

# Barak al-Gani, the Ugly

## Veiled Merchant and High Priest of Shajar the Forgotten

10th-level Human Outland Priest

STRENGTH:	12
DEXTERITY:	13
CONSTITUTION:	12
INTELLIGENCE:	15
WISDOM:	16
CHARISMA:	5
ARMOR CLASS:	4
THACO:	14
MOVEMENT:	12 (Fl 15 [E] with <i>wings of flying</i> )
HIT POINTS:	44
ALIGNMENT:	Neutral evil
SPECIAL ATTACKS:	By spell or magical item; command or turn undead
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	5'9"



**Equipment:** *Bracers of defense AC 5, ring of protection +1, scarab of deception*<sup>†</sup> (50 charges), *wings of flying, scroll of protection from undead, potions of extra-healing* (×4); *jambiya* and 9 throwing darts *envenomed* with *dreambliss*. (Save vs. poison or sleep for 2d4 hours, onset time 1 round. See *Campaign Guide*, Chapter 3 for details.)

**Spells:** *Bless, cure light wounds* (×2), *detect magic, invisibility, turn undead, protection from evil; aid, hold person* (×2), *silence 15' radius, slow poison, withdraw; animate dead, negative plane protection, water walk; raise water, cure serious wounds, cause serious wounds; raise dead, transmute rock to mud.*

**Physical Description:** As a priest of a forgotten and savage god, Barak takes great pains to disguise himself as a merchant in enlightened society. Tall and sturdy, he wears the gold-embroidered clothing of a rich merchant, a jeweled dagger, fancy pointed slippers, and a dark blue turban.

Barak always hides his horribly disfigured and pockmarked face behind silk veils, revealing only his emotionless eyes.

**Background:** Barak was born into a poor family in Kadarasto. To escape his impoverished background, young Barak joined the cult of a forbidden god: Shajar, the ancient Noga god of life and death. For years he has completed secret missions for the cult, disguised as a veiled merchant. His reputation as a shrewd dealer has grown in Kadarasto, Dihliz, and Mahabba. Though rumors say he smuggles antiquities, the same is said of half the area's merchants.

Barak learned of the legendary Talisman of Shajar when he became a high priest. He has dedicated his life to finding this sacred relic, which has been lost for centuries. After tracing the artifact to the ruined city of Ysawis, he discovered the City of the Dead had been claimed by pair of necromancers, Sumulael and Kazerabet (described in this booklet). Using his *scarab of deception*<sup>†</sup> (which leaders of his ancient cult taught him to enchant), Barak has misled all their attempts to divine his true intent beyond merely dealing commodities.

From the onset, Barak has sought to earn the trust of the necromancers and distract them from their quest for the talisman. Sumulael—a slave to his hunger for exquisite food, sweet wine, and live innocents for his magical experiments—has proved easy to please. Kazerabet, however, still views the “merchant” with suspicion. She has warmed to his presence slowly as each visit brings new embroidered silk clothing and interesting additions to her extensive library. In short, Barak has exploited the mages' weaknesses to maintain his position in their court.

Arranging the shipments for the necromancers has not been easy, especially since none of the caravan handlers ever survive the expedition. (They become the latest undead servants for the terrible Sumulael.) The merchant typically enlists recruits for his caravan from the poor quarters of Dihliz and Kadarasto, paying the victims' families a generous sum for their service to the city of the necromancers. Once the caravan goods and the handlers have been delivered to the wizards, they magically transport Barak to a distant city of his choice, where he hires another caravan with his payment and returns home with new merchandise.

**Role-playing Notes:** Crafty, cold-hearted Barak cares for little else besides Shajar and finding the sacred talisman. People matter only as pawns to be manipulated. Though *Arabian Adventures* does not allow native Zakharans as outland priests, Barak's status is permitted, as Shajar's faithful would not fall under any enlightened priest kit.

Though sometimes called the Ugly Merchant, Barak is not very sensitive about his appearance. In contrast, he uses it to arouse sympathy in others. He tells new acquaintances a sad (false) tale of how his impoverished parents could not afford donations for the local priests to cure a childhood jungle disease. In reality, his disfigurement results from a near-fatal attack in Kadarasto's undercity when he was an acolyte.

<sup>†</sup> denotes a spell or item described in the *Land of Fate* boxed set; substitute a similar spell/item, if desired.

# Shalmaneser the Senile

## Arch-Vizier of the Fourth Dynasty and Undead Chancellor

4th-level Lich Sorcerer

STRENGTH:	7
DEXTERITY:	9
CONSTITUTION:	8
INTELLIGENCE:	15
WISDOM:	16
CHARISMA:	-3
ARMOR CLASS:	0
THACO:	10
MOVEMENT:	6
HIT POINTS:	43
ALIGNMENT:	Neutral
SPECIAL ATTACKS:	Paralytic touch (1d10 points of damage); spells
SPECIAL DEFENSES:	Magical weapon to hit; immune to charm, sleep, polymorph, enfeeblement, cold, electrical, mind-altering, and death magic
MAGIC RESISTANCE:	Nil
SIZE:	6'1"



**Equipment:** Rotting turban set with a huge emerald (5,000 gp), slippers of soft movement†, robes of many pockets (analogous to a girdle of many pouches) containing 9 crystal vials of ink (125 gp each), a red jade figurine of a woman (250 gp, actually a stone of good luck), a number of long writing quills, and hundreds of nonmagical scrolls.

**Spells:** *Burning hands, change self, detect magic, invisibility, kn...*

**Physical Description:** Shalmaneser is a corpse animated by ancient necromancy. His eyes gleam like two cold points of light in a mummified face, and his body resembles a wreck of decayed flesh and bones. The undead chancellor dresses in the embroidered silken robes of a vizier. He stuffs his pockets with dozens of dusty scrolls and long peacock quills.

**Background:** The chancellor served as vizier in Ysawis centuries ago during the Fourth Dynasty. As a dabbler in necromancy, he thought he'd discovered the lich formula, but his transformation into undead only partially succeeded. The former arch-mage drank a *potion of immortality* and fell into a deep sleep, lasting hundreds of years and interrupted only by the call of the necromancers, Sumulael and Kazerabet (detailed in this booklet). The lich's centuries of repose practically destroyed his memory, but his self-awareness has grown since his reawakening, and he has proved an invaluable and obedient servant to his new king and queen. However, he hates his bondage.

Shalmaneser recalls from the cobweb-clouded depths of his faded memory that the ancient kings of Ysawis once wielded a powerful sword named *Lifedrinker*, capable of destroying his cruel masters. For months he has been secretly questioning the city's undead servants, a time-consuming task for which neither mage has enough patience. After midnight, when the dead citizens would lurch indoors to rest and the necromancers would fall into their debauchery, the lich probed the moldered minds for the legendary

jade's location. He learned it had been buried in the secret tomb of Princess Zoraya, in catacombs the wizards had not discovered. The lich could find none of the tomb's builders, though, so its location eluded him at first.

One day, while Sumulael was constructing his Bone Pavilion in the palace gardens, Shalmaneser approached its undead architect, Moqtafi, an engineer in the court of Princess Zoraya's father. Moqtafi had been intimately acquainted with the palace's structure just before Zoraya's rule. The lich ascertained from Moqtafi's corrupted memory which palace additions were built after the engineer's death.

Before long, Shalmaneser discovered the tomb's secret entrance in palace back corridors. The lich longed to press forward, but the entrance was warded against undead to prevent ghouls from plundering the crypt. He needs help to recover the sword, but trusts no one at court—except his dead compatriots, who want only to return to their sleep.

**Role-playing Notes:** The forgetful lich is terrible with names and places. He recalls only the names of his masters—all others he must write down. Leading visitors around the palace, he pauses at every intersection, slightly confused.

Shalmaneser is smart enough to conceal the extent of his sentence from his masters. He even has remastered a few spells (by studying Kazerabet's spell books when she leaves them unattended) but, because of his worm-eaten memory, spells he attempts have a 25 percent chance to fail.

As the lich relies on his scrolls as his memory, he protects them fiercely. Treat him as an 18th-level character, should a PC attempt to pick-pocket him. If his scrolls ever were destroyed, he would be as helpless as the day the necromancers called him forth reluctantly from his tomb.

† denotes a spell or item described in the *Land of Fate* boxed set; substitute a similar spell/item, if desired.

# Kazerabet (Zaribel)

## Queen of Ysawis, formerly Inanna az-Khunjhathi al-Hilmi

16th-level Human Ajami Mage (Necromancer)

STRENGTH:	12
DEXTERITY:	15
CONSTITUTION:	10
INTELLIGENCE:	16
WISDOM:	18
CHARISMA:	17
ARMOR CLASS:	1
THACO:	15
MOVEMENT:	12
HIT POINTS:	42
ALIGNMENT:	Lawful neutral
SPECIAL ATTACKS:	By spell, magical item; foes save at -1 vs. necromancy
SPECIAL DEFENSES:	<i>Stoneskin</i> spell withstands 10 attacks; <i>contingency</i> spell teleports her to safety if wounded to 10 hp; has combined <i>permanency</i> spells with <i>comprehend languages</i> , <i>protection from normal missiles</i> , <i>read magic</i> , and <i>tongues</i> ; +1 on saves against necromantic attacks.
MAGIC RESISTANCE:	Nil
SIZE:	5'6"

**Equipment:** Wand of fear (58 charges), bracers of defense AC 2, ring of regeneration, scarab of protection<sup>†</sup>, figurines of wondrous power (three ivory goats, two uses remaining for each), scroll of protection from undead, potions of invisibility and extra-healing (x2), oil of resistance<sup>†</sup>.

**Spells:** *Chill touch*, *detect undead*, *hold portal*, *magic missile*, *spider climb*, *unseen servant*; *continual light*, *ESP*, *knock*, *levitate*, *spectral hand*, *web*; *dispel magic*, *infravision*, *lightning bolt*, *slow*, *vampiric touch*, *wizard sight*<sup>†</sup>; *contagion*, *dimension door*, *eneration*, *magic mirror*, *mask of death*<sup>†</sup>, *polymorph other*; *animate dead* (x4), *summon shadow*, *teleport*; *chain lightning*, *death spell*, *disintegrate*, *globe of invulnerability*; *finger of death*, *lifeproof*, *spell turning*; *mind blank*, *homunculus shield*<sup>†</sup>.

**Physical Appearance:** Kazerabet has a forceful personality and an intellect so commanding that at first one fails to notice her beauty. When she is angered, her steel gray eyes flash like drawn daggers, and her ruby-painted lips curl into a contemptuous sneer. For state occasions, she dons a diamond-studded platinum tiara (10,000 gp) and an aba encrusted with emeralds (7,500 gp). More intimate audiences find her in a semitranslucent gown, vaporous and sheer, like a shroud of mist.

**Background:** Reared in the restrictive moralist Pantheon Cities, Inanna az-Khunjhathi has always been curious about the forbidden. While studying sorcery at the university in Hilm, she was attracted to Ezarhaddon, a handsome genius in the taboo necromantic arts. She developed a talent for the dark magic as well, married Ezarhaddon, and fled with him to the Ruined Kingdoms, where she adopted the name Kazerabet ("Angel of the Dark" in Kadari). Friends sometimes call her Zaribel, meaning "Angel." Her husband (described elsewhere in this booklet) chose the new name Sumulael.



If the party allies with Kazerabet, she might teach an interested spellcaster the dark arts of necromancy. Her spell books include the following: *chill touch*, *detect undead*; *cloak from undead*<sup>\*\*</sup>, *cloak undead*<sup>\*\*</sup>, *spectral hand*, *undead mount*<sup>\*\*</sup>; *feign death*, *hold undead*, *mummy touch*<sup>\*\*</sup>, *paralyze*<sup>\*\*</sup>, *revenge*<sup>\*\*</sup>, *vampiric touch*; *contagion*, *eneration*, *mask of death*<sup>†</sup>; *animate dead*, *death smoke*, *disguise undead*<sup>\*\*</sup>, *improved skull watch*<sup>\*\*</sup>, *magic jar*, *Nulathoe's ninemen*<sup>\*\*</sup>, *summon shadow*; *death spell*, *imbue undead with spell ability*<sup>\*\*</sup>, *legend lore*, *lich touch*<sup>\*\*</sup>, *reincarnate*; *control undead*<sup>\*\*</sup>, *finger of death*, *lifeproof*; *death link*<sup>\*\*</sup>, *homunculus shield*<sup>\*\*</sup>.

Kazerabet is a scholar; studying death teaches her about life. She gains a greater knowledge of life by studying death through necromancy. Her reading uncovered references to an ancient necromantic artifact—the Talisman of Shajar. Divinations led her to Ysawis, but the talisman has eluded her for years. With her husband, she raised a horde of the city's dead residents to search the ruins for the artifact, to no avail.

**Role-playing Notes:** Kazerabet's ambition as a queen of a growing nation of undead has delayed her quest. She enjoys the service of her undead (too much) and plans to expand Ysawis into a thriving metropolis. The lonely mage, who carries herself with a sultana's dignity, sees flattery for what it is, but craves it nonetheless. Of late, her husband has neglected her for his gluttony.

If endangered, she will first invoke *homunculus shield*<sup>\*\*</sup> to prepare her defensive spells while she readies necromantic attacks. She will not hesitate to *teleport* away from a lost battle, so she can prepare her own ambush.

\* denotes a spell or item described in the *Tome of Magic*.

\*\* denotes a spell listed in *FORGOTTEN REALMS® Adventures*, allowable here thanks to the teachings of Sumulael's outland mentor.

† denotes a spell or item described in the *Land of Fate* boxed set; substitute a similar spell/item if desired.

# Sumulael

## King of Ysawis, formerly Ezarahaddon bin Kior al-Hilmi

16th-level Human Ajami Mage (Necromancer)

STRENGTH:	11
DEXTERITY:	9
CONSTITUTION:	16
INTELLIGENCE:	18
WISDOM:	16
CHARISMA:	7
ARMOR CLASS:	2 (with <i>spirit armor</i> *) or 8
THACO:	15
MOVEMENT:	12
HIT POINTS:	66
ALIGNMENT:	Chaotic evil
SPECIAL ATTACKS:	By spell, magical item; foes save at -1 vs. necromancy
SPECIAL DEFENSES:	Never surprised ( <i>robe of eyes</i> ); <i>contingency</i> spell invokes <i>spirit armor</i> * if attacked; soul protected by <i>lifeproof</i> ; has combined <i>permanency</i> with <i>unseen servant</i> ; +1 on saves against necromantic attacks.
MAGIC RESISTANCE:	Nil
SIZE:	5'11"

**Equipment:** *Robe of eyes*, *wand of lightning* (28 charges), *ring of protection +2*, *pipes of pain*, *periapt of proof against poison*, *oil of impact*, *scroll of protection from possession*, *potions of fire resistance*, *healing* and *speed*; 15 throwing darts coated with *dreambliss*. (Save vs. poison or sleep for 2d4 hours, onset time 1d2 rounds. See *Campaign Guide*, Chapter 3.)

**Spells:** *Chill touch* (x2), *detect undead*, *magic missile* (x2), *shocking grasp*; *darkness 15' radius*, *levitate* (x2), *spectral hand* (x2), *stinking cloud*; *dispel magic*, *fly*, *lightning bolt*, *slow*, *vampiric touch* (x2); *bestow curse*, *contagion*, *enervation*, *Evard's black tentacles*, *minor globe of invulnerability*, *wall of ice*; *animate dead* (x4), *magic jar*; *summon shadow*; *Bloodstone's spectral steed*\*, *claws of the umber hulk*\*, *death spell*, *flames of justice*; *finger of death* (x2), *reverse gravity*; *Abi-dalzim's horrid wilting*\*, *trap the soul*.

**Physical Appearance:** Once handsome, Sumulael is now obese, ravaged by his many vices. Sweaty flesh hangs in white, pasty rolls all over his repulsive body. His royal blue magical robes scarcely cover his bulk. Sumulael usually wears 2 to 8 (2d4) pieces of jewelry (1,000 gp each). His beady eyes glint with malevolent intellect from under a jewel-encrusted gold crown (25,000 gp). His smile, a wreckage of yellow teeth, emits breath that reeks of sickly-sweet wine.

**Background:** Death has always fascinated Ezarahaddon bin Kior. Educated at the university in Hilm, Ezarahaddon's life changed when he met a foreign mage from the North, known only as Al-Nasr, the Vulture. This outland mage instructed him in the dark arts of necromancy, forbidden in Zakhara since long before the enlightenment took hold of the land. (This magic's foreign nature explains why these statistics treat the necromancers as ajamis rather than as members of a native Zakharan mage kit.) Hilm's moralist clergy drove Ezarahaddon (and his wife Inanna) from the city when



they discovered his magical vivisection experiments. In exile in the Ruined Kingdoms, he adopted the new name Sumulael ("Harvester of Death" in Kadari). His wife chose the name Kazerabet (see her entry in this booklet).

When his wife's research led her to ruined Ysawis in search of a necromantic artifact, he followed, glad to be free of restrictive society. Reveling in his dark art, he raised a city of undead to rule; his coffers grew full of burial treasures. Wealth and power soon made Sumulael lazy, and before long, he withdrew to an isolated palace pavilion, content to be served by undead and his pet homonculous, Buri.

**Buri, a homonculous:** Int Genius; AL CE; AC 6; MV 6, Fl 18 (B); HD 2; hp 14; THACO 16; #AT 1; Dmg 1d3; SA poison bite (sleep 5d6 minutes, onset time 1 round); SD saves as 16th-level wizard; SZ T (18" tall); ML 13; MC; XP 420.

**Role-playing Notes:** Depraved Sumulael delights in using necromancy to control both the dead and the living. He enjoys living among the dead and welcomes visitors to his court only to gain fresh delicacies and new experiment subjects.

Sumulael's great weakness is *dreambliss*, a sleep-inducing toxin described in Chapter 3 of the *Campaign Guide*. The veiled merchant Barak (detailed elsewhere in this booklet) encourages Sumulael to ingest the poison, without which he can no longer sleep. Because his body has grown used to the venom, he has a +4 bonus on his saving throw vs. *dreambliss*. He may be surprised only while sleeping under its effects.

In battle, though Sumulael might first try immobilizing foes with magic (saving them to torture later), he soon resorts to powerful necromancy to decimate his victims.

\* denotes a spell or item described in the *Tome of Magic*.

# Ardasir al-Darah, the Incomparable

## A Sheikh of the Jann of the Haunted Lands

STRENGTH:	19
DEXTERITY:	14
CONSTITUTION:	16
INTELLIGENCE:	17
WISDOM:	12
CHARISMA:	17
ARMOR CLASS:	2
THACO:	10 (7 with scimitar, 8 with bow)
MOVEMENT:	12, Fl 30 (A)
HIT POINTS:	58
ALIGNMENT:	Chaotic good
SPECIAL ATTACKS:	Magical abilities (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	7'1"

**Equipment:** Gold-hilted *great scimitar* +3; *long bow* +2; *gem of seeing* (set in a blue quartz necklace worth 3,000 gp); *potions of dreaming*, *treasure finding*, and *clairaudience*; gilded lamellar armor (500 gp), platinum star sapphire ring (6,000 gp), electrum bracers carved with lions (1,000 gp each), quiver with 24 sheaf arrows, 4 throwing daggers, pouch with 60 pp and 12 tiny emeralds (1,000 gp each).

**Magical Abilities:** At 12th level of experience: *speaking in tongues* once per day, *enlarge* or *reduce* twice per day, *invisibility* three times per day, become *ethereal* (1 hour maximum) once per day; at 7th level: *create food and water* once per day; fly and breathe underwater at will.

**Physical Description:** Ardasir al-Darah, the Incomparable, looks like a statuesque human with a tanned face, dark hair, and the genie's distinctive pointed ears. His skin has been tanned black by the sun, and his cerulean eyes appear to sparkle when he becomes excited. He wears the black desert robes of the al-Badia, hoping to pass as a human (or ogre).

**Background:** Ardasir is the nephew of Amir Heidar Qan, former leader of the Jann of the Haunted Lands, who disappeared mysteriously decades ago. Believing his uncle will not be returning to restore order among the jann, Ardasir has been amassing favors among other sheikhs, hoping to assume his uncle's vacant position.

A few years ago, Ardasir drank from the magical waters of the Well of Destiny in the Weeping Desert and had a vision of himself as amir, ruling from a magnificent throne adorned with peacocks. Spirits of the desert told Ardasir he had seen the fabled Peacock Throne of Moradask. (See Chapter 4 in the *Campaign Guide*.) Ardasir secretly believes he will become amir only after he recovers and reassembles the 15 pieces of the Peacock Throne. To date, he has one piece.

Due to his station, Ardasir rarely travels without at least 10 loyal, noble janni retainers. These bodyguards have the sheikh's magical abilities and each owns lamellar armor, a great scimitar, composite long bow, and quiver with 20 arrows.



**Janni retainer (10):** Int Very; AL NG; AC 2; MV 12, Fl 30 (A); HD 6+2; hp 30 each; THACO 15; #AT 1 or 2 (bow); Dmg by weapon type (great scimitar: 2d8+5, sheaf arrows: 1d8+5); MR 20%; SZ M; ML 15; Str 18/95; XP 3,000.

The beautiful artist tasked genie Safia, Ardasir's favorite concubine, has devoted her life to singing and the lute. She never ceases playing in front of guests.

**Safia the Light-Fingered, an artist tasked genie:** Int Genius; AL CN; AC 5; MV 9; HD 7; hp 36; THACO 13; #AT 1; Dmg 1d6; ML 6; SZ M (6'10"); MC13; XP 975. Magical abilities: Twice a day: *duo dimension*, *mirror image*, *illusion*, *polymorph self*, *stone shape*.

**Role-playing Notes:** Perhaps because he has seen his future, the sheikh displays an amusing over-estimation of his own importance. He insists on travelling incognito; wrapping his muscular armored form in a plain desert robe, Ardasir hunches over and grunts menacingly, "Arrgh! Now everyone will think I am but a harmless ogre, not Sheikh Ardasir al-Darah, the Incomparable!" Safia and his retainers nod, assuring their master of his faultless disguise. Though clearly he appears to be nothing more than a janni trying (unsuccessfully) to impersonate an ogre, all had better be at least polite and attempt to flatter the proud sheikh. Like all the Jann of the Haunted Lands, Ardasir (though less dangerous than most) is prone to insult and erratic behavior.

Despite his arrogance, the fun-loving sheikh prides himself on his hospitality and generosity. His interest in ruling stems from a desire to end the violence of his people in the absence of strong leadership. With his enchanted great scimitar, *Final Arbiter*, Ardasir inflicts 2d8+10 points of damage because of his incredible Strength and magical bonuses. With his magical bow, *Steel Rain*, he fires twice per round, inflicting 1d8+9 points of damage with each sheaf arrow, adjusted for his Strength and magic bonuses.

† denotes a spell or item described in the *Land of Fate* boxed set; substitute a similar spell/item, if desired.

# Tebessa al-Khawati

## Desert Centaur Leader

STRENGTH:	18/64
DEXTERITY:	18
CONSTITUTION:	15
INTELLIGENCE:	10
WISDOM:	11
CHARISMA:	15
ARMOR CLASS:	1
THACO:	15 (11 with axe or bow)
MOVEMENT:	21
HIT POINTS:	30
ALIGNMENT:	Neutral good
SPECIAL ATTACKS:	Specialized with the bow, front hooves
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	6'1"



**Equipment:** *Battle axe +2, ring of protection +1, potion of hill giant strength, composite long bow, 2 quivers with 20 flight arrows each; purse with 54 gp, 2 amethysts (100 gp each), a tourmaline (100 gp), topaz (500 gp), pearl earring (500 gp).*

**Physical Description:** Like all desert centaurs, Tebessa is a fusion of mount and nomadic tribeswoman. The clan leader has a weathered face and fiery green eyes. Her hair is short and ragged, as if recovering from a barber's butchery. At the waist, her slim and rugged human torso merges into that of a stout pony, with the long, thin legs of a gazelle. She wears an ornate leather harness around her upper body, from which hang her weapons, quivers, pouches, and jewelry. Though she appears young, Tebessa has lived 80 years.

**Background:** As the leader of the Khawati Clan, Tebessa has guided hunts along the barren shores of the Sea of Salt for decades. One night, a priest of the religious cult called the Shorn (based in nearby Moradask) captured her while she was bathing alone at an oasis. The priest, named Jurash, inexplicably infuriated by her luxuriant dark curls, ordered his followers to shave her immediately. Tebessa escaped from Jurash's clutches with the help of her sister, Narur, but not before the priest had cut off her warrior's braid. Now Tebessa hates the Shorn, especially Jurash. To avenge this insult, the entire clan has devoted itself to destroying the Shorn. Though the clan numbers 30 to the Shorn's 500, the Khawati remain determined to fulfill the demands of honor.

Narur, Tebessa's older sister, acts as waterfinder and diviner for the Khawati clan. Her auguries have warned that the Shorn present a deadly threat to the centaurs, but lately the enraged clan has largely ignored these cautions in favor of conducting surprise raids against the cult.

**Narur, Waterfinder of the Khawati clan (a desert centaur priestess):** Int High; AL NG; AC 6; MV 21; HD 5; hp 34; THACO 17; #AT 3; Dmg 1d4/1d4 and by weapon (jambiya: 1d4); ML 13; SZ M; MC13; Wis 15; XP 450.

**Equipment:** *Jambiya, pouch with spell components, purse with 23 gp, 3 pieces of jasper (50 gp each), a polished hunk of petrified wood (10 gp), an amber necklace (250 gp), wind fan, scroll of protection against genies<sup>†</sup>.*

**Spells (as 5th-level kahin):** *Bless, cure light wounds (×3), pass without trace; charm person or mammal, flame blade, heat metal, obscurement; dispel magic.*

**Desert centaur (30):** Int Avg; AL NG; AC 6; MV 21; HD 3; hp 15; THACO 17; #AT 4 or 3; Dmg 1d4/1d4 and by weapon (sheaf arrow: 1d8 (×2), light lance: 1d6+1); SA missile fire or lance charge (double damage); SZ M; ML 13; MC13; XP 120. **Equipment:** *Composite long bow, quiver with 20 sheaf arrows, jambiya, light lance, purse with 2d4 gp and 1d4 polished tiger eye agates, pieces of turquoise, lapis lazuli, or malachite (10 gp each).*

**Role-playing Notes:** Blunt and honest, Tebessa prefers a simple existence and is easily misled by deceit. The clan leader is not a great thinker—the waterfinder is that. Like most of her kin, Tebessa admires swift, decisive action. Yet, for all her bravery, she fears the ruins in Moradask. Her clan members shun the area, except to familiarize themselves with the ruins enough to inflict losses on the Shorn.

Tebessa, a consummate huntress, can track as an 8th-level ranger. She is a dead shot with a bow, which she can fire three times a round because of her specialization and natural centaur talents. She gains +2 to hit targets in short range (70 yards) and +1 for medium range (140 yards). Like all centaurs, she can fire on targets at long range (240 yards) without penalty. As her bow is adjusted for her Strength, her arrows inflict 1d6+3 points of damage. Those who learn the bow from Tebessa do not expend a weapon slot for the long bow proficiency. In melee, Tebessa fights with her magical axe, *Windbiter*, (1d8+5 points of damage) and strikes out with her sharp forehooves (1d4+3 points of damage each).

<sup>†</sup> denotes a spell or item described in the *Land of Fate* boxed set; substitute a similar spell/item, if desired.