-X TSR11551 US\$19.95 CAN\$31.95 UK£--

Monster Manual
ISBN 0-7869-1552-8 TSR11552 US\$19.95 CAN\$27.95 UK£--

Dungeon Master Screen
ISBN 0-7869-1639-7 TSR11639 US\$9.95 CAN\$14.95 UK£--

Monstrous Compendium: Monsters of Faerun
ISBN 0-7869-1832-2 WTC11832 US\$21.95 CAN\$33.95 UK£14.99

Conversion Manual ⁽¹⁾
Free of Charge at Selected Retailers ⁽¹⁾



And an essential reference from the 2nd Edition Advanced Dungeons & Dragons Game from Wizards of the Coast (published under the brand name TSR).

Al-Qadim: Arabian Adventures
ISBN 1-56076-358-2 TSR2126 US\$18.00 CAN\$21.50 UK£11.99



Also publications from TapSoft™ MultiMedia / QUEST Club which are essential for running a 3rd Edition Arabian style Campaign.

The New Arabian Adventure
Al-Qadim Rulebook - This Volume

Tome of The Islands ⁽⁴⁾
Campaign Guide
Free of Charge from The New Arabian Adventure Website ⁽⁴⁾



Published by Sword & Sorcery Studios for 3rd Edition Dungeons & Dragons, these books may prove useful.

Creature Collection
ISBN 1-56504-487-8 #WW8300 US\$24.95 UK£14.99

Relics & Rituals
ISBN 1-58846-159-9 #WW8310 US\$24.95 UK£14.99



The following additional Al-Qadim 2nd Edition publications may also be beneficial,

Al-Qadim: Land of Fate, Boxed Set
ISBN 1-56076-329-9 TSR1077 US\$20.00 CAN\$24.00 UK£11.99

Al-Qadim: The Complete Book of Sha'irs
(Not In QUEST Club Library)

Al-Qadim: Corsairs of the Great Sea ⁽²⁾
ISBN 1-56076-867-3 #TSR9449

Al-Qadim: Caravans ⁽²⁾
ISBN 1-56076-903-3 #TSR9459

Monstrous Compendium 13, Al-Qadim Appendix
ISBN 1-56076-370-1 #TSR2129



The following 2nd Edition supplements may also be beneficial,

Legends & Lore ⁽²⁾
ISBN 0-88038-844-7 TSR2108 US\$20.00 UK£12.50

Monstrous Compendium #1 ⁽³⁾
ISBN 0-88038-738-6 #TSR2102

Monstrous Compendium #2 ⁽³⁾
ISBN 0-88038-753-X #TSR2103

Monstrous Manual ⁽³⁾

Monstrous Compendium 4, DragonLance Appendix
ISBN 0-88038-822-6 #TSR2105

Monstrous Compendium 14, Fiend Folio Appendix

Monstrous Compendium, Kara-Tur Appendix
ISBN 0-88038-851-X #TSR2116

The Complete Psionics Handbook
ISBN 1-56076-054-0 #TSR2117 US\$15.00 UK£9.99

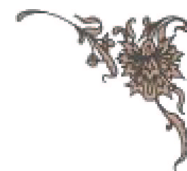
(1) free booklet from retailers or as Adobe Acrobat .pdf file on PHB CD-ROM

(2) item available for free download from the Wizards of the Coast website: www.wizards.com/dnd

(3) MC1 & MC2 were reprinted as the AD&D 2nd Edition Monstrous Manual.

(4) Adobe Acrobat (.pdf file) publications by the QUEST Club / TapSoft™ MultiMedia, free of charge, on The New Arabian Adventure Website: www.arabianadventures.org





Appendix II: Document Revision History



31.May.2001 (rel.6.1)

- R6 pdf file was damaged, R6.1 replaced release 6.
- Re-formatted Table of Contents to fit on one-page.
- Added several more Well-Wishes & Proverbs.

24.May.2001 (rel.6)

- Added "Well-Wishes, Proverbs, Curses & Insults" sub-section.
- Monster Index: added various references from "Monsters of Faerun".
- Bibliography: added "Monsters of Faerun" and "Relics & Rituals", re-ordered books to show essential items first.
- Spell Lists: added spell sourcebook cross-references.
- Spell Lists: added 7th, 8th and 9th level Sorcerer spells.
- Added "Spell Descriptions" section, Crystalbrittle, Sink & Succor.

07.February.2001 (rel.5)

- Added side of page artwork (not shown in .pdf file).
- Added Ghul Lord Class, by Vincent N. Darlage.
- Added Monsters from "Corsairs of The Great Sea" to the Monster Index.
- Added Monster Information Section, Camels by sevarian, & others by V.N. Darlage.
- Moved Spell list immediately after character classes.
- Added further references & ISBN Nos. to the bibliography.
- Added Appendix: Credits & Contributors.
- Changed colouring of sub-headings to dark brown.

18.January.2001

- Added brief Introduction.
- Removed references to Zakhara or The Islands, making the volume more campaign neutral (Arabia, Arabian, & Arabian Lands are used as preferred geographical/cultural terms).
- Reformatted Monster Index into 3 Columns, fewer pages.
- Reformatted Names & Conventions.
- Added further ISBN Nos. to the Bibliography, and altered TapSoft™/QUEST entries.

10.January.2001

- Added Arabian Naming Conventions, and Common Male & Female names.
- Added several references to Glossary.
- Updated Bibliography, to include various support books, and ISBN references.
- Moved Arabian Glossary from Appendix to separate section.
- Reformatted Glossary with drop-caps.
- Reformatted whole document with paragraph spacing.
- Reformatted Spell List pages, more concise.
- Added Section separator artwork.
- Added Document Revision History.

31.December.2000

- Changed name to "The New Arabian Adventure".
- Added Arabian Monster Index, compiled by sevarian.
- Added Table of Contents.
- Added blank entries for missing classes.
- Added Open Game License & d20 System License.
- Added Relevant Copyright Information.
- Added Arabian Glossary from website.

December 2000

- First issue, including Classes, Spell Lists, Armor & Weapons by Kaevelian.
- Quick Bibliography.

Appendix III: Credits & Contributors

Character Kits/Class Conversions

Nick Kaevelian: Askar, Corsair, Desert Rider, Faris, Mercenary Barbarian, Arabian Sorcerer, Elemental Mage, Sha'ir, Sa'luk, Holy Slayer, Rawun, Clerics of the Faith

Pragmatic/Ethical/Moral, Hakima, Kahin, Mystic.

Vincent N. Darlage: Ghul Lord.

Arms, Armaments & Equipment of Arabia

Nick Kaevelian: Arabian Weapons, Arabian Armor.

Sevarian: Arabia Monies.

Spell Lists

Nick Kaevelian: Clerics of the Faith Pragmatic/Ethical/Moral, Hakima, Rawun, Sorcerer (1-6), Elemental Mage (1-6).

Vincent N. Darlage: Ghul Lord.

Sevarian: Sorcerer (7-9), Elemental Mage (7-9).

Language & Cultural Sections

Sevarian

Monster List

Sevarian

Monster Conversions

Sevarian: Camels.

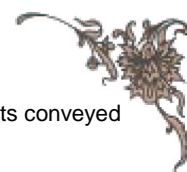
Vincent N. Darlage: Genie, (Dao, Marid, Tasked Guardian, Tasked Slayer), Ghost Mount, Great Ghul, Living Idol, Rom, Vishap.

Document Layout

Sevarian

Graphics

Sevarian



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