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| <b>CLIMATE/TERRAIN:</b>  | Sea coast                                     |
| <b>FREQUENCY:</b>        | Very rare                                     |
| <b>ORGANIZATION:</b>     | Solitary                                      |
| <b>ACTIVITY CYCLE:</b>   | Any   |
| <b>DIET:</b>             | Special                                       |
| <b>INTELLIGENCE:</b>     | Highly (13–14)                                |
| <b>TREASURE:</b>         | C   |
| <b>ALIGNMENT:</b>        | Neutral evil or neutral                       |
| <b>NO. APPEARING:</b>    | 1–10  |
| <b>ARMOR CLASS:</b>      | 4   |
| <b>MOVEMENT:</b>         | 18, Sw 9                                      |
| <b>HIT DICE:</b>         | 9   |
| <b>THACO:</b>            | 11  |
| <b>NO. OF ATTACKS:</b>   | 3   |
| <b>DAMAGE/ATTACK:</b>    | 1d4/1d4 (claws), 1d6 (bite)                   |
| <b>SPECIAL ATTACKS:</b>  | Energy drain, charm                           |
| <b>SPECIAL DEFENSES:</b> | +2 or better weapon to hit, spell immunities. |
| <b>MAGIC RESISTANCE:</b> | Nil   |
| <b>SIZE:</b>             | M (5'–6')                                     |
| <b>MORALE:</b>           | Elite (14)                                    |
| <b>XP VALUE:</b>         | 7,000   |

**A**miq Rasol, also called Deep Men or Dark Men, are undead corsairs who were lost at sea, murdered, or marooned. Corsairs who refused to acknowledge or turned away from the Enlightened gods may also become amiq rasol. They haunt the coasts or islands nearest the site of their deaths and prey upon those mortals unlucky enough to stumble across them. Though usually solitary (e. g., a single marooned corsair), several may be found near the spot where some disaster befell their ship.

The amiq rasol look like normal corsairs except that their eyes have an eerie greenish glow in the dark and their nails and teeth are slightly elongated. Their skin is paler than it ought to be, and their clothing shows some signs of wear. Anyone seeing an amiq rasol with a hakima's special ability, through a *gem of seeing*, or while using a *true seeing* spell will see the creature's true appearance—a rotting corpse.

**Combat:** Amiq rasol attack with claws and teeth, causing 1d4 points of damage with each claw and biting for 1d6. The bite of the amiq rasol also causes the victim to lose one level of experience. As with other undead that use this attack form, the effect reduces the Hit Dice, class bonuses, and spell abilities of the victim. If the victim is drained of all levels, he or she dies but does not become an amiq rasol in turn. A victim may be *raised* or *resurrected* normally.

In addition to their other powers, amiq rasol are able to cast a powerful *charm* spell (save vs. spell at –2) which they use to entice mortals to them. They can use this ability three times a day. A very few of these creatures are simply neutral rather than neutral evil; one of these exceptions will use its *charm* spells to convince mortals to travel to the place of the creature's death, find its remains, and have the proper death rites performed upon them by an Enlightened priest of 9th level or higher. If this rite is performed, the amiq rasol is freed from its undead existence and released to go on to its afterlife.

Amiq rasol can be turned as vampires, except in the actual place of their death, where they cannot be turned at all. They are immune to *sleep*, *charm*, *hold*, and cold-based spells. They can be hit only by +2 or better weapons. Holy water does 2d4 points of damage per



vial, but only against amiq rasol who are evil. A *raise dead* spell will slay an amiq rasol permanently, and a *resurrection* spell will restore the being to life. If slain with other magics or by weapons, it reconstitutes and forms another body within 24 hours.

**Habitat/Society:** Amiq rasol are found only near the site of their deaths. They are not tied to the exact spot, particularly if they died at sea, but are always found on islands or on the sea coast near the actual site. They feed off the energy they drain from mortals, and amiq rasol that do not feed for several years will fade away until they become wraiths. Though they prefer the dark, since they have natural *infravision*, amiq rasol are just as capable of moving about and attacking by day. They are quite intelligent and may seek to pass themselves off as living beings in order to join a party of adventurers and assure themselves of continued feeding. Whenever the amiq rasol travels more than 100 miles from its place of death, however, it fades away and returns to the spot of its demise. They are partly creatures of the Negative Material Plane and must therefore maintain some contact with it through their habitat. They have no true society. Even those found together seem almost entirely self-absorbed and unconcerned about their fellow undead spirits.

**Ecology:** Amiq rasol have no proper niche and serve no useful purpose in nature. They provide no useful by-products. They do retain some of the equipment and treasure they had when living, and collect such from their victims. One tale tells of an amiq rasol who led a party to a cache of buried treasure in return for their collecting its bones and performing the proper final rites.

|                   |                              |
|-------------------|------------------------------|
| CLIMATE/TERRAIN:  | Grasslands, saltwater swamps |
| FREQUENCY:        | Rare                         |
| ORGANIZATION:     | Clusters                     |
| ACTIVITY CYCLE:   | Any                          |
| DIET:             | Nutrients                    |
| INTELLIGENCE:     | Non- (0)                     |
| TREASURE:         | Nil                          |
| ALIGNMENT:        | Neutral                      |
| NO. APPEARING:    | 20–200                       |
| ARMOR CLASS:      | 8                            |
| MOVEMENT:         | 0                            |
| HIT DICE:         | 6                            |
| THACO:            | 15                           |
| NO. OF ATTACKS:   | 1d10                         |
| DAMAGE/ATTACK:    | 1d2 + special                |
| SPECIAL ATTACKS:  | Poison, fire                 |
| SPECIAL DEFENSES: | Confusion, immune to fire    |
| MAGIC RESISTANCE: | Nil                          |
| SIZE:             | M (4' radius)                |
| MORALE:           | Average (8–10)               |
| XP VALUE:         | 1400                         |

The firethorn, or sea rose, is a rare plant which only grows along tropical or subtropical sea coasts. The only place it is known to grow in abundance is on some of the islands of Zakhara. Firethorns can be found scattered in seasonal grasslands but more commonly spread in clusters to form dense, matted carpets in saltwater swamplands. Resembling nothing so much as squat, broad rose bushes, firethorns produce about twenty brilliant scarlet blooms per plant. Each bloom has its attendant thorns (from 1 to 10 of them). There are no thorns on the main branches of the bush, nor are there any on the flower stems except near the bloom. Sea roses have a distinctive, heady perfume which is noticeable several hundred feet away.

**Combat:** Though not intelligent, sea roses have three possible modes of self-defense. Anyone plucking one of the blooms or brushing against one is subject to attack by one to ten thorns that spring out at the offending creature, doing 1d2 points damage each. Two saving throws must then be made. A saving throw vs. paralyzation determines whether the thorns will inflict 1d3 points of fire damage per thorn (magic which protects against fire negates this damage). The second saving throw is made to resist the sea rose's extremely virulent poison: failure means immediate death, while success reduces the injury to 20 points of damage. Only one save vs. poison and one save vs. paralyzation are needed even if multiple thorns hit.

The scent the plants exude is also a powerful defense. Anyone approaching within ten feet must make a saving throw vs. poison or be affected by it. Those affected act as if under a *confusion* spell for 2 to 8 minutes. This may cause them to come into contact with the plant by accident, thus setting in motion its thorn attacks. When traveling through an area which has several plants, only one save per half-hour spent in the terrain is needed. Subsequent saves in the same area are at a cumulative +1 bonus as those affected build up a short-term resistance. Sea roses trap and hold heat from the sun and are immune to both mundane and magical fire.

**Habitat/Society:** It is unknown whether the sea rose is a naturally occurring plant or the result of some botanically inclined wizard's experimentation. The one place in Zakhara where they exist in



great numbers is on the Island of Firethorns, a part of the Corsair Domains. Sometimes confused with the legendary roses of forgetfulness because of their *confusion* properties, firethorns are actually more like weeds than garden flowers. They resist being transplanted and cultivated, though they self-pollinate and spread over large areas when conditions are right.

Perhaps their most intriguing quality is the glow they emit at night. Storing heat from the sun, the blossoms of the plant glow like banked embers in the dark. The heat given off from a single firethorn bush is about equal to that of a small lantern. Several bushes together emit about as much heat as a bonfire. They only radiate heat at night, with the excess warmth being stored in their thorns until evening, leading some people to speculate that this heat exchange is somehow necessary to their growth and propagation. Firethorns respond normally to druidical spells which relate to plants.

**Ecology:** Aside from their role in anchoring soil in salt swamplands, firethorns can be harvested (carefully) for several products. Chief among these is the beautiful scarlet dye which can be made from the blossoms. This is easily mixed with other ingredients to produce an array of colors from pale pink to deepest crimson; it is the city of Hawa's chief export. The blossoms also produce an attar which can be used in making a heady perfume or, when correctly rendered, as an ingredient for a *potion of dreaming*. The thorns from an entire bush provide 1 to 6 doses of type E poison, but the toxin breaks down into a harmless substance after about a week.

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|--------------------------|----------------------------------|-------------------------------|
| <b>CLIMATE/TERRAIN:</b>  | <b>Soultaker</b><br>Any land     | <b>Witherer</b><br>Any land   |
| <b>FREQUENCY:</b>        | Rare                             | Rare                          |
| <b>ORGANIZATION:</b>     | Pack                             | Pack                          |
| <b>ACTIVITY CYCLE:</b>   | Night                            | Night                         |
| <b>DIET:</b>             | Scavenger                        | Scavenger                     |
| <b>INTELLIGENCE:</b>     | Exceptionally<br>(15–16)         | Genius<br>(17–18)             |
| <b>TREASURE:</b>         | C                                | C                             |
| <b>ALIGNMENT:</b>        | Neutral evil                     | Neutral evil                  |
| <b>NO. APPEARING:</b>    | 1–3                              | 1–3                           |
| <b>ARMOR CLASS:</b>      | 0                                | 0                             |
| <b>MOVEMENT:</b>         | 18, Sw 12                        | 18, Sw 12                     |
| <b>HIT DICE:</b>         | 8                                | 9                             |
| <b>THACO:</b>            | 13                               | 11                            |
| <b>NO. OF ATTACKS:</b>   | 3 or 1                           | 3 or 1                        |
| <b>DAMAGE/ATTACK:</b>    | 1d6/1d6/2d6<br>or special        | 1d6/1d6/2d6<br>or special     |
| <b>SPECIAL ATTACKS:</b>  | Possession                       | Withering                     |
| <b>SPECIAL DEFENSES:</b> | Immune to non-<br>wooden weapons | +2 or better<br>weapon to hit |
| <b>MAGIC RESISTANCE:</b> | Nil                              | Nil                           |
| <b>SIZE:</b>             | M (8'–10' tall)                  | M (10' tall)                  |
| <b>MORALE:</b>           | Champion (15–16)                 | Fanatic (17)                  |
| <b>XP VALUE:</b>         | 6,000                            | 10,000                        |

The ghul-kin are related to the great ghuls, and like them are undead jann. Unlike their cousins, ghul-kin are differentiated into two distinct types, Soultakers and Witherers. While they prefer to feed on dead human bodies, ghul-kin find no pleasure in haunting burial grounds. They are far more social creatures than their cousins and often interact with mortals and even live among them undetected for long periods of time. Their greatest desires are to rule over a cowed mortal population, to corrupt mortals and use them as their servants, to have a steady supply of victims whose bodies they can devour, and to achieve enough personal power and learn enough secrets to successfully control other genies.

Like their cousins the great ghuls, ghul-kin are shapechangers. They will usually assume attractive, seductive shapes, though they occasionally take on forms designed to look virtuous or wise. They may even assume the appearance of a real person they have seen at least once, though there is always something not quite right about such impersonations (eyes the wrong color, incorrectly shaped ears, etc.). If they have heard the person speak, they can perform a mimicry of the voice, achieving a close approximation.

In their true forms, both male and female ghul-kin are 8 to 10 feet tall, with long, gangly arms and legs. They have thick, tangled hair, bone-white pock-marked skin, clawed hands, and powerful jaws filled with sharp yellow teeth. Their eyes shine with a feral light, and their ears are sharply pointed. Ghul-kin exude an unpleasant odor and are rubbery and cold to the touch. They usually take great pains to disguise both their repulsive appearance and odor in order to move about in society undetected.

**Combat:** Ghul-kin attack with their claws and powerful jaws. They can forgo these attacks in order to make a special attack if they wish. The special attack and its results are different for each type of ghul-kin (see below). They can use each of the following spell-like abilities at will: *invisibility* and *polymorph self*. Being undead, they are immune



to sleep, charm, hold, and cold-based magic and are unaffected by paralysis or poison. Soultakers can be turned as spectres, while Witherers are turned as vampires. Both suffer 2d6 points of damage from holy water. They are able to function in daylight, though they suffer a –1 to their attack rolls and saving throws when in bright sunlight. Jann slain by ghul-kin become ghul-kin themselves.

Ghul-kin are immune to the binding and capturing powers of sha'irs. All ghul-kin have the ability to become sorcerers, sha'irs, or priests, and all can use any magic items usable by wizards or priests. Ghul-kin take perverse delight in collecting magic items capable of doing them harm, carefully hiding them where others cannot find them. They are always searching for genie-control devices.

**Habitat/Society:** Ghul-kin live wherever they find it convenient to do so. They often live in cities and even engage in trade without their neighbors being aware of their true natures. They prefer to live in small family units and often form a pack with lone great ghuls. In such cases, the ghul-kin usually occupy the positions of leadership. They disdain common ghouls, finding them far too unrefined.

Ghul-kin enjoy fine clothing, elegant furnishings, and jewelry. They appreciate art and often have their dwelling places elaborately tiled or painted. Though they usually defer to the dominant style of clothing worn wherever they reside, the materials will always be the finest available and the clothing expertly tailored. Though they have no desire for normal food, they are fond of wine and seem to enjoy highly spiced meats and stews. They love all scents and perfumes, from bath soaps to sachets, and their tastes tend toward the exotic—frangipani or frankincense—for its superiority in covering their own unpleasant smell.

**Ecology:** Ghul-kin serve genies when forced to but try to avoid contact with their more powerful cousins unless they believe they have

the upper hand. The chief motivations of ghul-kin are personal power and entertainment. Being undead, they have no limit on the time they can spend perfecting a plan or setting up an elaborate base of operations. Most of them are accomplished actors and delight in playing a role they have developed for years. Sooner or later, however, the ghul becomes bored and has to reveal itself to friends and neighbors. Such revelations are often followed by a great slaughter as the ghul-kin seeks to kill anyone who has learned its secret. They revel in establishing cults and secret societies where they can control mortals and lead them astray while only marginally concealing their true natures.

Some few ghul-kin help mortals who seek them out and flatter them or offer them genie-controlling devices. Some have been known to repay a kindness a mortal paid to them while they were disguised. All ghul-kin react more positively to those mortals who are both polite and respectful.

**Soultakers:** Soultakers are slightly smaller than witherers, rarely reaching 10 feet in height. There is an equal chance that a soultaker will be male or female. Though they look down upon great ghuls as being lesser cousins, soultakers are themselves subservient to their witherer kin. Because they must often subjugate their own desires and plans to those of their greater brethren, soultakers are often frustrated. For this reason, they are the more vicious of the two types of ghul-kin. They gain great satisfaction from possessing a victim and forcing that victim to obey their every whim. They feel some of the anger, terror, and despair their victims experience and enjoy knowing that it is their will which causes such misery for the poor possessed slave. Soultakers may become wizards or priests of up to 7th level (providing the god they serve accepts them). They are immune to nonwooden weapons.

Soultakers have a special attack form which they can use in lieu of making their normal attack. In order to use it, however, the soultaker must make an attack roll at a -3 penalty. If successful, the soultaker has kissed its victim on the lips. Victims who fail a saving throw vs. spell (at a -2 penalty) are possessed by a portion of the soultaker's essence and fall under the ghul's control. Though the victims' minds are still present in their own bodies, they are helpless prisoners, unable to speak or make their plight known to others. Instead, the soultaker speaks and acts for its victims, always working to the detriment of its victims' companions, though often in cunning and subtle ways.

Once the possession has occurred, the soultaker can control its victim at any range so long as they are both on the same plane of existence. If the victim is a spellcaster, the soultaker can use whatever spells the victim had memorized at the time possession took place but cannot force its victim to relearn or pray for new spells. Soultakers may possess and control one victim for every two points of Intelligence (rounded down).

The possession may be detected by various means. First, any attempt to *detect alignment* on the victim will result in a reading of neutral evil. In addition, strangers react to the victim with distrust and suspicion, just as though he or she were under the effects of an *evil eye*. The victim may say or do evil things, and his or her behavior may undergo a radical change. He or she may even attack his or her own party without apparent cause. A sha'ir of 3rd level or above may detect that there is genie work connected with the victim; a hakima of 9th level or above may tell that the victim is possessed; a priest able to cast *detect evil* may learn that the victim is under the

control of some evil force.

Several spells may be used to combat the effects of the possession. A *protection from evil* or *protection from evil, 10' radius* spell will keep the soultaker from exercising its control while the spell is in effect. An *anti-magic shell* will negate the possession if the victim is in the area of effect when the spell is cast, and *remove curse* will break the possession. *Dispel evil* cast on the victim will break the possession and cause 3-24 (3d8) points of damage on the soultaker. The soultaker will not willingly go near a priest or mosque, nor will anyone possessed by one. It will force the victim to fight to prevent the possession from being broken and may attempt to summon its possessed victim to its lair rather than allowing him or her to be freed of its influence.

**Witherers:** Both male and female witherers are usually taller than soultakers (averaging 10 feet in height) and more dominant. They have greater intelligence and cunning and are usually the instigators of long-term grandiose plans. Such plans are invariably designed to gain more power for the witherer and to corrupt mortals into serving the ghul-kin. They delight in showy rituals and sacrifices of both sentient creatures and treasures. Witherers use soultakers as lieutenants in many of their plans and often find great ghuls to use as pawns. Humans and demihumans are allowed to serve them as semi-slaves, becoming either shock troops or food sources as the need arises.

When thwarted, witherers retreat to plan their revenge, sometimes taking decades to perfect their tactics before returning to the place where they failed. They are not adept at coping with premature disclosure, however, and they will often make poor decisions in response to the unexpected, thereby revealing their machinations or causing their own downfall.

Male witherers are rare and usually less ruthless than their female counterparts. They may sometimes be found masquerading as hermits or reclusive sha'irs and may be induced to help mortals if offered a substantial enough reward or if the matter interests them. Opportunities to act out some great dramatic role are also effective in persuading male witherers to aid non-ghuls. Claiming some sort of kinship is also an effective ploy if there is the slightest evidence to back up such a claim.

Witherer ghul-kin may become mages or priests of up to 9th level (provided the god they serve accepts them). They can only be hit by +2 or better weapons. Instead of their three regular attacks, they may use a special attack: a touch which weakens and withers the target creature while strengthening the witherer. This withering touch causes 1d10 points of damage (which are temporarily added to the witherer's hit point total). Damage against the witherer is subtracted from these added hit points first (if not used, the hit points remain for one hour). Furthermore, the touch drains one point of Strength and ages the victim by a year. If the victim's Strength falls to zero, he or she dies. The victim also dies if the aging is enough to push the character past his or her normal lifespan. Those slain by a witherer must have *remove curse* cast on their bodies before they can be *raised* or *resurrected*.

The aging is only reversible through use of potions or other magic which restores youth or reverses aging, but the Strength loss is not permanent. If not drained completely, the victim recovers any Strength points lost at the rate of one point per turn. Lost hit points must be recovered normally or through magical healing.



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| <b>CLIMATE/TERRAIN:</b>  | Tropical and subtropical seas                                       |
| <b>FREQUENCY:</b>        | Uncommon  |
| <b>ORGANIZATION:</b>     | Solitary  |
| <b>ACTIVITY CYCLE:</b>   | Any   |
| <b>DIET:</b>             | Omnivore  |
| <b>INTELLIGENCE:</b>     | Low (5-7)   |
| <b>TREASURE:</b>         | R (x 2)   |
| <b>ALIGNMENT:</b>        | Chaotic neutral   |
| <b>NO. APPEARING:</b>    | 1-3   |
| <b>ARMOR CLASS:</b>      | 5   |
| <b>MOVEMENT:</b>         | 9, Sw 18  |
| <b>HIT DICE:</b>         | Baby (7-8)<br>Adolescent (9-10)<br>Adult (11-12)<br>Ancient (13-14) |
| <b>THACO:</b>            | 7-8 HD: 13<br>9-10 HD: 11<br>11-12 HD: 9<br>13-14 HD: 7             |
| <b>NO. OF ATTACKS:</b>   | 1   |
| <b>DAMAGE/ATTACK:</b>    | 2d6 (bite) or 3d8 (constriction)                                    |
| <b>SPECIAL ATTACKS:</b>  | Breath weapon, swallow whole*<br>*(adults and ancients only)        |
| <b>SPECIAL DEFENSES:</b> | Nil   |
| <b>MAGIC RESISTANCE:</b> | Nil   |
| <b>SIZE:</b>             | L (up to 12' long) for 7-10 HD,<br>H (12'-25' long) for 11-14 HD    |
| <b>MORALE:</b>           | Champion (15-16)  |
| <b>XP VALUE:</b>         | 7-8 HD: 1400<br>9-10 HD: 2000<br>11-12 HD: 3000<br>13-14 HD: 4000   |

**S**ea wyrms are elongated legless and wingless sea dragons found in tropical and subtropical seas. Probably one of the sources for the tales of legendary sea serpents, these lazy creatures rarely attack anyone or anything not intruding on their territory. They are usually serene and majestic, often venturing quite close to land if left undisturbed. Occasionally, a family of sea wyrms will be seen traveling together by sailors who venture into deeper seas.

**Combat:** Sea wyrms grow larger, but not particularly stronger, as they age; thus, the bite and constriction of a baby sea wyrm are just as damaging as that of its elders. Though they are normally nonaggressive, sea wyrms will attack ships or creatures who invade what they consider to be their territory. All sea wyrms can bite for 2d6 (2-12) points of damage and constrict for 3d8 (3-24) points. If attacking a ship, every 10 points of constriction damage acts as 1 hull point versus the vessel. If the ship is smaller than the sea wyrm, the wyrm can completely encircle the entire vessel, roll it over, and drag it beneath the waves. Because of this, they are greatly feared by fishermen and others who usually have smaller boats.

Adult and ancient sea wyrms have other attacks as well. If they make a bite attack and score 5 more than they need to hit, they have swallowed their prey whole. The victim takes normal damage (2d6) from the bite and an additional 2d6 points of damage per round thereafter from stomach acids. The usual methods may be employed to escape from the creature's stomach. At any time an adult or ancient sea wyrm may choose to forgo its normal attack and use its



breath weapon instead. This is a cone of sleep gas 5 feet wide at the base, 30 feet wide at the far end, and reaching 30 feet. Those caught in the cone must save vs. breath weapon or fall asleep for 3d8 (3-24) rounds. The wyrm can use this attack only once per day.

**Habitat/Society:** Sea wyrms lair in underwater caves or in remote caves on islands. They can breathe equally well in air or water and move about on land by slithering like a snake. They eat just about anything but are particularly fond of fish and fruit. They have been known to slither around a fruit tree and constrict it in an attempt to get at fruit which is beyond their normal reach.

Sea wyrms live in small family groups until the babies are old enough to forage for themselves. When three are found together, they are always a mated pair and their baby. Two sea wyrms found together are always a mated pair, as they mate for life. The female produces one egg at a time, which is jealously guarded by both until the young sea wyrm hatches.

If captured as babies, sea wyrms make loyal and affectionate pets for sea peoples such as merfolk, tritons, or nereids, willing to fight to the death to defend their companions.

**Ecology:** Sea wyrms claim undersea or island caves for their lairs and defend the territory around it up to about two miles. They range up to thirty miles from home to feed. Though they produce no useful by-products, there is a growing market in sea wyrm eggs among traders who wish to raise a mobile guard to defend their ships while at sea. Some merchants deal in sea wyrm skins, which bring 1,000 to 3,000 gp.

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| <b>CLIMATE/TERRAIN:</b>  | Any land            |
| <b>FREQUENCY:</b>        | Very rare           |
| <b>ORGANIZATION:</b>     | Solitary            |
| <b>ACTIVITY CYCLE:</b>   | Any                 |
| <b>DIET:</b>             | Special (see below) |
| <b>INTELLIGENCE:</b>     | Genius (17–18)      |
| <b>TREASURE:</b>         | Nil                 |
| <b>ALIGNMENT:</b>        | Any                 |
| <b>NO. APPEARING:</b>    | 1                   |
| <b>ARMOR CLASS:</b>      | Special (see below) |
| <b>MOVEMENT:</b>         | 3                   |
| <b>HIT DICE:</b>         | Special (see below) |
| <b>THACO:</b>            | Nil                 |
| <b>NO. OF ATTACKS:</b>   | 0                   |
| <b>DAMAGE/ATTACK:</b>    | 0                   |
| <b>SPECIAL ATTACKS:</b>  | Nil                 |
| <b>SPECIAL DEFENSES:</b> | See below           |
| <b>MAGIC RESISTANCE:</b> | See below           |
| <b>SIZE:</b>             | S (2'–4' long)      |
| <b>MORALE:</b>           | Elite (13–14)       |
| <b>XP VALUE:</b>         | 2000                |

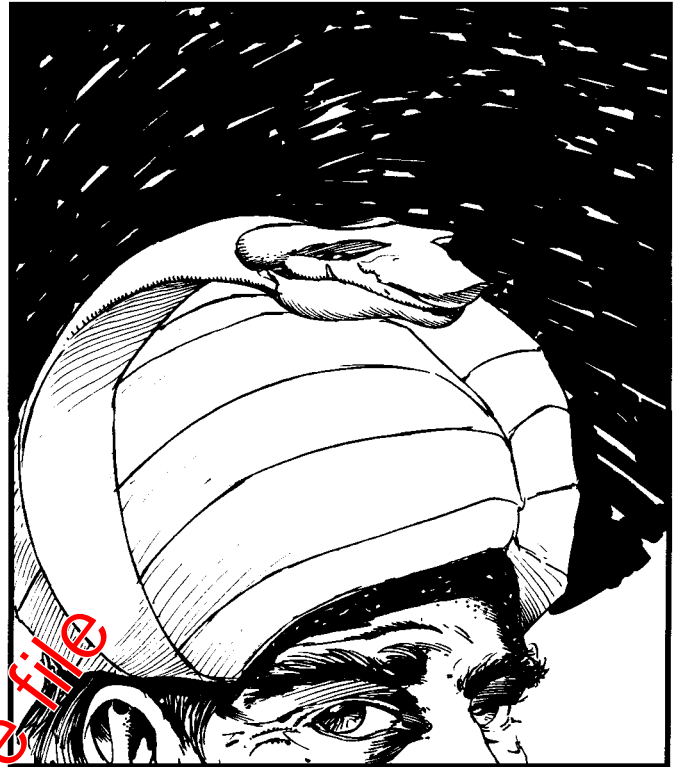
The vizier's turban is a symbiotic creature which attaches itself to a wizard and provides its partner with greatly enhanced spellcasting potential and magic resistance. In return, the wizard agrees to a permanent loss of hit points, which are used by the creature to sustain itself. The potential power to be gained by bonding with a vizier's turban far outweighs the sacrifice to the wizard. They can bond with any elemental mage, sorcerer, or ajami wizard, but not with sha'irs.

Vizier's turbans look like a turban (of any color) secured by two bright jewels (its eyes). Their skin resembles fine cloth. They can change color to suit their partners' attire and can reshape themselves somewhat to look more like a scarf or veil for female wizards who prefer such attire to turbans. A vizier's turban enjoys watching what goes on around it from its vantage point atop its partner's head and communicates telepathically with its host.

The wizard decides how many hit points (up to a maximum of 10 hp) to permanently give up to his or her vizier's turban. One hit point may be given to the symbiote whenever the wizard gains a new level, so it is possible to find an 11th-level wizard whose vizier's turban has 10 hit points, or a 9th-level wizard who has one with only 2 hp. The number of hit points the symbiote has is a function both of how many its wizard sacrifices to it and at what point in the wizard's career the vizier's turban met and bonded with the wizard.

**Combat:** Vizier's turbans make no attacks and cause no damage. For all practical purposes, the vizier's turban and its host function as a single being. The symbiote is content to let its partner control the thinking, movement, and body functions. It will give advice only if specifically asked.

The potential power which a vizier's turban can bring to its wizard is a function of how many hit points it has. It saves as a wizard of the same level as it has hit points, so a vizier's turban with 4 hit points would save as a 4th-level wizard. It also provides its host with 5% magic resistance for every 2 hit points it has, up to a maximum of 25%. Vizier's turbans cannot have more than 10 hit points; extra hit points sacrificed to it are lost as if the wizard were wounded and can be healed normally.



For every hit point it receives, the creature enhances its chosen wizard's spellcasting abilities, as detailed on the following chart:

- 1 hp = 1 extra first-level spell per day
- 2 hp = 5% magic resistance
- 3 hp = 1 extra second-level spell per day
- 4 hp = 10% magic resistance (total)
- 5 hp = 1 extra third-level spell per day
- 6 hp = 15% magic resistance (total)
- 7 hp = 1 extra fourth-level spell per day
- 8 hp = 20% magic resistance (total)
- 9 hp = 1 extra fifth-level spell per day
- 10 hp = 25% magic resistance (total)

The maximum benefit a wizard can derive from a vizier's turban is thus one 1st-, one 2nd-, one 3rd-, one 4th-, and one 5th-level spell per day plus a magic resistance of 25%. Vizier's turbans do not know any spells themselves, nor can they give their partners access to spells the wizard does not already know or is not usually allowed to cast. All restrictions as to elemental provinces, spell schools, and other limiting factors remain in force. The vizier's turban in no way allows its partner access to clerical spells, nor does it enhance such spells should its partner be a wizard/priest. These symbiotes provide no benefits to sha'irs at all and cannot bond with them.

Damage to its host from weapons, whether normal or magical, has no effect on a vizier's turban. Even if struck directly by a weapon, the damage passes right through the creature and affects its host instead. Secondary effects which emulate spell effects (such as an electrical attack which occurs when the sword strikes) are handled similarly to magical attacks against the symbiote or its host.

Spells and magical items which produce spell-like effects may affect a vizier's turban. Single target spells (such as *charm person*) and