



MIN DHOUSAI

Toure el-Fasil

Lake Ibnoom

the Docandragh

Pipret R.

the MAGIAN

DJAIRA

Mourra

KHOURINE

MAZE OF MAALVAR

Rain Serpent Mtns.

Ber Halaïa

Fingers of Ayan

Nurida  
STRAITS OF BAGIRA

MAIRADA

GHAMOURA

AJARI DEEPS

Isle of the Serpent

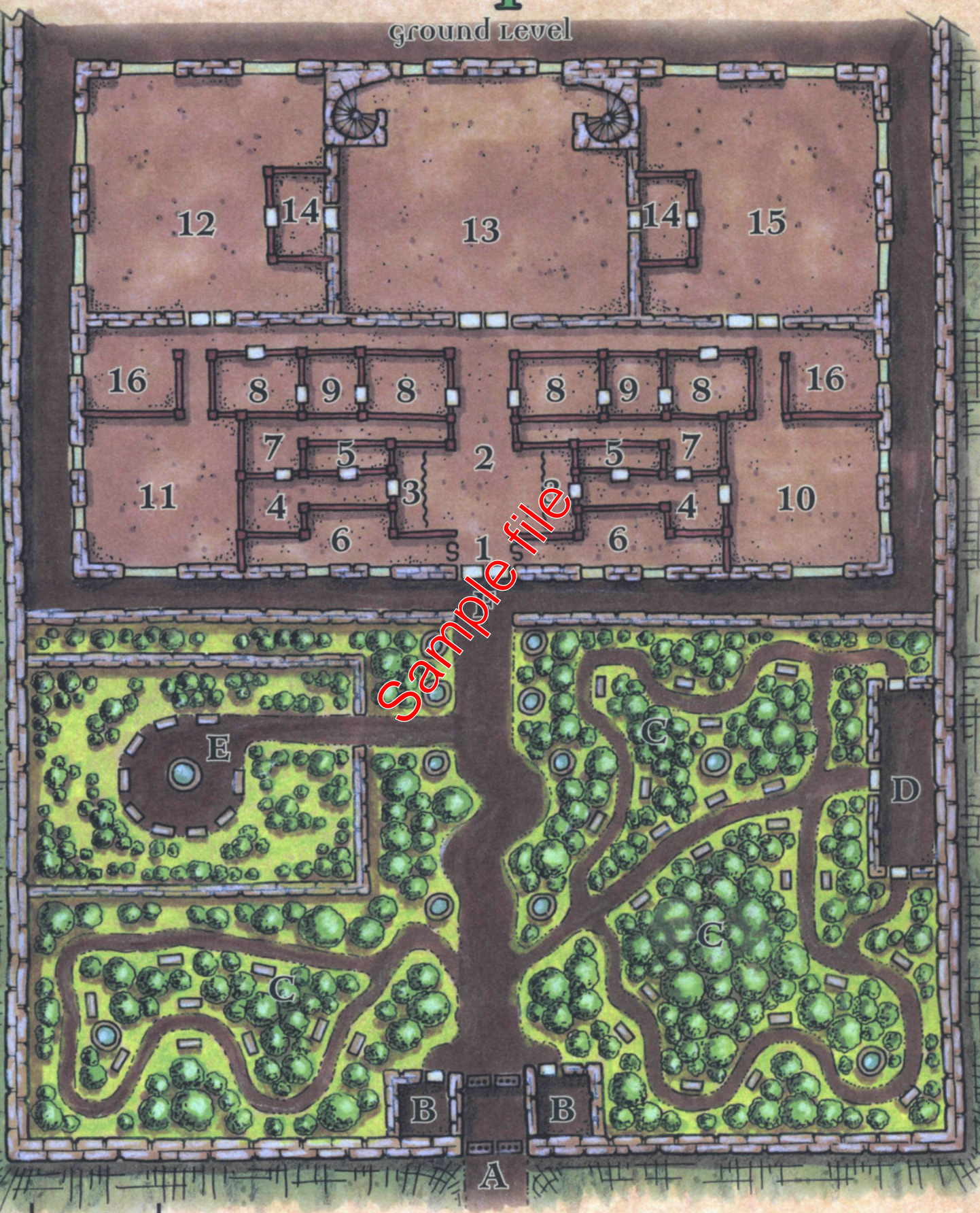


# Khourane



# Emira's palace

ground level

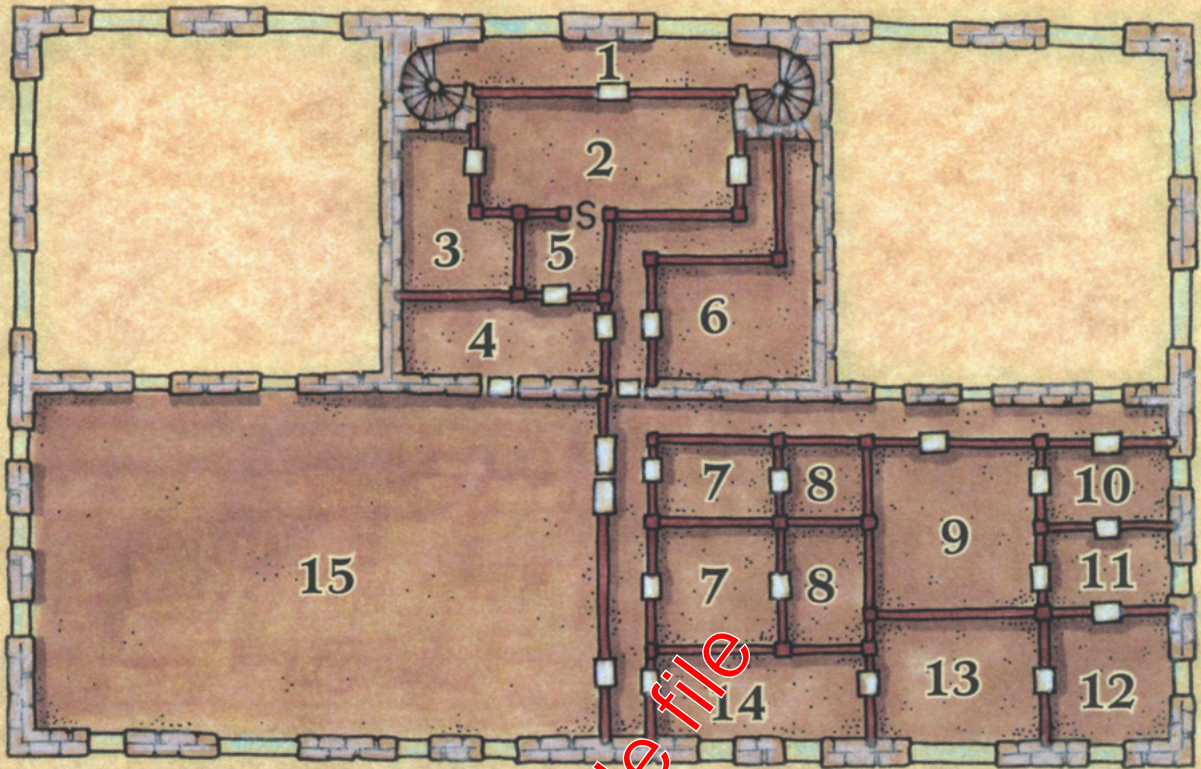


Sample file

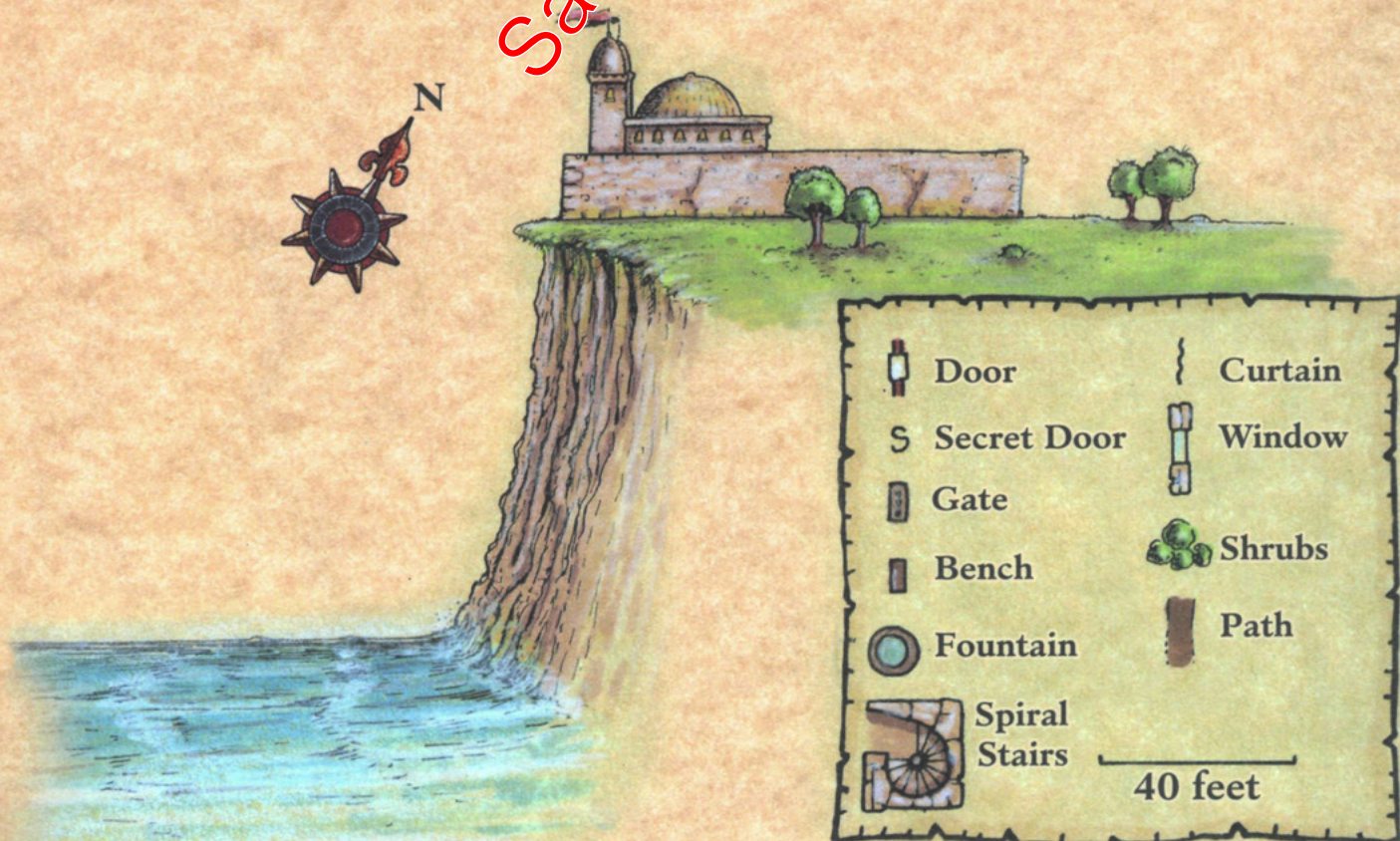
40 feet

# Emira's palace

second level



northeastern elevation





# khourane

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The lands of the Khinasi seem to stretch on forever. From the fringes of the Harrowmarsh all the way across the continent to the coast of the Sea of Dragons, a traveler could spend a lifetime visiting every settlement and every point of interest. It is a land of both riches and desolation—and certain domains include more than their share of one or the other. But Khourane is a realm that benefits from a long, beautiful coast, deep forests, and shining deserts spotted with oases. It has been the subject of envy more than once in its long history. Today, this domain recognizes a new leader—your player character.

## what you need to play

This domain sourcebook is designed for use with the BIRTHRIGHT® campaign setting. In addition to the *Player's Handbook* and the *DUNGEON MASTER® Guide* for the ADVANCED DUNGEONS & DRAGONS® game, you or your Dungeon Master (DM) should have a copy of the BIRTHRIGHT boxed set. The *Cities of the Sun* accessory will also prove helpful. Before attempting to incorporate this material into an existing campaign, be sure that you and your DM have thoroughly read this product.

## using this domain sourcebook

This product is designed as an aid for players who wish to install a character as the regent of Khourane. This sourcebook expands upon the information in the BIRTHRIGHT boxed set and *Cities of the Sun* to provide details of the Khinasi settlements and strongholds, progress in disputes with enemies, the current political situation, resources and shortfalls, and the disappearance of Emira Kalilah bint Farid el-Mashil. It also provides an examination of the distinctive cultures in these lands and their interactions with outsiders.

Like all game products, this sourcebook may be modified by the player and DM to suit an individual campaign. Because a player character will be assuming the role of regent, that player is free to drive Khourane's future in any direction. This material is also appropriate for a non-regent PC or a DM wishing to play Khourane as a nonplayer character domain.

Sample file

# last words from the emira

The formal garden of the emira's palace is especially beautiful in the early morning. Your character lingers over breakfast in this small paradise, enjoying the shade of cypress trees and the brilliant blooms of hibiscus and lilies. Their scents waft over you as you gaze at the deep blue sky and feel the warm morning breeze. The air is remarkably clear following last night's storm—the wind and rain were so fierce that you wondered if it weren't a typhoon. But morning has dawned with no sign of damage in the immediate area. Just a storm, you think to yourself—and how wonderfully it cleansed the air and washed the dust from rooftops and paving stones.

A servant boy steps forward to pour coffee. He raises the silvered pot, then an object sails over the high wall surrounding the garden and lands on your table with a thump. The boy barely manages to keep his grip on the coffee urn, but skillfully prevents the hot liquid from spilling.

The object that landed on the table suddenly gives a little hop. You see that it is a golden scrollcase—and you recognize it as belonging to the emira. It flutters slightly on richly colored feathery wings; their blue and emerald tones glint in the sunlight. The case half hops, half flutters over to you and stops.

The latch is easily opened and you lift the lid. Inside the case are a quill pen and a sodden sheet of papyrus. You unroll it carefully and discover a letter addressed to you. The handwriting looks like that of the emira, but is crooked and shaky.

"My trusted ambassador,

"I hope this missive finds you! We are nearly home from our journey to the cold country—we have passed the Magian's peninsula. But a storm of such wrath has whipped up that I fear we may never make landfall. The ship rocks terribly, and as you know, I am now weakening when it comes to sea travel.

Even the captain has a gleam of fear in his eye. The ship is secured and the sailors have lashed themselves to the deck, but the beams and mast creak horribly. We are praying to Nesirie, but perhaps

even she cannot hear us above this howling wind. If I do not appear home within three days, you must assume that I am lost.

"In the event of my demise, you must carry on in my absence. I know that you will encounter opposition from others who would sit on my throne, but this letter must serve as my official notice that I wish to pass the scepter to you. I pray that this scrollcase reaches you and does not fall into enemy hands!

"I have every faith in you as a leader, but I will not rest unless I can give you these warnings.

"Be wary in dealing with the elves! They will take any opportunity to recover their beloved lands. Never take anything they say at face value.

"Beware the awnsheghlien, especially the Serpent! I know you recognize their dangers, but they will try to fool you or make a fool of you. Keep our trusted wizards near in any dealings with them—and depend on magical reports of activities in enemy lands. The Serpent is especially tricky—he will try to take the land out from under you when you are not looking, rather than marching in with an army.

"Do something about that scoundrel el-Sirad! He is a traitor without rival—and if he can strike once and seal off our lands to steal them, he can surely do so a second or third time. You must eliminate him or somehow strike a treaty with him. Make an example of him to anyone who might think to do the same.

"Turn to Beshir for everything. She knows who can be trusted and who should be buried in the garden with yesterday's fish bones. She will reveal to you many of the palace's secret magical devices for safety and for spying.

"Tihara min Buseri is also trustworthy. She will embrace you as if I were your sister.

"The treasury is healthy and our lands are prosperous. Our people are loyal. Do your best for them and they will repay you tenfold.

"Foreign matters will occupy all of your time. Do not forget to keep a watchful eye on your own realm! The minute you avert your eyes for more than a blink, someone will try to force their way in and steal the domain from the inside out.

"Squash Mairada like an overripe melon if you must. That land causes us more and more trouble as the Serpent extends his influence.

"Finally, never give up the fight. Our lands are worth preserving and our freedom is without price. Always remember the lessons of—"

The letter ends in a smear of ink. It bears the date of eleven days ago.