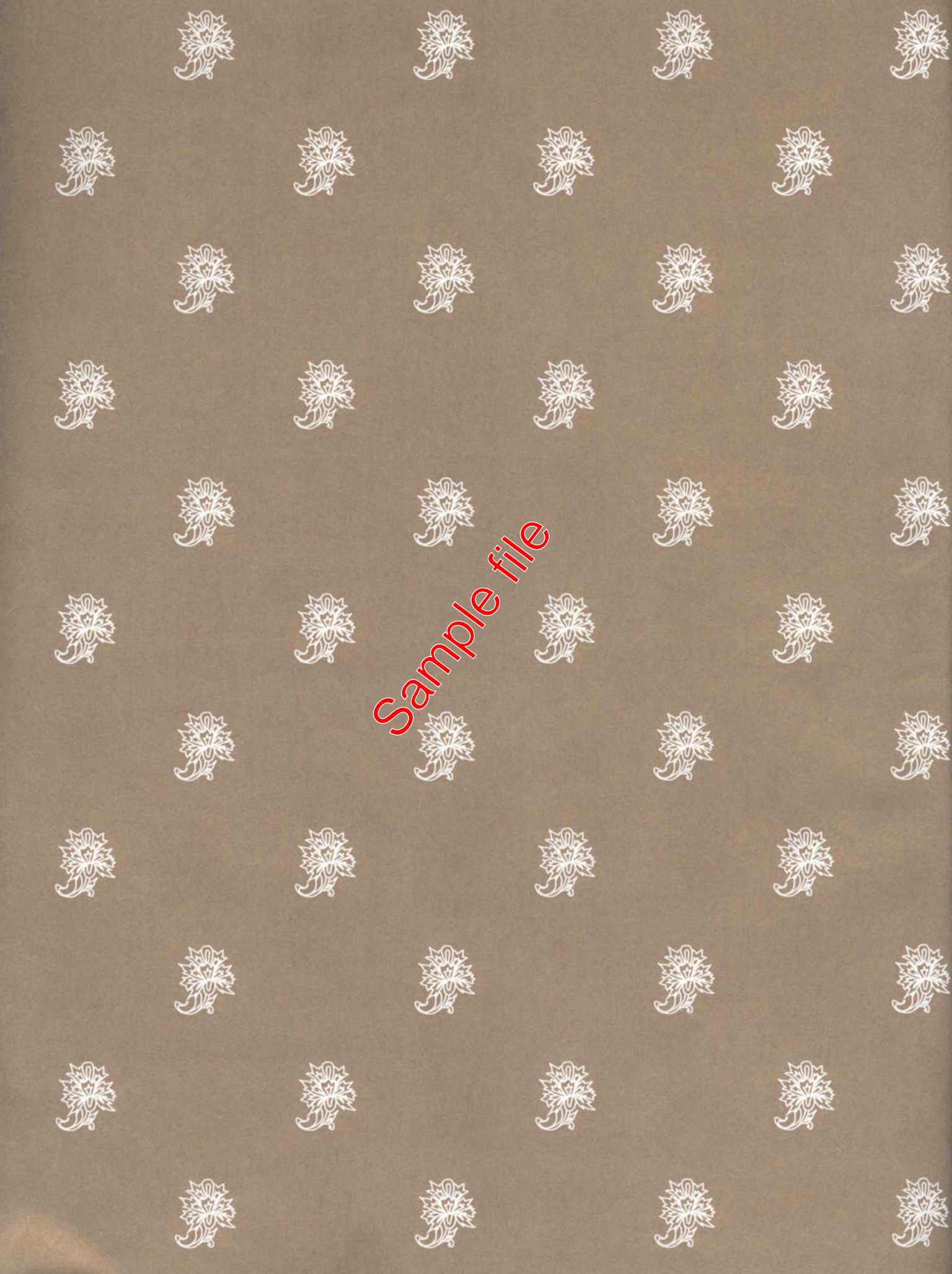




Sample file



Sample file

Fortunes and Fates

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Contents

Introduction. 5

Travel Across Zakhara, 5

Chapter 1: High-level Characters. 7

Fighters, 7

Paladins, 10

Rangers, 10

Mages, 10

Priests, 11

Thieves, 13

Bards, 13

Chapter 2: The Law. 14

The Law and the PCs, 15

Justice and the Law, 17

Chapter 3: Power Groups. 20

Mamluks, 20

Holy Slayer Fellowships, 24

Mystic Groups, 29

Elemental Brotherhoods, 31

Chapter 4: Secrets of Zakhara. 32

Afyal, 32

Ajayib, 33

Dehliz, 33

Fahas, 33

Gana, 34

Hafayah, 35

Halwa, 35

Hawa, 35

Hilm, 35

Hiyal, 35

Hudid, 36

Huzuz, 36

I'tiraf, 37

Jumlat, 37

Kadarasto, 38

Liham, 38

Mahabba, 39

Muluk, 39

Qadib, 39

Qudra, 39

Rog'osto, 40

Sikak, 40

Tajar, 40

Talab, 41

Umara, 41

Utaqa, 41

Chapter 5: Magical Items. 42

Magical Weapons, 42

Armor and Shields, 44

Potions, 45

Scrolls, 47

Rings, 50

Rods, Staves, and Wands, 51

Miscellaneous Magic, 53

Appendix A: Magical Item Tables. 56

I. Magical Items, 56

II. Weapons, 56

III. Armor and Shields, 58

IV. Potions and Oils, 58

V. Scrolls, 59

VI. Rings, 60

VII. Rods, Staves, and Wands, 60

VIII. Miscellaneous Magical Items, 61

Appendix B: Characters in Shorthand. 62

Tables:

1: Cost Modifiers for Overland Movement, 6

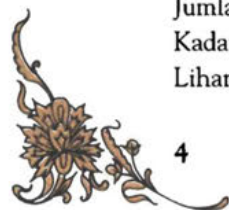
2: Fighter's Followers, 7-10

3: Ranger's Followers, 11

4: Thief's Followers, 13

5: Chance of Conviction in Court

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Introduction

Prepare for revelations, honored DUNGEON MASTER™. Within these pages lie many of the secrets of Zakhara, for your eyes only. You will find an explanation of the Law of the Loregiver, descriptions of the various character class specialties (things unknown to the players and their PCs), information about the fellowships of the holy slayers, and insights into other power groups.

Herein also lie the mysterious magical items peculiar to the Land of Fate: their descriptions, purposes, and pertinent information. At the end of this book, you will find tables for discovering these items “by a twist of Fate.” You will also find a guide to the abbreviations describing characters in this text.

Continue your journey, then, honored Dungeon Master, into the burning realm of Zakhara, the Land of Fate. May Fortune smile upon you, and may the hand of Fate be with you always.

Travel Across Zakhara

The large maps in this boxed set lack the “standard” printed hex grid to facilitate movement. Instead, a clear plastic overlay allows movement on the maps.

There are three poster maps in the AL-QADIM™ *Land of Fate* set. The first depicts the entire civilized world from the Free Cities to the Crowded Sea and from the High Desert to the Isle of the Elephant. Beyond these borders are madness, savagery, and death. The scale on this overview map is 90 miles per inch, and on the overlay one small hex equals 18 miles. The remaining two maps concentrate on the “heart” of the Land of Fate. On these maps, 1 inch equals 30 miles, such that one small hex on the overlay equals 6 miles.

When moving overland, characters have movement points equal to twice their movement rate, and their ability to move each mile is determined by the cost of the terrain they are in. This cost is defined in the “Time and





Movement (Terrain Effects on Movement)” section of the *Dungeon Master’s Guide* (see Chapter 14). A complete description of the *Land of Fate* maps and

their terrain is located in the *Adventurer’s Guide to Zakhara*. The movement modifiers for terrain features are shown below (see Table 1).

TABLE 1:
Cost Modifiers for Overland Movement

Terrain/Condition	Modifier	Terrain/Condition	Modifier
Anvils	×3	Mangrove swamp	8
Barrens	2	Mountains, high	8
Badlands	4	Mountains, low	4
Brushland, scrub	2	Mountains, medium	6
Caravan trail	−1*	Quicksand	×2
Cliff	+3	Volcanic debris (harrat)	3
Cultivated Land	1/2	Rain, heavy	×2
Desert, barchan dune	4	Rain, light	+1
Desert, open	3	Rain, torrential	×3
Desert, seif dune	3 or 2**	Ravine, cross	+1/2
Desert, star dune	4	Ridge	+1
Desert, whaleback dune	3	River, cross	+1
Duststorm, sandstorm	×2	Salt flat	1
Forest, deep	4	Salt/mud flat (kavir)	4
Forest, outlying	2	Scorching heat	+1
Grassland	1	Seasonal grasslands	2
Harrat (volcanic debris)	3	Stony fields	2
Hogback	+1	Swamp	8
Jungle, deep	8	Trail	×1/2***
Jungle, outlying	6	Wadi, parallel	as trail
Kavir (salt/mud flat)	4	Wadi, crossing	+1/2

* Caravan trails reduce movement costs by −1 (to a minimum of 1 point).

They measure up to two miles across.

** Movement across a seif costs 3 points. Movement along the dune (on the gassi) costs 2.

*** Trails halve movement costs for those who travel them. They are usually in non-desert terrain, and are little more than beaten dirt paths. Wadis serve as trails in the desert and may be treated as such. Trails generally have no effect in cultivated areas.

