

Al-Qadim Themes

For 4e Dungeons & Dragons

By Caoimhe Ora Snow <caoimhe.snow@gmail.com>

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This document includes starting features and additional features for all of the core themes from Al-Qadim up to level 5, plus optional powers for most themes.

Themes are described in more detail in *Dragon #399*; these themes follow the pattern for the themes in *Dragon #399* rather than in the *Dark Sun Campaign Setting*.

Core Themes

These 22 themes were originally presented as kits in the 2nd edition AD&D *Arabian Adventures* sourcebook.

Theme	Power	Summary
Askar	Martial	Home-town hero
Barber	Martial	Madman of the bazaar
Beggar-hero	Martial	Humble mendicant
Corsair	Martial	Sailor of the seven seas
Desert Rider	Primal	Nomadic mounted horseman
Elemental Mage	Arcane	Specialist in one magical province
Ethoist	Divine	Priest of the Faith Ethical
Faris	Divine	Zealous soldier of holy war
Hakima	Primal	Truth-speaking wise woman
Holy Slayer	Divine	Devoted assassin
Kahin	Primal	Idol priest of the old faith
Mamluk	Martial	Tattooed slave-soldier
Matrud	Martial	Outcast desert criminal
Mercenary Savage	Primal	Almost-civilized sellsword
Merchant-rogue	Martial	Canny trader and shrewd barterer
Moralist	Divine	Priest of the Faith Moral
Mystic	Divine	Messenger of the gods
Pragmatist	Divine	Priest of the Faith Pragmatic
Rawun	Arcane	Spinner of desert tales
Sa'luk	Martial	Dashing scoundrel
Saher	Arcane	Scholar of magical knowledge
Sha'ir	Arcane	Binder of genies

Optional Themes

These themes were originally introduced as kits in the 2nd edition AD&D *Complete Sha'ir's Handbook*.

Theme	Power	Summary
Ascetic of Nog	Arcane	Self-perfecting channeler of arcane energies
Astrologer	Arcane	Student of the heavens
Clockwork Mage	Arcane	Crafter of mechanical beasts
Digitalist	Arcane	Calculator of arcane formulae
Ghul Lord	Shadow	Manipulator of dark forces
Jackal	Arcane	Stealer of mystical power
Mageweaver	Arcane	Weaver of enchanted silk
Spellslayer	Shadow	Bane of arcane casters

Only astrologers, clockwork mages, ghul lords, and spellslayers are currently covered in this document.

Askar

Askars (AH-skarz) are the most common warriors of the Land of Fate, native to permanent settlements of any size. Intelligent and social, they are the backbone of defense, protecting their families, homes, and eventually even their countries.

Askars are citizens with fighting skills. Most warriors start this way—from rank-and-file soldiers to caravan guards to palace officials. Usually of common beginnings, askars can rise to well-respected positions through ability and prowess. Some even become rulers.

Members of this theme are more urbane and socially acceptable than other breeds of warriors. Even askars of rival villages, cities, or states share the bond of a similar background, which facilitates trade and communication. Askars tend to be more literate than warriors who are less settled. Merchants in particular hold askars in high regard, as they are dependable, predictable, and straightforward. In general, askars can be entrusted with missions of great import.

These warriors have but one flaw worth noting: a tendency toward chauvinism and provincial attitudes. Most askars believe that their respective homelands and cities are the finest in the world, to the exclusion of all others. At times the result can be serious, particularly in drinking establishments where religious patriotism runs as thick as the koumiss (a fermented drink) runs thin. This is normally a minor fault, however, easily forgiven by the wise.

Creating an Askar

Most askars are fighters—weaponmasters and knights being the most common; some marshals are askars as well, usually found as volunteer militia leaders.

Starting Feature

You're well known around your home town; you get along well with the populace and you know it like the back of your hand.

Benefit: Choose a settlement to be your home town. You gain a +2 power bonus on Bluff, Diplomacy, Insight, and Intimidate checks against fellow residents of your home town, a +2 power bonus on History and Religion checks relating to your home town, and a +2 power bonus on Perception, Stealth, and Streetwise checks while within your home town.

You receive a 25% discount on your initial equipment during character creation. During play, you receive a 10% discount on non-magical equipment you buy in your home town.

Additional Features

Level 5 Feature

Your travels might take you to another location, but you're good at getting to know people on a personal basis.

Benefit: When you have stayed in a settlement for at least a month, you can designate that location as your new home town. You lose the home town benefits in your original home town, but gain the benefits in your new home town.

Level 10 Feature

They've never forgotten you back home; your home-town hero fame now applies at both your current residence and your original home.

Benefit: You receive home town benefits in both your original home town and your current residence (if you have lived there for at least one month). Your home town discount on non-magical equipment increases to 20%.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Astrologer

Astrologers study the constellations of Zakhara and use the stellar formations to amplify their particular powers. They understand the hidden significance of the stars and their movement through the heavens and can sometimes read the future in the appearance of celestial bodies. Astrologers also use the constellations as an aid for casting spells. By focusing on a particular group of stars and studying a spell, the astrologer “hangs” that spell upon the constellation. Later, the spell can be used quickly, as long as the constellation from which it was “hung” is visible. A magical apparatus known as an orrery is also used by the astrologers to work powerful magic.

The astrologer is something of a “mad scientist” personality, someone regarded with respect and more than a little fear by those who do not understand him or her. The large amount of equipment necessary for the astrologer to study magic adds to this air of mystery, as most of the machinery is indecipherable even to other spellcasters.

Astrologers are from the wealthier families of Zakhara because of the large investment of funds required to begin the study of astrology. The home of an astrologer is never within a city. The astrologer will build a tower far outside the city, where any light from torches or fires will not interfere with his view of the stars. This reluctance to “set up shop” in the cities has earned the astrologers a bad name among several rulers, who would like to have an astrologer at court.

Creating an Astrologer

The astrologer theme is attractive to arcane casters who are connected to the stars and skies – including star pact warlocks and cosmic sorcerers. Some mages and arcanists also pursue this theme, as well as a few bards and artificers.

Starting Feature

Your powers derive from your mastery of your orrery, a mechanical representation of the heavenly spheres upon which you hang your spells.

Benefit: You gain proficiency with the orb implement. You can use your orrery as an orb, although it requires two hands to hold.

When you take an extended rest, choose up to three arcane encounter powers from your class, of your level or

lower, that you don’t know and assign each power to a different constellation; the power is “hung” on that constellation.

As a free action, you can expend an unused arcane encounter power of the same or higher level as a hung power, and use that hung power instead. You must still take the normal action required to use the hung power.

It must be night and you must be able to see the appropriate constellation in order to use this feature. You can only use each hung power once per day.

Constellations

The major constellations in Zakhara are named after the enlightened gods, although they are not said to directly depict those divine beings – merely represent them symbolically.

Many theologians are in violent disagreement with the astrologers’ names for the constellations; Pantheist clergy forbid reference to Bala, for example, while Selan’s worshipers argue that the goddess of the beautiful moon is already represented in the heavens in a superior manner to mere constellations.

In each month, there are one or two constellations which are visible enough to be used by astrologers for hanging spells, as shown on the following table.

Month	Constellations
Taraq (January)	Hajama, Vataqatal
Masta (February)	Hajama, Hakiya
Magarib (March)	Hajama, Hakiya, Haku
Gammam (April)	Hakiya, Haku, Jauhar
Mihla (May)	Haku, Jauhar, Jisan
Qawafil (June)	Jauhar, Jisan, Kor
Safa (July)	Jisan, Kor, Najm
Dar (August)	Kor, Najm, Selan
Riyah (September)	Najm, Selan, Zann
Nau (October)	Selan, Zann, Bala
Rahat (November)	Zann, Bala, Vataqatal
Saris (December)	Bala, Vataqatal

Additional Features

Level 5 Feature

Your observations of the skies, stars, and planets have made you more perceptive and aware of the patterns in the natural world.

Benefit: You gain a +2 power bonus on Nature checks and Perception checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Barber

The roguish barber is a tradition in the Land of Fate. One or more of them may be found in any bazaar, flashing their blades as well as their wit. Boldly they hawk their abilities and prowess—often while performing said tasks on their customers.

The historical barbers after which this theme is modeled performed more than just haircutting and grooming. They also served as doctors and surgeons of modest skill. Their talent with blades accounted in part for this medical bent. Equally important, barbers were well versed in the folk treatments and herbal medicines of the time. They learned of such things through long experience as well as by talking with customers.

Members of this theme are founts of information; they gather much of their knowledge while practicing their trade at the bazaar. Often barbers can advise one on the best course of action; certainly they are eager to do so. Just as often, they may recommend a course of action that would prove disastrous if followed. Barbers are nearly always entertaining, but rarely are they allknowing.

Barbers are cunning, streetwise showmen, gifted with quick wit and a glib tongue. It is said they'll try to talk you out of more than just your gold; they'll also try for the pouch that holds it, the belt from which the pouch hangs, and the pants that are held up by the belt.

In folk tales, barbers are often portrayed as mad or insane, threatening their customers with their tools— or, worse yet, driving customers to distraction with long, unproductive, meaningless stories, each of which digresses into another tale, and then another and another, thereby trapping the unfortunate customer, who becomes desperate for escape. Not all barbers of Zakhara are mad, of course. But their reputation as being even a bit crazed helps ensure that their customers hold still for their ministrations. (Hence, a little deliberate flamboyance never hurts.) Furthermore, a touch of insanity suggests that barbers know of what they speak when describing genies, their fabulous riches, and other wonders—phenomenon that could certainly leave a person addled.

Barbers are most common in cities, where they are tolerated for their ability as well as their knowledge of rumors, gossip, and potentially valuable information. Those who stay long in one place are not held in great regard by the city's denizens. Mere barbers have been known to parlay their common sense and advice into positions at the right hand of a local

sultan, emir, or caliph. On the other hand, less astute and less fortunate barbers have managed to make a muddle of their learning, and in doing so may barely escape town with their skins. (Of course, a few bunglers may escape with someone else's skin, too.)

Creating a Barber

Barbers blend together a little bit of knowledge, a little bit of healing, maybe even a little bit of magic, and a lot of showmanship. Bards are the most common barbers, although it's not unknown to find an artificer, a rogue, or even a warlord plying the barber's trade in the bazaar.

Starting Feature

The basic ability of any barber is the ability to groom someone; shave and a haircut, plus possibly perfumes, makeup, tweezing of the eyebrows, and more.

Benefit: You gain the *barber's grooming* power.

Barber's Grooming Barber Utility

"Trust me, darling, you look marvelous."

Encounter ♦ Martial

No Action Melee 1

Trigger: You take a short or extended rest.

Target: One creature

Effect: At the end of the short rest, the target gains temporary hit points equal to your highest ability modifier. The target gains a +2 power bonus on Bluff checks and Diplomacy checks; this benefit ends when the target no longer has temporary hit points. The target can't be affected again by this power until the target takes an extended rest.

Level 11: The target gains temporary hit points equal to your highest ability modifier +5.

Level 21: The target gains temporary hit points equal to your highest ability modifier +10.

Additional Features

Level 5 Feature

As your fame (or infamy) grows, so too does your exposure to tales and legends from classes of levels of society.

Benefit: You gain a +2 power bonus to History checks and Streetwise checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Ah Yes, I've Heard of This Barber Utility 2

"I have a client who knew a man who met a beggar who heard a tale from a priest who once lodged with a merchant who..."

Encounter ♦ Martial

No Action Personal

Trigger: You make an Arcana, History, Nature, or Religion check.

Effect: You make a Streetwise check as well, and use either check's result.

Level 6 Utility Power

Kindest Cut Barber Utility 6

You're a barber, not a doctor. Wait, hold on, you're a doctor too.

Daily ♦ Healing, Martial, Weapon

Minor Action Melee weapon

Target: One ally

Requirement: You must be wielding a dagger.

Effect: Roll 1[W] + highest ability modifier damage as if you had hit the target with your dagger. Instead of taking damage, the power restores that many hit points to the target.

Level 10 Utility Power

TBD.

Beggar-hero

The cities of Zakhara include all levels of society, but among the lowest are those who have no home and hearth, no natural family or clan, and no money for food and drink. These are the ragged, tattered beggars. Some have been forced into poverty by circumstance, some have been born to it, and others have chosen this lifestyle in rebellion against the moneyed classes. Beggars survive on the kindness of others, on the gleanings of the harvested fields, and on the remains of market day.

Among this underclass are those who 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 beggars and the subject of this theme.

The legends speak regularly of those who have risen from the lowliest of origins to become leaders and potentates. Such tales and the hope they generate are a driving force to beggar-heroes who aspire to greatness. Many are sure that once they attain great wealth and power, they will aid the poor and downtrodden, ruling with wisdom and understanding.

On a more immediate level, however, beggar-heroes must focus on day-to-day survival. Cash-poor, ill-bred, and half-starved, they must strive to fill their own basic needs before campaigning for the needs of others. Gnawing hunger and intense desire lead beggar to take risks that others would not.

Unlike sa'luks, most beggars are generally respectful of authority—if only until that authority has its back turned. Members of this theme treat those who have money and power well, even while they strive to share or remove their riches.

A regular feature of Zakharan myth is the king or sultan who masquerades as a tatterdemalion among his own people, to discover what they are truly saying about his rule. Beggar-heroes keep such legends alive; at a minimum, it helps make merchants think twice before kicking them out of a market stall. In addition, the hope that some newcomer is royalty in disguise is a common theme in beggar romances.

Creating a Beggar-hero

Beggar-heroes are usually rogues—scoundrels or thieves—although from time to time a member of another class may

be found among their ranks. It's not completely unknown for a beggar-hero to find a wealthy benefactor who will sponsor his or her education in more lofty classes, such as wizard or paladin.

Starting Feature

Your biggest benefit is that most people simply overlook poor beggars; to them, you might as well not exist, or at least be part of the scenery. And even if they do notice you, don't all beggars look alike anyway?

Benefit: You gain the *just another beggar* power.

Just Another Beggar Beggar-hero Utility

Even when they're looking right at you, they still don't really see you as a person.

Encounter ♦ Martial

Move Action **Personal**

Requirement: You must be in a public location in a town of at least 1,000 residents.

Effect: You make a Stealth check to become hidden. You don't need concealment or cover for this check, and you don't need to keep out of sight to remain hidden, as long as you don't move and don't attack.

Additional Features

Level 5 Feature

As you grow better at begging, you also pick up a lot of information from the pious and the less-than-pious around you.

Benefit: You gain a +2 power bonus to Religion checks and Streetwise checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Now Where Did I Put That? Beggar-hero Utility 2

Encounter ♦ Martial

Minor Action **Personal**

Effect: Name a non-magical, non-unique item that weighs less than 20 pounds. Make a Thievery check against a DC equal to the item's price in gold pieces. If your check succeeds, you have 1 item of that type that lasts until the end of the encounter. If the check fails, this power is not expended.

Level 6 Utility Power

Flash Mob Beggar-hero Utility 6

With a quick whistle, you call upon your fellow mendicants to converge at your location and hinder your foes.

Encounter ♦ Martial, Zone

Minor Action **Area** burst 3 within 10

Requirement: You must be in a public location in a town of at least 1,000 residents.

Effect: This power creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or starts its turn within the zone is slowed until the end of its next turn. Allies within the zone have concealment and you have total concealment while you are in the zone.

Level 10 Utility Power

TBD.

Clockwork Mage

The clockwork mage (or mechanic, as they are commonly known) is unique to the Land of Fate. His or her abilities revolve around building and tinkering rather than crafting powerful spells.

There is no historical equivalent of the mechanic, but there are many stories centering around individuals capable of creating strange and exotic machinery, particularly birds.

Mechanicians have studied the power of machines, the interaction of carefully crafted gears, and the power of magic. Through long hours of study, the members of this theme have learned to create machines that can store spells and perform a wide variety of amazing functions. These devices vary greatly in their power, but all are maddeningly complex. Even nonmagical items that are constructed by the mechanic can perform feats that would seem impossible.

The mechanic regards other wizards as flighty and not studious. Why go to all the trouble to craft a spell if you aren't going to put it down in a permanent, concrete form?

Other wizards regard the mechanic with a mixture of amusement and concern: amusement because the clockwork mage spends a large portion of his time working on the most absurd devices; concern because many of these devices are dangerous to build—dangerous enough to cause damage to a large surrounding area if something should go wrong.

Mechanicians are regarded as wonderful toy makers by the majority of the enlightened peoples. The clockwork mages have been very careful to build items of amusement for nearby cities, hiding their true identity as some of the most advanced workers of magic around.

Some mechanics find positions with the government, but most spend their time with others of their kind, working singly or together on large projects. While mechanics aren't exactly secretive, most of their work is best done alone. They relish the chance to work with other mechanics, to exchange ideas and theories, and to see good machines being put together.

Creating a Clockwork Mage

The vast majority of clockwork mages are artificers. A few bards, wizards, or rogues can be found in the ranks of the mechanics, but these are quite rare.

Starting Feature

As a mechanic, you can create a companion to follow you around. This takes the form of a clockwork humanoid or animal of your choice.

Benefit: You gain the *clockwork companion* power.

Clockwork Companion Clockwork Mage Utility

You construct your companion for the day out of spare parts and clockwork gears.

Daily ♦ Arcane, Summoning

Free Action

Personal

Trigger: You take an extended rest.

Effect: At the end of your extended rest, you summon a Small clockwork companion in an unoccupied adjacent square. The clockwork companion's speed is equal to yours, and the clockwork companion persists until you start another extended rest or until it is reduced to 0 hit points. When you take a move action, the clockwork companion can take a move action as well. While you are adjacent to your clockwork companion, you gain a +2 power bonus on Arcana checks and Perception checks.

Additional Features

Level 5 Feature

By infusing your clockwork companion with magical energies, you can store a spell within it to be retrieved later.

Benefit: When you use your *clockwork companion* power, choose an arcane encounter attack power from your class of your level or lower that you don't already know. That power is now stored in your clockwork companion and available for your use at a later time.

Once per encounter as a free action, you can use the stored power by expending another unused arcane encounter attack power of its level or higher. You must still take the normal action required to use the stored power. You can only use the stored power if your clockwork companion is active and is adjacent to you.

Level 10 Feature

You are able to make specialized clockwork devices whose skills can exceed even your own.

Benefit: Instead of making a skill check, you can have your clockwork companion do it for you, using your skill

check with a +2 power bonus. You can use this feature with the Dungeoneering, Heal, and Thievery skills.

Optional Powers

Level 2 Utility Power

Clockwork Adaptation Clockwork Mage Utility 2

With but a few alterations, your clockwork companion gains additional mobility options.

Encounter ♦ Arcane

Minor Action

Melee touch

Target: Your clockwork companion.

Effect: Until the end of the encounter, your clockwork companion gains a +2 power bonus to all defenses, and one of the following options of your choice:

- ♦ Climb speed (spider climb) equal to your speed
- ♦ Fly speed (hover) equal to your speed.
- ♦ Swim speed equal to your speed.
- ♦ Burrow speed equal to your speed.

Level 6 Utility Power

Clockwork Repairs Clockwork Mage Utility 6

With a little time and effort, you are able to fix your damaged companion.

At-Will ♦ Arcane, Healing

Standard Action

Melee touch

Target: Your clockwork companion.

Effect: You lose a healing surge. Your clockwork companion is healed up to its maximum hit points.

Level 10 Utility Power

TBD.

Corsair

Corsairs are male and female warriors born to the sea, unencumbered by bulky armor, accustomed to swift moves and running battles over open water. She is the daring merchant-princess, he the cunning rogue; together they are bold explorers. While the early Zakharan peoples were born to the desert, they soon became practiced in the ways of the sea, and dominated trade (and piracy) in the waters surrounding their empire.

Corsairs successfully bring to the sea lanes the same virtues that have worked so well for their desertborn cousins—bravery, honesty among allies, leadership by example, and advancement by merit. However, corsairs are not tethered to land-based organizations or leaders; they are the master of their own universe when at the helm of a ship.

Corsairs exist on the borders of society. They are continual travelers between the great seaports, with no single place to call their home. Many are explorers, seeking out new lands and adventures. Others are pirates and freebooters, looking to loot as much as possible from their prey. Upon “retiring,” corsairs often become simple sea merchants, following common routes and carrying traditional cargos. Yet even in the hearts of these old sea dogs a fire burns—a passion that may lead them to accept one “last” great adventure.

Creating a Corsair

The life of a corsair is attractive to any number of classes, from rogues, weaponmasters, and slayers to bards, warlords, and even wizards. Those trained in magical abilities often serve as navigators, while leaders such as marshals rise to become officers.

Starting Feature

You are trained to fight with two weapons, usually a pair of light blades; many corsairs also take two-weapon feats to improve their ability with dual-wielded swords or daggers.

Benefit: You gain the *swashbuckling strike* power.

Swashbuckling Strike

Corsair Attack

Your flashing blades keep your opponent off-balance.

Encounter ♦ Martial, Weapon

Standard Action **Melee 1**

Requirement: You must be wielding a weapon in each hand, and you must not be wearing heavy armor.

Attack (main hand): Highest ability modifier vs. AC

Hit: 1[W] damage (main hand) + highest ability modifier damage.

Level 11: 2[W].

Effect: Shift up to 3 squares to a square adjacent to the target, and make a second attack against the target.

Attack (off hand): Highest ability modifier vs. AC

Hit: 1[W] damage (off hand) + highest ability modifier damage, and you slide the target 1 square and shift 1 square into a square vacated by the target.

Level 21: 2[W]

Additional Features

Level 5 Feature

What is a corsair without a ship? Your prowess as a corsair has led to the capture of a vessel of your own, or perhaps a gift from anonymous benefactors who wish to see you continuing to ply your trade.

Benefit: You gain a ship of your choice: a pinnace or a longship (see *Adventurer's Vault*, p. 19). You will need to make your own arrangements for a crew.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Into the Rigging!

Corsair Utility 2

Years of clambering up the ropes and sails of your ship have made you quite good at scaling sheer surfaces.

Encounter ♦ Martial

Move Action **Personal**

Effect: You move up to your speed. During this move, you have a climb speed equal to your speed.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Desert Rider

Desert riders represent the classic Arabian warriors: well-trained, mounted fighters sweeping out of the barren wastes. They are the romantic heroes of a nomadic people, living their lives and fighting their battles from the saddle. Desert riders are primarily horsemen, but some are more adept at riding camels.

Role: Opinions on the nature of desert riders vary according to whom you ask. To the nomadic tribes, desert riders are heroes, exemplifying the traditions of the desert: bravery, honesty, and freedom. To the small towns that are sometimes targets of raids, the riders are little more than wandering thieves and haughty looters, who sweep into civilized lands for raids, then “turn tail” and disappear into the desert to avoid pursuit. Both opinions are partly right. There are indeed good and lawful desert riders who exemplify the positive values of the desert. And there are evil men and women who live up to the villainy portrayed by the townsfolk. But the true nature of the group lies somewhere between those two poles.

In turn, desert riders tend to view city-dwellers as impoverished cousins, unaware that the greatest riches are those of the soul, not knowing that such rewards can only be found in the freedom of the desert. Desert riders of good alignment tend to demonstrate the inherent superiority of their life (which accounts for the haughty attitude perceived by the townsfolk). Evil desert riders see the towns and villages as mere supply houses for needed material.

The desert riders are not bound to land and property, save for their most important possessions, their mounts. A desert rider only grudgingly parts with his or her steed, and then only if it is left with others who might appreciate its quality – that is, other desert riders, or individuals who both appreciate the value of the steed and who can be trusted to take care of it until the owner returns. Desert riders do sell their mounts on occasion, especially horses that have grown old. Even then, buyers are often chosen carefully.

Creating a Desert Rider

Rangers – including hunters and scouts – are the most common desert riders, but many barbarians, fighters, warlords, wardens, seekers, and paladins also choose this theme.

Starting Feature

You are an expert rider, either with a horse or with a camel.

Benefit: You gain the Mounted Combat feat as a free feat. Choose either horses or camels. When riding a mount of that kind with a power or trait with the mount keyword, you are considered two levels higher than your actual level for purposes of using that power.

You receive a horse or a camel for free.

Additional Features

Level 5 Feature

You can coax extra speed out of your mount, due to your riding skill and the care you have lavished upon it.

Benefit: When you are mounted, your mount gains a +1 power bonus to speed for all movement modes.

Level 10 Feature

Your life in the harsh sands has made you an expert in desert survival.

Benefit: You gain a +2 bonus to Athletics checks, Endurance checks, and Nature checks.

Optional Powers

Level 2 Utility Power

Vault the Saddle Desert Rider Utility 2

The rawun's tales say you learned to ride before you learned to walk.

At-Will ♦ Primal

No Action

Personal

Effect: As part of a move action on your turn, you mount or dismount an adjacent friendly mount. You can use this power once per turn.

Level 6 Utility Power

Beckon Steed

Desert Rider Utility 6

With a sharp whistle, you call for your steadfast mount.

Encounter ♦ Primal

Minor Action

Close burst 20

Target: One non-hostile creature with the mount keyword within burst

Effect: You pull the target a number of squares equal to its speed +2. If you are adjacent to the target at the end of the pull and are unmounted, you can mount the target as a free action.

Level 10 Utility Power

TBD.

Elemental Mage

Elemental mages specialize in one of the four elemental provinces: sand, sea, flame, or wind. They gain great power and control within that province, but lose their ability to cast spells from any of the remaining three.

Elemental wizards are rare in the Land of Fate, and a great deal of mystery and suspicion accompanies them. Upon encountering spellcasters, most folk assume them to be standard sahers, or perhaps even the more unpredictable sha'irs. Once a caster is known to be one of the purely elemental wizards, distrust and suspicion grow.

Natives assume that all elemental mages are gathered in brotherhoods committed to a given province—and not necessarily for the betterment of those around them. The reason behind these impressions is the Brotherhood of the True Flame. The “Brotherhood” is an organization of flame wizards who make no bones about their aims. They believe that the only true magery is that of fire. Further, they believe that all wizards who are not elemental mages in flame must convert—that is, come under their control—or die. The Brotherhood maintains chapters and related bodies in all major cities of the land. The organization also maintains close ties with several holy slayer (assassin) organizations. Despite common beliefs to the contrary, mages devoted to sand, wind, or sea do not have this level of organization, nor do they have similar aims. But the known existence of the Brotherhood brings suspicion on all elemental mages.

No PC specializing in flame may begin the campaign as a member of the Brotherhood. The organization accepts only evil members, and it carefully observes all those who are not members. Should a PC perform “well” (slaying mages who are not flame wizards and acting in a generally evil manner, for example), he or she may be invited to participate in the Brotherhood’s initiation rites. Should a PC behave in a good manner, aiding non-Brotherhood members or associating with the like, the Brotherhood may label the PC as an enemy, and target the rogue flame mage for eventual termination. The same may occur if someone simply refuses an invitation to undergo the initiation rites.

Creating an Elemental Mage

The most common classes to take the elemental mage theme are wizards (especially mages in the evocation or pyromancy schools) and sorcerers. The rare Zakharan warlock may choose this theme, if he or she uses a number

of fire or cold spells.

Starting Feature

You pick one of the four elemental provinces in which to specialize: flame, sand, wave, or wind. Your choice determines which spells you can and cannot cast.

Benefit: Choose one elemental province. You lose access to the other three elemental provinces and cannot use arcane powers from those provinces (unless the spell is also in your chosen province as well).

You gain the *elemental flare* power.

Elemental Flare Elemental Mage Attack

You release the elemental energies of your chosen province upon your opponent.

Encounter ♦ Arcane

No action Close burst 10

Trigger: You hit a creature with an arcane implement power.

Target: One creature hit by your triggering attack within the burst

Effect: 3 + highest ability modifier damage.
Level 11: 6 + highest ability modifier damage.
Level 21: 9 + highest ability modifier damage.

Flame Province (Fire): The damage is fire damage, and the target takes ongoing fire damage equal to your highest ability modifier (save ends).

Sand Province (Sand): The target is blinded (save ends).

Wave Province (Cold): The damage is cold damage, and the target is immobilized (save ends).
After-effect: The target is slowed (save ends).

Wind Province (Thunder): The damage is thunder damage, and you slide the target a number of squares equal to your highest ability modifier and knock it prone.

Additional Features

Level 5 Feature

Your training with your chosen province has given you resistance to its energies.

Benefit: You gain damage resistance based on your elemental province. If you gain the same resistance from a class feature (and only from a class feature), add the resistances together.

Flame Province: Resist 5 fire and resist 5 radiant.

Sand Province: Resist 5 against untyped damage from melee and ranged attacks.

Wave Province: Resist 5 cold and resist 5 acid.

Wind Province: Resist 5 lightning and resist 5 thunder.

Level 15: Your resistances from this feature improve to 10.

Level 25: Your resistances from this feature improve to 20.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Elemental Jaunt Elemental Mage Utility 2

You step briefly into the elemental chaos and then return, your chosen element swirling around you.

Encounter ♦ Arcane, Teleportation

Move Action Personal

Effect: You teleport up to 4 squares.

Flame Province (Fire): Until the start of your next turn, any creature starting its turn adjacent to you or entering a square adjacent to you takes fire damage equal to your highest ability modifier.

Sand Province (Sand): Until the start of your next turn, your square and all adjacent squares are heavily obscured.

Wave Province (Cold): Until the start of your next turn, any creature starting its turn adjacent to you or entering a square adjacent to you takes cold damage equal to your highest ability modifier.

Wind Province (Wind): Until the start of your next turn, squares adjacent to you are difficult terrain. As an opportunity action, you can slide 1 square any creature starting or ending its turn adjacent to you.

Level 6 Utility Power

Wall of the Province

Elemental Mage Utility 6

You create a wall constructed of swirling, raw energies drawn from the elemental chaos.

Daily ♦ Arcane, Conjunction, Implement

Minor Action

Area wall 8 within 10

Effect: You conjure a wall that consists of contiguous squares filled with your chosen element. It can be up to 8 squares long and up to 2 squares high. The wall lasts until the end of your next turn. The wall blocks line of sight and squares in the wall are difficult terrain. Any enemy starting its turn within the wall or entering the wall takes 2d6 + highest ability modifier damage.

Sustain minor: The wall persists.

Flame Province (Radiant): The damage is radiant damage, and the target takes a -2 penalties on attack rolls until the end of its next turn.

Sand Province (Sand): The target gains vulnerable 2 all until the end of its next turn.

Wave Province (Acid): The damage is acid damage, and the target takes a -2 penalty on AC until the end of its next turn.

Wind Province (Lightning): The damage is lightning damage, and the target grants combat advantage until the end of its next turn.

Level 10 Utility Power

TBD.

Ethoist

While the “wandering priest” of a god or pantheon may be a pragmatic individual, the faithful priests who maintain the temples, mosques, and monasteries are a more organized breed. These men and women provide a sense of continuity and permanence to the lives of the believers around them. It is they who make the call for prayers, they who deliver the sermons, they who perform the daily tasks required by the gods. If pragmatists are the hands of the faith, and moralists the heart, then ethoists are the mind.

Ethoists tend to be the most methodical and level-headed Priests of Order. They manage day-today operations and see to it that needs of the faithful are met, as well as the needs of the deity or deities they venerate. Most organized faiths have ethoist factions. Player characters in need of healing are most likely to find aid from such ethoists.

Even so, members of the ethoist branch realize that to grow and develop, individuals should be encouraged to see the world, and to carry the word of the faithful to others. For this reason, young priests of a mosque or monastery are often granted a leave of absence to adventure and explore. A few strictures apply. Before such youths leave, they must declare their plans (e.g., direction, actions, traveling companions). While away, they must keep records of their actions and activities in the nature of the faith. And upon reaching another outpost of their particular faith, they must turn these records over to the local ethoists and sit for interviews, telling their tales and adventures. These oral reports last about an hour for every three days out, and ethoist priests should prepare their schedules accordingly.

Upon attaining sufficient level (usually paragon tier), ethoists are expected to settle down and set up their own local church, or to aid a larger city mosque. There are notable exceptions, however, such as the Al-Itimad Traveling Revival Movement, which swept through the coastal towns for many decades until the untimely death of its leader.

Most priests of the Faith Ethical disapprove of those who worship gods which they do not—even if the “misguided” happen to be ethoists, too. The ethoist world view can be summed up as follows: “Other faiths are all very nice, but they are quite wrong, you know. Only our faith is the one true way. Not that we’re pushing, mind you.”

Creating an Ethoist

Nearly all ethoists are clerics, and usually templars, although warpriests are not unknown especially among more martially-aligned faiths.

Starting Feature

You can call upon the power of your deity to shelter your allies against harm, even when you are away from the sanctuary of your mosque.

Benefit: You gain a +4 power bonus on your roll if you choose to *call upon fate*. This bonus decreases to +3 at level 5, +2 at level 10, +1 at level 15, and +0 at level 20 or higher.

You gain the *ethoist’s shelter* power.

Ethoist’s Shelter

Ethoist Utility

You sanctify the ground around you, creating a defensive ward to protect the members of your community.

Encounter ♦ Channel Divinity, Divine, Zone

Minor Action

Close burst 1

Effect: You create a zone that lasts until the end of the encounter. Any ally within the zone receives a +2 power bonus to AC and a +1 bonus on saving throws.

Special: You can use only one channel divinity power per encounter.

Additional Features

Level 5 Feature

The men and women of your community have taken up a secret donation to thank you for service to them.

Benefit: You gain one common suit of magic armor, weapon, or neck slot item of 6th level or lower.

Level 10 Feature

Your dealings with the public make it easy for you to relate to people and understand the needs of the community.

Benefit: You gain a +2 bonus to Diplomacy checks, History checks, and Streetwise checks.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Faris

A holy war is more than just a mobilization of an army in a religious fervor. In Zakhara, it is also an opportunity for spiritual redemption for those fighting the war; if they fight the good fight, their souls will be redeemed, regardless of any past sins. Since no mortal is without sin, the opportunity for a free pass to the paradisiacal afterlife is hard to pass up. A holy war is thus a “good war,” one which enjoys the popular support of its people. Warriors engaged in it are not mindless slaves blinded by literal adherence to holy texts; rather, they are popular, living champions of their people and their faith.

The farisan (FARE-iss-ahn) of the Land of Fate are such warriors. They are devoted to their cause, drawing power from the faith of the people, acting as model champions.

Farisan are champions of their faith and their people, in that order. Each warrior is bound tightly to one faith and one deity or recognized pantheon, much more so than even paladins, who are often attracted to the concepts of “good” and “law” in and of themselves, without concerning gods.

This devotion to faith does not negate the thought processes of the farisan. One popular legend about this group describes a faris who is deceived by an evil priest into acting against his god. The holy warrior recovers himself, slays the priest, and goes on to fight valiantly in the service of his deity. This legend has several variations, and the class of tale is dubbed *tahrik min qad*, which means “moving through the flame.”

Farisan also feel a concern for the common people. This is not restricted to folk who share the respective faiths of the farisan; it includes all who may be brought to the “true path” that a faris professes. Leaders, wealthy merchants, scribes, and adventurous types usually have their own agendas; they receive less concern. But common folk—herdsmen, artisans, small merchants, and the like—can be brought into the fold. Farisan seek always to conduct themselves in a manner that inspires the common folk. The willingness to die for one’s cause is part of that inspiration.

Within this normal role there exists a wide latitude for farisan personalities, ranging from firebrands and berserk warriors to more thoughtful planners and popular leaders. The clergy are well served by farisan, and a number of holy warriors are among their retainers and bodyguards.

Some farisan are intolerant of clergymen and holy warriors with other belief systems, including paladins. Such groups

are perceived as wrong-headed rivals who seek to lead the people astray through their false concepts. Under the best of conditions, this dislike is manifested in a redoubled effort by farisan to prove that their own faith is more secure, their own life more worth living than that of a rival (even a rival faris). Under the worst of conditions, it results in the intolerant holy war, sweeping a land clean like a desert wind.

Creating a Faris

Paladins and fighters (including knights, weaponmasters, and slayers) comprise the majority of farisan, along with some warlords and a few rangers. Some farisan pursue their faith beyond the point of zealotry and into tyranny; blackguard farisan are not unknown in Zakhara.

Starting Feature

You champion your faith on the battlefield as well as off, ready to die for your cause.

Benefit: You gain the *smite the infidels* power.

Smite the Infidels

Faris Utility

You mutter a prayer to the gods and then move to strike down all unbelievers before you.

At-Will ♦ Divine, Stance

Minor Action

Personal

Effect: You assume the smite the infidels stance. Until the stance ends, you gain a +4 power bonus to weapon damage rolls against unenlightened creatures.

Level 11: +6 power bonus.

Level 21: +8 power bonus.

Special: If you damage an enlightened creature while in this stance, the stance ends and you are dazed until the start of your next turn.

Additional Features

Level 5 Feature

Your zealous devotion to your cause has been recognized by those higher in the faith, and they have granted you the use of a blessed item.

Benefit: You gain one common suit of magic armor, weapon, or neck slot item of 6th level or lower.

Level 10 Feature

You continue to focus on your religious fervor to inspire fear in those who are not among the faithful.

Benefit: You gain a +2 power bonus on Endurance checks, Intimidate checks, and Religion checks.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Ghul Lord

Many are the tales of mysterious magicians in Zakhara, magicians 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 Shadowfell. 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.

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.

Ghul lords who convince people of their good intentions may find a place within the community as a “speaker of the dead.” While they don’t have the power to actually commune with the dead, many necromancers understand the nature of most undead and the most effective methods of combating them.

Creating a Ghul Lord

Many mages from the schools of necromancy and nethermancy become ghul lords, as well as warlocks of all types. The rare Zakharan vampire is almost always found with this theme.

Starting Feature

In addition to your forbidden delves into shadow magic, you are also practiced in swordplay.

Benefit: Choose one martial light blade or martial heavy blade. You gain proficiency in that weapon and you can use it as an implement.

You gain the *attack manipulation* power.

Attack Manipulation Ghul Lord Attack

You channel negative energy through your body and into a nearby foe.

Encounter ♦ Implement, Necrotic, Shadow

Standard Action Ranged 5

Requirement: You must have at least one healing surge remaining.

Target: One creature

Effect: You lose one healing surge.

Attack: Highest ability modifier vs. Fortitude

Damage: 3d10 + highest ability modifier necrotic damage, and the target takes a -2 penalty on attack rolls until the end of your next turn.

Level 11: Ranged 10, 4d10 + highest ability modifier necrotic damage.

Level 21: Ranged 15, 5d10 + highest ability modifier necrotic damage.

Additional Features

Level 5 Feature

Your knowledge of the dead continues to grow, even as rumors of your dark deeds spread throughout the land.

Benefit: You gain a +2 power bonus on Intimidate checks and Religion checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Defense Manipulation Ghul Lord Utility 2

You erect a protective barrier by surrounding your body with negative energies.

Encounter ♦ Shadow

Minor Action Personal

Requirement: You must have at least one healing surge remaining.

Effect: You lose one healing surge. Until the end of your next turn, you gain resist all equal to your highest ability modifier plus half your level.

Level 6 Utility Power

Movement Manipulation Ghul Lord Utility 6

You wrap yourself in negative energies and move to a new location.

Encounter ♦ Shadow, Teleportation

Requirement: You must have at least one healing surge remaining.

Minor Action Personal

Effect: You lose one healing surge. Until the end of the encounter, you gain either a fly (hover) speed equal to your speed, or you can teleport your speed as a move action.

Level 10 Utility Power

Informative Manipulation Ghul Lord Utility 10

You call out the many secrets lost to shadow and draw them into the darkness of your mind.

Daily ♦ Shadow

Requirement: You must have at least one healing surge remaining.

Standard Action Personal

Effect: You lose one healing surge. You gain the effect of the *consult mystic sages* ritual without spending the time or the components to perform the ritual.

Hakima

More than a few tales from the Arabian Nights portray intelligent and outspoken women with mystical abilities. The hakima theme is modeled after such extraordinary characters. A hakima's gaze can penetrate the veils of magic and lies to perceive the underlying truth. Although her other abilities are limited, the hakima's insight is highly valued both in the desert and the cities of Zakhara.

Wise women are not fighters or aggressors by nature, but they still know how to defend themselves. Most of their spells are defensive. They are the keepers of the home fires, the protectors of the family, and the unifier of tribes. They may rise in power to be leaders themselves, or guide others along the path to greatness. A wise woman does not normally contest others directly; instead she opposes them more subtly, more cleverly, with champions and feints and challenges. A sultan could choose no one better than a loyal hakima to be the leader of his household, as well as his favored confidant and domestic spy.

Creating a Hakima

A hakima must be female. Many hakimas are presumed to be clerics (usually templars), but some are artificers, bards, wizards, sorcerers, invokers, or shamans.

Starting Feature

Few can manage to pull the wool over the eyes of a trained wise woman, and even fewer can resist her direct scrutiny.

Benefit: You gain the *hakima's gaze* power.

Hakima's Gaze

Hakima Utility

Encounter * Primal

Standard Action

Ranged 10

Target: One creature you can see

Effect: You make a Perception check against the target. If your check beats the Medium difficulty DC for the target's level, you gain the following benefits:

- ◆ You learn the combat role of the target.
- ◆ You learn whether the target is under the influence of any rituals or powers.
- ◆ You learn whether the target is disguised, shapechanged, or polymorphed.
- ◆ You gain a +5 power bonus to Insight checks and Perception checks against the target until the end of the encounter, including passive Insight and passive Perception scores.

Additional Features

Level 5 Feature

You see through most any deception quite easily.

Benefit: Add your highest ability modifier to your passive Insight.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Holy Slayer

Holy slayers are the ghosts of the deserts. They mete out justice and threats in a manner that intimidates and frightens most foreigners as well as many Zakharans. Also called assassins, these characters view an opposing army or nation as a great beast to be slaughtered, or at least confused by the severing of its head. Sometimes the mere warning that a holy slayer is nearby is enough to turn away those who seek to harm the assassin's people.

In the Land of Fate, there are a number of fellowships comprising such assassins—or as they are more commonly called, holy slayers. Each fellowship is a religious organization dedicated to the advancement of its particular faith. (Some might compare these groups to the historical Knights Templar of the Western church.) Such organizations usually have the support of moralist clergymen, but vary in their intolerance of other factions. Each fellowship operates from a secret location, which is unknown to lowranking members.

Holy slayers operate under as many restrictions as paladins, their antithesis. Members of this theme were literally created to follow the orders of the Grandfather or Grandmother of their respective organizations. They must be willing to die immediately for their cause. If a leader should ask a holy slayer to leap from a building to prove his or her faith, the holy slayer does so without question. Unfortunately for assassins, leaders often ask exactly that, in order to prove their power.

Holy slayers are not required to announce their profession to the general public. While a few fellowships encourage such displays, members who do so may be told to perform extremely dangerous missions in order to prove that they are worthy. Most fellowships prefer to operate in secrecy. To disguise their identity, holy slayers often attempt to imitate other themes such as beggar-thieves, matruks, or sa'luks. In such cases, holy slayers lose none of their normal abilities. Nor do they gain the special benefits of the "cover" theme, though smart assassins often pretend they do. At a minimum, it's a good idea to feign the cover theme's hindrances.

Assassins who are not based at their fellowship's secret hideout are allowed to act as free agents for a time, much like priests who are not currently attached to a particular church or mosque. These free agents are allowed to live their lives in a normal fashion. However, as soon as word comes from the Grandfather or Grandmother, they are

expected to perform whatever actions are ordered. They are not expected to ask for additional aid or time, nor may they appeal the decision. They are expected only to do or die.

NPC holy slayers rarely if ever ignore such orders. They are willing to die for their faith. However, those rare player characters who belong to this theme are not automatons. They may ignore the orders of their leader if they choose, especially if death is the likely outcome of those orders. (Of course, death may be the outcome of refusing an order, too.) Holy slayers who disobey become outcasts. The same applies to those who "obey" in part, but have managed to twist the meaning of an order through clever interpretation of the wording.

Outcasts become the target of attacks by other members of their fellowship. These attacks are planned by the DM. Rather than kill a target outright, fellowships usually prefer a string of nasty assaults—for example, the kidnapping of allies, the destruction of home towns, or the summoning of monsters. These attacks take place at the worst possible moments. They continue until one of the following occurs: the PC decides to complete the assigned mission; the PC has survived a number of separate attacks equal to his or her level (at which point the Grandfather or Grandmother may consider the punishment sufficient, if the DM so chooses); or the PC slays the current leader of his or her fellowship (which is why the location of a fellowship's base is kept so secret).

Creating a Holy Slayer

The vast majority of holy slayers are from the avenger or executioner classes. A few holy slayers who are less devout may be rangers (including hunters and scouts) and rogues (including thieves), while those who lack subtlety and stealth are sometimes slayers.

Starting Feature

Each fellowship has a weapon they use, usually symbolically decorated, as a calling card for their slayings. Holy slayers do not kill anonymously.

Benefit: You gain proficiency in the signature weapon of your fellowship. If you have the sneak attack ability, you can use that ability with this weapon. Once per round during your turn, you can stow another weapon and draw your signature weapon as a free action.

You gain the *sign of the holy slayer* power.

Fellowship	Deity	Signature Weapon
The Everlasting	Hajama	Golden scimitar
The Final Chord	Bala	Silver jambiya with silver bells
The Flamedeath	Najm (Kossuth)	Alchemist's fire
The Friendly Word	Zann	Dagger shaped like a writing quill
The Gilded Palm	Jisan	Dagger with gold coins wedged in the hilt
The Grey Fire	Najm	Gray javelin with red feathers
The Moon-Spinners	Selan	White scarf (used as garrote and whip)
The Soft Whisper	Hakayah	Jade jambiya
The Storm Which Destroys	The Pantheon	Obsidian longsword
The Wind of Fate	Haku	Blowgun
The Wrath of the Old	Kor	Sunburst dagger

Sign of the Holy Slayer

Holy Slayer Utility

It's important to sign your best work.

At-Will * Divine, Weapon

No Action

Melee or ranged weapon

Requirement: You must be using your fellowship's signature weapon.

Trigger: You reduce an enemy to 0 or fewer hit points.

Effect: You leave behind a definitive sign of your fellowship's involvement in this death. You gain temporary hit points equal to your highest ability modifier.

Additional Features

Level 5 Feature

Your dedication to the destruction of your enemies has caught the attention of the leaders of your fellowship, who have bestowed a blessed item upon you.

Benefit: You gain one common suit of magic armor, weapon, or neck slot item of 6th level or lower.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Assassin's Escape Holy Slayer Utility 2

After leaving your calling card, you make a clean getaway.

Encounter ♦ **Divine**

Free Action Personal

Trigger: You use your *sign of the holy slayer* power.

Effect: You become invisible until the start of your next turn, and you move your speed +2.

Level 6 Utility Power

Stolen Kill Holy Slayer Utility 6

Your fellowship has decreed that your foe should die at your hands alone!

Encounter ♦ **Divine, Weapon**

Immediate Interrupt Melee 1

Requirement: You must be using your fellowship's signature weapon.

Trigger: An enemy adjacent to you is reduced to 0 or fewer hit points.

Target: The triggering enemy.

Effect: 1[W] + highest ability modifier damage. This hit is an automatic critical hit, so the damage is maximized and you roll any additional damage that you would do on a critical hit.

Level 10 Utility Power

TBD.

Kahin

Kahins (KAH-hins) are idol-priests, believing that divinity is found in all things, and that through worship of certain items of power, they may come to understand the ebb and flow of mystical power and divinity in the universe. Their beliefs apparently predate the worship of the known gods of Zakhara, though their records are primarily verbal as opposed to written, kept for generations by other kahins and sympathetic rawuns.

Kahins claim to draw their strength from the basic energy of the land itself, though they do respect gods of the earth, agriculture, and the desert. Kahins believe that all forces are in balance—but from the kahins' viewpoint, they are continually moving against one another. The kahin symbol is six arrows arranged in an arc, all pointed downward.

The eternal balancers, kahins are more devoted to the land, which is everlasting, than to people, who like matches are struck once and then extinguished. "The land" includes all expanses of nature, from desert to sea, arid waste to verdant valley. In fact, to destroy the desert would be as great a crime to kahins as torching a field. For this reason kahins are often considered obstructions to the growth of cities and consequently to the power of the merchant classes.

Kahins are wanderers and teachers, instructing men and women to live within their boundaries rather than expanding to excessive lengths. These clerics have the most amiable relationship with others who live in peace with the environment, such as desert riders, mystics, and corsairs. Kahins are more uneasy with those who are severed from the land and who are by nature city-dwellers—for example, merchants and the organized clergy.

Creating a Kahin

Nearly all kahins are shamans; a few are druids, seekers, wardens, or barbarians. Tiny numbers of non-primal kahins exist, including invokers and vestige pact warlocks.

Starting Feature

The old idols of Zakhara guide you on your journeys through the lan.

Benefit: You gain the Ritual Caster feat as a free feat. You automatically master the *divining rod* ritual and can use it once per day without expending any components to do so.

You roll twice when making foraging checks using Nature or Dungeoneering.

Additional Features

Level 5 Feature

Your focus on lost idols has increased your knowledge of faiths of the past and present.

Benefit: You gain a +2 power bonus to History checks and Religion checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Mamluk

Rearing a cadre of professional warriors is a historical tradition in the Arab world. These male professionals began their training at a young age as slaves, either purchased for that purpose or captured in raids and combat. The slaves then underwent rigorous training, not only in combat and tactics, but also in government.

While the impressment of slavery upon young boys and girls is strange and frightening to modern eyes, the mamluk system had a number of advantages. These young men and women were not only trained for war. They also operated the civil service. With no hereditary ties, advancement depended on ability, not birth-station, and the lowliest warrior could rise to the position of army commander or vizier on his or her own merit. Further, given the ability to bring the best candidates forward to the highest positions, both the historical janissaries and the mamluks ended up ruling their respective countries.

An intelligent slave-labor force, mamluks keep the militia and government moving forward. In the countries they serve, they are regarded as the main support of civilization. That is not to say that all individual mamluks are held in high regard. But some do gain sufficient power and prestige after proving themselves to be capable leaders and warriors. Outstanding mamluks are visibly rewarded, and set a goal for all other members of the force. Mamluks, despite their officially enslaved status, disapprove of slavery unless the enslaved are given a chance to better themselves. Other practices are a waste of manpower, in their opinion.

Outside the nations in which they are common, mamluks are treated at best as curiosities, at worst as agents of the powers they represent, or as examples of horrid slave practices. "I'll sell you to the mamluks" is a common threat used to discipline children in neighboring lands. Children are not taken into servitude in their own countries. (Nor, for that matter, will a mamluk's children become slaves; they are free to choose their own destinies.)

Mamluks in the Land of Fate wear simple facial tattoos to indicate their rank and organization. Common tattoos include lines, circles, or patterns on either or both cheeks, or on the forehead. The more ornate the design, the more powerful the mamluk. Imitating mamluk designations for rank, or giving oneself a higher rank artificially, is grounds for severe punishment in mamluk societies.

Individuals from rival mamluk societies tend to recognize each other with respect. However, a mamluk is under no

compunction to follow orders from someone of another society, even if the other mamluk is of greater power.

PC mamluks often receive a leave of absence from their own organization to gather information or perform reconnaissance. They are expected to report what they learn to their superiors. No time limit is provided for such leaves, which are usually granted to exceptional, strong-willed individuals. It is hoped that either the individuals will gain the field experience they need to become better warriors, or – if they are truly unworthy – that they will die in a fashion that does not endanger other mamluks.

Creating a Mamluk

Fighters – mostly weaponmasters – comprise the bulk of mamluk companies, with warlords serving as officers and rangers as advance scouts. Some barbarians and wardens are found among mamluk ranks, although their primal natures often make them less disciplined as soldiers. A few magically talented mamluks pursue the swordmage class.

Starting Feature

Rigorous discipline in the ways of battle are a hallmark of your training as a mamluk.

Benefit: You gain the *formation assault* power.

You receive a suit of lamellar (scale) armor and your choice of a longsword or a khopesh for free.

Formation Assault Mamluk Attack

As one unit, you and your allies attack your foes.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Attack: Highest ability modifier vs. AC

Hit: 1[W] + highest ability modifier damage, and an adjacent ally can make a melee basic attack as a free action.

Special: You can use this power instead of a melee basic attack when an ally's *formation assault* power grants you a free attack.

Additional Features

Level 5 Feature

Mamluks are not merely warriors, but also bureaucrats and scholars, studying the ways of war and managing their

companies.

Benefit: You gain a +2 bonus to Diplomacy checks and History checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Formation Advance Mamluk Utility 2

Your unit moves as one to engage the enemy.

Encounter ♦ Martial

Move Action Close burst 1

Target: One, two, or three allies in burst

Effect: You move your speed, and slide each target to an adjacent, unoccupied square.

Level 6 Utility Power

Mamluk Tactics Mamluk Utility 6

Before the fight even starts, you've started formulating your plan for victory.

Daily ♦ Martial

No Action Close burst 5

Trigger: You roll initiative.

Target: You and each ally in burst.

Effect: Choose one of the following effects for each target.

- ♦ The target gains a power bonus to initiative equal to your highest ability modifier.
- ♦ The target gains a bonus on damage equal to your highest ability modifier until the end of its next turn.
- ♦ The target gains a bonus on all defenses against opportunity attacks equal to your highest ability modifier until the end of its next turn.
- ♦ The target can move a number of squares equal to your highest ability modifier as a free action.

Level 10 Utility Power

TBD.

Matrud

Matruds (mah-TROODS) are desert criminals, outcast from their tribes, shunned by former comrades and family, surviving at the margins of their former society. The cause of their rejection may or may not have been just, but in any case matruds have lost both their possessions and their former position. As a result, they live for survival and for revenge. They have become rebels and raiders, striking against both the desert tribes and the settled folk, seeking to grab a slice of what they feel is justifiably theirs.

Matruds may be found everywhere in Zakhara, from the sea to the desert. Among the desert tribes, they are renowned as horse-thieves. All are motivated by their own plight. Outcast and without social position, they think of themselves first, and the rest of the world not at all. From their perspective, the Land of Fate has done them no favors, brought them no boons—so why should they be concerned with the fate of others?

Matruds are transient, and most take on jobs that even beggars would refuse. The key difference between beggars and matruds is that the latter have no aversion to hard work, particularly if it places them in a position where they can steal. These rogues tend to move quickly from job to job, hoping to stay one leap ahead of trouble. Many corrupt bureaucrats began their career as matruds.

The matruds are marginal individuals. In the cities, they are little better than beggars, but without the benefit of great numbers. Sometimes matruds form small bands of raiders. Distrust and suspicion of one another keep the association loose at best. Leadership in such bands is by the strongest, and slaying the previous leader is considered sufficient recommendation for the position.

Matruds who become successful rarely return to their native tribes. Instead they seek to hoard their gold, gems, and magic, creating strongholds defended by tricks and traps (because even loyal retainers may be bribed). Matruds give little more than lip service to the Zakharan principle of hospitality and good will.

Honor has become a matter of surviving without helping or being helped by others. They trust no one. To the matruds, all men are thieves—whatever their stated profession. The matruds continually strive to protect themselves against such thievery.

Creating a Matrud

Rogues, scouts, and barbarians are the most common classes to take the matrud theme. Some slayers, hunters, weaponmasters, and executioners can also be found as matruds.

Starting Feature

You're a survivor – hard to kill, even harder to forgive.

Benefit: You gain the *survivor's mettle* power.

Survivor's Mettle Matrud Utility

That blow would have dropped an ordinary man, but an ordinary man wouldn't have lived through what you've already experienced in your life.

Daily ♦ Healing, Martial

No Action **Personal**

Requirement: You must not be using a shield.

Trigger: You are reduced to 0 or fewer hit points.

Effect: You regain hit points equal to your highest ability modifier, and you can make a saving throw.

Level 11: You regain hit points equal to your highest ability modifier +5, and you can make a saving throw.

Level 21: You regain hit points equal to your highest ability modifier +10, and you can make a saving throw.

Additional Features

Level 5 Feature

Without the benefit of a tribal affiliation, you're forced to survive however you can get by, whether by living off the land or by living off others.

Benefit: You gain a +2 bonus to Nature checks and Thievery checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Wicked Vengeance Matrud Utility 2

Woe betide anyone who thinks to make a victim of you.

Daily ♦ Martial

No Action **Close** burst 20

Requirement: You must not be wearing heavy armor.

Trigger: You are hit by a critical hit.

Target: The enemy who hit you.

Effect: After the attack, you gain temporary hit points equal to your healing surge value. Until the end of the combat, whenever you have temporary hit points you score a critical hit against the target on a 19 or 20.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Mercenary Savage

Not all actual Arabian civilizations relied upon an army of slave-soldiers such as the mamluks. Many raised strong armies the old-fashioned way: they bought them. Mercenaries were common. In fact, Turkish mercenaries during the time of the Abbasids came to control Baghdad and its rulers.

Such historical mercenaries had varied roots: hill tribes, plainsmen, and jungle warriors. The same is true of mercenary barbarians in Zakhara. They have left their native lands to fight for others in a distant realm, in exchange for money, land, or simply for a chance to escape their former lives. They find themselves in a strange region that considers itself more cultured than they, yet looks to them for protection and might.

Most of the Zakharan peoples who employ mercenary barbarians consider them at best a necessary evil and at worst a cause for civil insurrection. Barbarians may clean up their dress and carry shining swords, but nothing can cover their hideous mangling of language and their seemingly illbred manners. Having served in war alongside others does not improve their reputation.

Unlike mamluks, mercenary barbarians don't tend to pull together as a common group. In part this is because they come from so many different backgrounds. However, even those originating the same area may be rivals. This lack of kinship does not mean that mercenaries cannot band together and fight as an effective unit; a job is a job. Given a choice, however, the typical mercenary barbarian prefers to fight alone or with a handful of trusted friends, letting the genies take the rest.

Barbarian mercenaries who are PCs are considered to have been hired for a brief (and uneventful) time, then cut loose (either after losing a battle, or more often because they were assigned some garrison duty and then not paid). The overriding motto that a mercenary barbarian develops is this: be sure to get half the first month's pay up front.

Creating a Mercenary Savage

Players who choose this theme must declare the origin of their characters—hill, jungle, or plains. Desert is not an option.

Barbarians, wardens, slayers, and rangers (of all subclasses) are the usual character classes to take this theme.

Starting Feature

You're used to the simple life, back where you come from.

Benefit: When you attack with a simple melee weapon or simple ranged weapon, you do additional damage equal to half your highest ability modifier.

You gain terrain walk based on your origin:

Plains: You gain forest walk and earth walk.

Hills: You gain earth walk and ice walk.

Jungle: You gain forest walk and swamp walk.

Additional Features

Level 5 Feature

You've been cheated enough times in your mercenary career that you start to recognize the tell-tale signs when the more "civilized" folk think they can take advantage of the naïve savages.

Benefit: You gain a +2 power bonus to Insight checks and Streetwise checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Savage Snarl Mercenary Savage Utility 2

You're frightening enough that most people are afraid to find out whether or not you're bluffing.

Encounter ♦ Primal

No Action

Personal

Trigger: You make an Intimidate or Bluff check.

Effect: Add your highest ability modifier to the triggering skill check.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Merchant-rogue

Merchant-rogues tread a fine line between honest trade and swindling, and their definition of both is quite loose. Ultimately, however, trade is their lifeblood, not outright theft. Success in the marketplace may cover up a multitude of smaller sins, but if those sins get out of hand, they stifle the very trade that makes them possible. Merchant-rogues are as honest as they have to be; if they obviously cheat their customers and fellow businessmen, they'll soon have no trade left. Further, the forces of law and order tend to frown on wholesale gouging, the diluting of goods, and cheating the public. Therefore, such manners are to be avoided (except, of course, when a really juicy profit can be made).

Most Zakharans assume that any merchant is little more than a rogue – not just members of this theme. That makes the life of a merchant-rogue much easier. After all, the public is not expecting fair and free trade, so why confuse them by acting in a totally honorable manner? Haggling is also expected in the marketplace, and the buyer should always seek to be as informed as possible before approaching the stall. No merchant in his or her right mind would negate a sale by telling the outright truth about a product.

The motto of many merchant-rogues is this: “It’s legitimate as long you don’t get caught.” They have few qualms about dealing in stolen (or, rather, “previously owned”) merchandise, provided the original owners cannot trace the sale. If a powerful or wealthy patron quietly requests a special item, merchant-rogues may even engage in a little thievery themselves.

As noted earlier, merchant-rogues are not confined to the marketplace or even a settlement. While there are good profits to be made in sales, there are even better fortunes to be made in the company of brave adventurers who slay monsters and have first dibs on treasure. Indeed, for the merchant sufficiently protected by these brave souls, a great amount of wealth is waiting to be acquired.

Creating a Merchant

Rogues or leader classes – such as warlord, artificer, or bard – do best with the merchant-rogue theme. Those with arcane abilities often specialize in buying and selling magical items, while merchants with a martial bent may trade in weaponry and lead caravans. It’s not uncommon, however,

to find a merchant of any class.

Starting Feature

In a land where everyone haggles constantly over even the most insignificant purchases in the bazaar, you are a master haggler among hagglers, able to wring the most out of every purchase or sale.

Benefit: When buying non-magical items, you get a 20% discount. When selling items, you get an additional 10% on the sale price.

If you buy lots of at least 100 (for items individually priced between 1 and 100 gold pieces) or 1,000 (for items individually priced less than 1 gold piece), you get a 40% discount.

Additional Features

Level 5 Feature

Your wise investments have turned a profit! You have more money to invest in your business, or perhaps you’ll blow it all on ostentatious displays of wealth.

Benefit: You receive 1,800 gold pieces.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Hefty Bribe Merchant-rogue Utility 2

They say everyone has their price. Usually you can’t meet that price, but an offer itself is often enough to make the other guy stop and think about it.

Encounter ♦ Martial

Immediate Interrupt

Melee 1

Trigger: You’re hit by an enemy’s melee attack.

Target: The enemy who hit you.

Effect: Make a Bluff check opposed by the target’s passive Insight. If you succeed, you get a +5 power bonus to all defenses against the triggering attack, and the target grants combat advantage to you until the end of your next turn.

Level 6 Utility Power

Good Judge of Character Merchant-rogue Utility 6

You can read people like a book. Of people. A people-shaped book.

Encounter ♦ Martial

Minor Action

Close burst 5

Target: One creature in burst.

Effect: Make an Insight check against a Moderate DC for the target’s level. If you succeed, you get a +5 power bonus on Bluff checks, Diplomacy checks, and Intimidate checks against the target until the end of the encounter.

Level 10 Utility Power

TBD.

Moralist

The moralist wing of the organized faiths of Zakhara are the heart and fire of their churches, the keepers of the true faith, the sword of their god's vengeance, and the protectors of their people. They are the most militant of their god's worshipers as well as the most fervent, zealous in pursuing the goals of their personal faiths. At best, moralists cannot understand why anyone would choose not to share their beliefs. At their worst, they seek to convert others by fire and sword.

Most organized faiths have a moralist wing, or at least a few moralist individuals mixed in with the ethical hierarchy. Faiths that have a large number of moralist priests tend toward holy crusades and, on a national level, holy wars. The Priests of the Pantheon, for example, are heavily moralistic; as a result, the cities of the Pantheist League are the most repressive to other faiths.

Moralists are the most zealous of all the Priests of Order. To many Zakharans, moralists are also the most dangerous. (Of course, to those who embrace compatible ideals, moralists can be charismatic rolemodels.) Each moralist believes that his or her own faith is correct. While other Zakharans may be equally devout in their daily lives, few are as intolerant of other religious beliefs as the moralists. To moralists of a given faith, all correct actions are dictated by their god, and all life is encompassed by the worship of that god alone. While they accept pragmatists and ethoists of the same faith, they still look down upon them and are little more than civil. Priests from other faiths are openly disliked, as are hakimas, kahins, and mystics. Characters using strange magics—such as sha'irs, elementalists, and outlanders—are openly despised.

Unless sanctioned by the appropriate god, distractions of earthly concern are pronounced counterproductive, to be avoided at all costs. While moralists are permitted to go out among "ordinary" people, they may do so only when they have specific missions in mind, never for simple pleasure or relaxation. For example, a moralist might be told, "Preach the holy word among the people, and find out what those lazy ethoists in the next town are up to now."

A stern face and a closed mind are the hallmarks of moralists; lightheartedness and an easygoing attitude are not. To others, it often seems that they derive no joy from their faith, or perhaps that their only "pleasure" stems from attempting to remain joyless themselves while squelching the joy in others. Even actions encouraged by the gods may

be conducted in a grim and serious manner. For example, priests of a goddess of charity make sure that every dinar they give away is accompanied by a stiff lecture on self-worth. And moralist priests of a certain god of wine tend to be

sullen drunks. Insobriety and devoutness might seem incongruous, but moralists can never go too far in the service of their gods; to them, excess in the name of faith is no sin.

Moralists are excellent and profuse record-keepers, since they feel they may be called upon to offer proof for anything they say or do. They are expected to communicate early and often with their higher-ups. That suits the more powerful moralists just fine. But moralists also continually submit long, verbose reports to all higher-ranking clerics in their church, which drives the relatively passive ethoists to distraction, while pragmatists just "lose" the letters, unopened.

Members of this theme are most comfortable with other moralists of the same gender, race, and faith. They realize that they can't help those who are cursed by the "wrong" gender or race. But faith is another matter entirely. Moralists are enthusiastic in their attempts to convert others to their beliefs. They are equally spirited in encouraging those of their own faith to live closer to the "true" tenets of their moralist faction. A moralist can provide lively debate and a bit of fun (for others) in mixed groups—at least until a rival holy slayer drops an adder into the pontificating priest's sleeping roll.

Creating a Moralist

Nearly all moralists are clerics, usually warpriests. Moralist avengers are drawn to the holy slayer theme instead, and moralist paladins to the faris theme.

Starting Feature

You are an inspiring figure on the battlefield, leading your followers in righteous anger against your enemies.

Benefit: You gain a +4 power bonus on your roll if you choose to *call upon fate*. This bonus decreases to +3 at level 5, +2 at level 10, +1 at level 15, and +0 at level 20 or higher.

You gain the *moralist's wrath* power.

Moralist's Wrath

Moralist Attack

Your weapon burns with holy wrath to inspire your wounded comrade to continue to fight on.

Encounter ♦ Channel Divinity, Divine, Fire, Healing, Weapon

Standard Action

Melee weapon

Attack: Highest ability modifier vs. AC

Hit: 2[W] + highest ability modifier fire damage, and one bloodied ally within 5 squares can spend a healing surge.
Level 11: 3[W].
Level 21: 4[W].

Special: You can use only one channel divinity power per encounter.

Additional Features

Level 5 Feature

Your devout faith and dedication to rooting out heresies has caught the attention of your superiors, who have rewarded you with a blessed artifact of the faith.

Benefit: You gain one common suit of magic armor, weapon, or neck slot item of 6th level or lower.

Level 10 Feature

Your scholarly pursuits focus on the purity of the faith and the traditions passed down throughout generations, and inspired you to greater intolerance for those who would divert the faithful from the one true path..

Benefit: You gain a +2 bonus to History checks, Intimidate checks, and Religion checks.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Mystic

Lone figures who stride out of the desert, mystics are strange and flamboyant Free Priests whose words have moved armies and are said to have moved mountains. They require no conventional channels to hear the gods' words, and they shun the convenience of an orthodox hierarchy. At times they are allies of hierarchical clerics, but just as often they are foes. Mystics bring new revelations and new ideas — often gained through euphoric dancing, meditative trances, and other exotic means. At best, the organized church finds their ideas difficult to accept.

Mystics are Free Priests, and while they may worship the same god or gods as their more organized cousins in the hierarchy, they follow their own agenda, one which may be at odds with that of the ordered faiths. For that reason, the extremely conservative moralists have no love of mystics of any stripe, and the feeling is mutual.

There are as many types of mystics as there are mystics themselves, all of whom receive their revelations and priestly magics in a different fashion. Dervishes receive spells after inducing euphoria or a higher level of consciousness through wild and energetic dancing. For anchorites and hermits, solitude and meditation open a pathway to the gods. Some mystics sing, engage in simple work, take long walks, or employ other means to receive their spells.

Creating a Mystic

The majority of mystics are invokers, speaking with the power and authority of the gods but without the structure of an organized religion. A small number of other classes take this theme, such as avengers or paladins, if their beliefs lie outside that of existing faith structures.

Starting Feature

Mystics often focus their thoughts and energies through a single weapon as an expression of the authority of their chosen deity.

Benefit: You gain proficiency in a one-handed martial melee weapon of your choice. You can use weapons of this type as an implement for your divine powers. You also gain the *dervish dance* power.

Dervish Dance

Mystic Attack

Encounter * Divine, Weapon

Standard Action Melee weapon

Requirement: You must use a one-handed melee weapon for this attack.

Effect: You shift up to your speed. At any point before, during, or after the shift you can make the following attack once.

Attack: Highest ability modifier vs. AC

Hit: 2[W] + highest ability modifier damage.

Miss: Highest ability modifier damage.

Additional Features

Level 5 Feature

Your time in contemplative meditation and repetitive tasks has given you insight into the workings of the universe and your own physical limitations.

Benefit: You gain a +2 bonus to Arcana checks and Endurance checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Pragmatist

Pragmatists are priests of the common folk. They believe that others can easily be shown the true course in life through example and debate. Free to wander far from their temples, they are the most common priest encountered in the Land of Fate. They preach tolerance among conflicting religions and gods, and they promote mediation over religious conflict. This is not to say that they cannot fight, nor will they hesitate to do so when confronted with a threat to themselves, their respective faiths, or their people.

Pragmatists are considered the most understanding and even-tempered of priests. They are usually found on the front line of their particular ethos. For instance, those who worship gods of healing are found in hospices, while those venerating gods of war work with military units.

Further, the organized church tends to provide great leeway for the actions and whereabouts of their pragmatic brethren. Long disappearances are not uncommon. And it is not unreasonable for a pragmatist to hold a single position for only a few months before moving on, either to another town or to a life of adventure, while preaching and living up to the tenets of his or her faith.

Pragmatists tend to be tolerant of other faiths, and pragmatists from opposing religions or of dissimilar alignments may be found in the same party, bound together by a common goal. The best summary of pragmatist thought is this: "All faiths have good points, and we may learn and make our own faith stronger through interacting with those faiths."

All religions in Zakhara have a pragmatist wing, even the heavily moralist pantheon. The most popular church among pragmatists is the Temple of Ten Thousand Gods, which in theory includes every deity ever known, as well as those who are yet to be discovered or born.

Creating a Pragmatist

Most characters with the pragmatist theme are clerics, primarily templars. Warpriests are usually too uptight to be very pragmatic.

Starting Feature

Your healing powers don't necessarily discriminate between friend and foe, for whoever is an enemy today may be an ally tomorrow.

Benefit: You gain a +4 power bonus on your roll if you choose to *call upon fate*. This bonus decreases to +3 at level 5, +2 at level 10, +1 at level 15, and +0 at level 20 or higher.

You gain the *pragmatist's restoration* power.

Pragmatist's Restoration

Pragmatist Utility

You release a wave of healing energy without concern for whom it may heal.

Encounter ♦ Channel Divinity, Divine, Healing

Minor Action

Close blast 3

Target: Each creature in blast.

Effect: The target regains hit points equal to your highest ability modifier and temporary hit points equal to your level.

Special: You can use only one channel divinity power per encounter.

Additional Features

Level 5 Feature

Your compassion for the common people leads you to greater understanding of their needs and desires.

Benefit: You gain a +2 power bonus to Diplomacy checks and Insight checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Rawun

Rawuns (rah-OONS) are the bards of the desert tribes—the tale-spinners, the lore-keepers, and the entertainers. Each is entrusted with the legends of his or her own tribe, as well as other tribes contacted. Rawuns are the master poets of their peoples, and most of their knowledge is repeated through epic poems.

Rawuns may be found in most desert tribes. The most powerful of them act as advisors to a sheikh or tribal leader. In more urban areas, members of this theme run the gamut from bazaar entertainers to viziers serving a sultan.

Rawuns are blessed with a strong memory and an even stronger voice. In more cultured areas, they are well read, and their verses are captured on paper. In the tribal lands of the desert—where paper may be considered excess weight to a traveling people—rawuns are the keepers of all knowledge, the memory of their tribes. No tomes or scrolls hold their stories.

Members of this theme are competent and entertaining, glib and smooth in the manner of their outlander cousins, but with a deep, abiding regard for both tradition and art. As a group, they tend to be showy. Citified rawuns often don rich cloaks dripping with jewels, while those among desert tribes prefer simple but stunning white robes, trimmed with gold.

Creating a Rawun

Rawuns are usually bards (including multiclassed and hybrid bards), although members of a few other classes have been known to take up this theme, including sorcerers, swordmages, and shamans.

Starting Feature

As a rawun, you are known for your ability to both call the baleful effects of the evil eye upon someone else, and remove that effect when placed upon a friend. Unfortunately, you are unable to remove the effect of the evil eye from yourself, and must seek out another rawun if the evil eye befalls you.

Benefit: You gain the *influence evil eye* power.

Influence Evil Eye

Rawun Attack

The evil eye is the ability to bring misfortune upon another—from an annoyance to a tragedy—with no more than a glance.

Daily ♦ Arcane, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Highest ability modifier vs. Will

Hit: The target is affected by the evil eye.

Miss: You are affected by the evil eye.

Special: If used on a willing ally, this power automatically removes the effect of the evil eye from the target.

Additional Features

Level 5 Feature

Rawuns are masters of bardic rituals that have been passed down throughout the generations, in many languages.

Benefit: When using a bard ritual, you can make the skill check twice and use the higher result.

You learn one of the following languages: Draconic, Dwarven, Elven, Giant, Goblin, or Primordial.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

TBD.

Level 6 Utility Power

TBD.

Level 10 Utility Power

TBD.

Sa'luk

Sa'luks (sah-LUKES) are free adventurers, owing ties to no one and nothing. They pass freely from the wild cultures of the desert and the steppe to those of the city and the sea and back again with ease. They tend no herds, raise no crops, and produce no craft. They are freebooters, con artists, and swindlers. They survive by tricking, robbing, or simply outsmarting those who have greater riches.

Sa'luks are traditionally without property or possession. Their lack of material ties gives them a mobility that many other classes and themes lack. In a sense, all rogues become sa'luks when they follow the free-wheeling path of adventure, living fully and for the moment. Hence, this theme represents the least specialized rogue of all—the common thief who is quite happy to survive by theft and finesse.

Sa'luks tend to think little of the moneyed classes. When they have a bit of silver themselves, they often spend it on baubles. Should they find great wealth, they may buy estates, throw great parties, and shower others with gifts. Once their funds are exhausted, the scoundrels disappear into the night (leaving unhappy creditors behind). Starting fresh in a different location, they begin to amass yet another fortune. If in the process the sa'luks can embarrass a few merchants, and perhaps topple a despotic regime, so much the better.

Creating a Sa'luk

Nearly every sa'luk is a rogue, either a scoundrel or a thief. A rare bard, slayer, or scout might take this theme, but they are few and far between.

Starting Feature

You never want to know the odds; instead, you just act on your instincts and hope your natural good luck and charm are enough to get you out of any tricky situation.

Benefit: You gain the *sa'luk's trick* power.

Sa'luk's Trick

Sa'luk Utility

The safest place is at the edge of the battle. So naturally you throw yourself into the middle of the fray with a smile and a wink.

At-Will ♦ Martial

Move Action

Personal

Requirement: You must not be wearing heavy armor or using a shield.

Effect: You shift up to your speed -2. If you end your move adjacent to two or more enemies, you gain combat advantage against all adjacent enemies until the end of your turn.

Additional Features

Level 5 Feature

With your increased experience, there's almost no situation that you can't get yourself out of, whether through agility of the tongue or of the body.

Benefit: You gain a +2 power bonus to Acrobatics checks and Bluff checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Unexpected Escape

Sa'luk Utility 2

Just when all seems to be lost, you manage to find a way out of your situation that others would miss.

Encounter ♦ Martial

Move Action

Personal

Requirement: You must be granting combat advantage to at least one enemy.

Effect: If you are prone, you stand up. You shift your movement; during this shift, you can move through enemies' squares (but not end your turn in their squares) and you ignore difficult terrain.

Level 6 Utility Power

Fate Favors the Bold

Sa'luk Utility 6

Fortune shines brightest upon those who act decisively and with a sense of style.

Encounter ♦ Martial

No Action

Personal

Trigger: You are affected by an effect that a save can end.

Effect: Make a saving throw against the triggering effect. For this saving throw, and until the end of your next turn, you gain a bonus on saving throws equal to your highest ability modifier.

Level 10 Utility Power

TBD.

Saher

Sahers are the “mages” of Zakhara; they represent the standard and most common form of arcane caster. In tune with the basic fabric of the real world, they understand the power of all the elements: Earth in the form of desert sand, Water in the waves of the sea, Air in the free winds, and Fire in the heat of rage and flames of passion.

Sorcerers are as common in Zakhara as standard mages are in other lands. For the most part, they are treated with the respect granted to any individual of unknown power and capability. In general, however, sorcerers are not considered as dangerous as sha'irs and elemental mages.

Sorcerers are found in every strata of society—from beggars at the palace gates to wizards who advise the sultan. To further their own needs, sorcerers often use disguise to pass among others (even comrades) unnoticed.

Creating a Saher

Most characters with the saher theme are wizards – arcanists or mages alike – although some sorcerers or swordmages are sahers as well, focusing their arcane interests in less conventional directions.

Starting Feature

As a saher, your studies of the four elemental provinces are not as focused or exclusive as those of elemental mages; instead, you choose two provinces which are the primary subjects of your research into the arcane arts.

Benefit: Choose two provinces. Each time you add a spell to your spellbook, you can add an additional spell from your class of the appropriate level and type from each of your chosen provinces.

If you don't have a spellbook, you gain one in which you record your arcane daily spells. After an extended rest, you can prepare a number of daily spells according to what you can cast per day for your level. You can't prepare the same spell twice.

Additional Features

Level 5 Feature

You often need to travel incognito throughout the land,

relying on your ability to deceive others as to your true nature while undertaking your studies of the four provinces.

Benefit: You gain a +2 power bonus on Bluff checks and Nature checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Provincial Swap Saher Utility 2

Even if you did not prepare the exact spell you need, your knowledge of elemental magic allows you to recall and cast the right one.

Daily ♦ Arcane

Minor Action

Personal

Effect: You can replace an unexpended arcane power with another power of the same level and type that is in your spellbook. The power must belong to one of your two chosen provinces.

Level 6 Utility Power

Avert Evil Eye Saher Utility 6

This useful spell is one of the few sure ways, short of humility and an appropriate sense of decorum, to avoid the effects of the evil eye.

Daily ♦ Arcane

Standard Action

Melee touch

Target: You or one creature

Effect: The target cannot be affected by the evil eye, and gains a +2 power bonus on saving throws against charm effects. This protection lasts until the end of the target's next extended rest. If the target is already affected by the evil eye, this power has no effect.

Level 10 Utility Power

TBD.

Sha'ir

The legendary sha'irs were tale-spinners and advisors to desert chieftains, serving them in much the same way as Merlin advised Arthur in western legend. They were imbued with great wisdom, and boasted the power to communicate with the desert's awesome spirits, the genies.

The sha'irs of the Al-Qadim campaign are modeled after these legendary figures. They, too, can communicate with genies. But they are more than advisors to chieftains. Members of the sha'ir theme are often found alone, as free agents, unfettered by social requirement and position. They may be found in the city as well as the desert, commanding great power from their dealings with genies. Instead of merely advising rulers, they may be rulers.

Sha'irs are regarded as enigmatic and powerful figures in the Land of Fate. They do not gain spells in the manner of other wizards. Instead, they acquire their magics and enchantments through the workings of genies. Because genies are a mighty force in the Land of Fate, many would-be attackers think twice before offending a sha'ir — especially attackers who don't have their own sha'irs and genies supporting them.

Creating a Sha'ir

Sha'irs are most commonly wizards and rarely any other arcane class such as sorcerer, hexblade, or bard. Non-arcane sha'irs are virtually unknown, although a few have been said to exist.

Starting Feature

A sha'ir is defined by his or her relationship with genies, and the most important relationship, at least initially, is with the sha'ir's familiar — a minor genie known as a *gen*.

Benefit: You gain the Arcane Familiar feat as a free feat; you must choose your familiar from the following list: daolanlin, djinnling, efreetikin, or maridan.

You learn the Primordial language.

You gain the *retrieve ritual* power.

Retrieve Ritual

Sha'ir Utility

Your gen can track down the magical impressions left behind by successful rituals, and bring those impression back to you for your own use.

Encounter ♦ Arcane, Familiar

Free Action **Special**

Trigger: You begin a short rest.

Effect: Name a ritual. Your familiar is removed from play until the end of the short rest. At the end of the short rest, your familiar returns. Make an Arcana check against a DC equal to 20 plus the level of the ritual.

If you succeed in the check, then you know and can perform the ritual (you must still supply the required components and make the appropriate skill check). If the ritual's level is higher than your level, you must spend a healing surge in order to perform the ritual in addition to the normal cost of the ritual. Your ability to perform the ritual fades after you use the ritual once, take an extended rest, or use this power again.

If your check is unsuccessful, then you do not gain the ability to perform that ritual. Whether you succeed or fail in the Arcana check, you cannot attempt to retrieve the same ritual again until you take an extended rest.

Additional Features

Level 5 Feature

Your dealings with genies have given you insight into the nature of the world and the nature of those who dwell within it.

Benefit: You gain a +2 power bonus to Diplomacy checks and to Nature checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Retrieve Spell

Sha'ir Utility 2

Impressions of the most commonly used spells are the easiest for your gen to retrieve.

Encounter ♦ Arcane, Familiar

Minor Action **Special**

Effect: Name an at-will level 1 arcane attack power from any class. Your familiar is removed from play (save ends).

After-effect: Your familiar returns to play in your square. Until the end of your next turn, you can use the named power once.

Level 6 Utility Power

Call Upon Jann

Sha'ir Utility 6

You give a mighty shout and a nearby janni with a flaming sword hears your call and responds to render aid.

Daily ♦ Arcane, Fire, Summoning

Standard Action **Close** burst 5

Effect: You summon a Medium janni tribesman in an unoccupied square within the burst. The janni tribesman has a speed of 6 and a fly speed of 8, and is initially invisible. You can spend a minor action to choose one of the following actions and make a Diplomacy check; if the check succeeds against the listed DC based on your level, the janni tribesman will take the requested action. If you don't request that the janni tribesman do anything, it will just stand there looking confused.

- ♦ Move to somewhere (Easy DC): The janni moves up to its speed to a square indicated by you.
- ♦ Turn invisible (Easy DC, once): The janni tribesman turns invisible.
- ♦ Answer a general question or give directions (Moderate DC): The janni tribesman has a skill check of 10 plus half your level on Arcana, History, and Nature checks.
- ♦ Defend me (Moderate DC): Until the end of the next turn, the janni tribesman makes the following attack when you are hit by an attack:

Immediate Reaction: Melee 1; targets attacking creature; highest ability modifier vs. Reflex; 2d8 + highest ability modifier fire damage. After the attack, the janni tribesman turns visible, if it was invisible.

- ◆ Carry something or someone (Moderate DC): The janni tribesman can lift up to 600 pounds without becoming encumbered.
- ◆ Provide food and water (Moderate DC, once only): The janni tribesman can magically prepare enough food and water to satisfy up to 6 people for one day.
- ◆ Attack someone (Hard DC, once per round): The janni tribesman makes the following attack against a target of your choice:

Free Action: Melee 1; targets 1 creature; highest ability modifier vs. Reflex; 2d8 + highest ability modifier fire damage. After the attack, the janni tribesman turns visible, if it was invisible.
- ◆ Go away (Hard DC): The janni tribesman magically returns to from whence it came.
- ◆ Anything else (Hard DC): The janni tribesman will refuse to do anything that may cause itself harm, such as opening trapped doors or drinking strange liquids. The janni's Insight and Perception skills are equal to 10 plus half your level.

Level 10 Utility Power

Improved Retrieve Spell Sha'ir Utility 10

As your gen grows in power, it can retrieve more uncommon spells for you to use.

Encounter ◆ Arcane, Familiar

Minor Action **Special**

Effect: Name an arcane encounter attack power from any class. The level of the power cannot be higher than 9. Your familiar is removed from play (save ends).

After-effect: Your familiar returns to play in your square. Until the end of your next turn, you can expend one of your unused arcane encounter attack powers of the same or higher level than the named power in order to use the named power.

Gen Familiars

Daolanlin Familiar

Speed 6, burrow 4

Constant Benefits

- ◆ You gain resist 2 all against non-typed damage from melee and ranged attacks.

Level 11: Resist 5 all against non-typed damage from melee and ranged attacks.

Level 21: Resist 10 all against non-typed damage from melee and ranged attacks.
- ◆ When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to.
- ◆ You gain a +2 bonus on Arcana checks when using the retrieve ritual power to retrieve a warding ritual.

Active Benefits

- ◆ Once per encounter as a free action, when you hit a target adjacent to the daolanlin, you can knock it prone.

Djinnling Familiar

Speed 6, fly 6

Constant Benefits

- ◆ You gain resist 2 lightning and resist 2 thunder.

Level 11: Resist 5 lightning and resist 5 thunder.

Level 21: Resist 10 lightning and resist 10 thunder.
- ◆ You take no damage and always land on your feet from falls less than 5 feet times your level in height.
- ◆ You gain a +2 bonus on Arcana checks when using the *retrieve ritual* power to retrieve a creation ritual.

Active Benefits

- ◆ Once per encounter as a free action, when you hit a target adjacent to the djinnling, you and the djinnling become invisible to that target until the start of your next turn.

Efreetikin Familiar

Speed 6

Constant Benefits

- ◆ You gain resist 2 fire and resist 2 radiant.

Level 11: Resist 5 fire and resist 5 radiant.

Level 21: Resist 10 fire and resist 10 radiant.
- ◆ You gain a +2 bonus on Arcana checks when using the *retrieve ritual* power to retrieve a deception or divination ritual.

Active Benefits

- ◆ Once per encounter as a free action, when you hit a target adjacent to the efreetikin, the target's square and all adjacent squares become heavily obscured to your enemies until the end of your next turn.

Maridan Familiar

Speed 6, swim 6

Constant Benefits

- ◆ You gain resist 2 acid and resist 2 cold.

Level 11: Resist 5 lightning and resist 5 cold.

Level 21: Resist 10 lightning and resist 10 cold.
- ◆ You can breathe underwater.
- ◆ You gain a +2 bonus on Arcana checks when using the *retrieve ritual* power to retrieve an exploration ritual.

Active Benefits

- ◆ Once per encounter as a free action, when you hit a target adjacent to the maridan, you can slide the target 2 squares.

Spellslayer

In any world with wizards, eventually there will come a group dedicated to hunting those wizards. In the Land of Fate that group is the spellslayers.

These mysterious men and women have the ability to disrupt magic for long periods of time, essentially severing a wizard's contact with the magic of the world, making him incapable of casting spells. How this is done is a secret held by the spellslayers, and it is said that any of their number who try to reveal the secret, or how to remove its effects, are struck dead instantly. The means of death are often unpredictable and unpleasant, but they are always immediate and irreversible.

Arcane casters speak of the spellslayers like children speak of evil sha'irs: quietly and warily. The spellslayers seem to have the ability to come and go and are devilishly clever in their retribution against those who speak ill of them.

The spellslayers view themselves as a "check and balance" system designed to prevent random wizards from promiscuously casting powerful spells about.

Spellslayers are also known to make their services available to any who will hire them. Though no wizard would hire such a mercenary, there are more than enough non-magical individuals who have reasons to want certain wizards disabled or removed.

Spellslayers do not like arcane casters at all. They view them as bizarre mutations that need to be destroyed in order for "ordinary" men and women to get on with their lives without interference.

Creating a Spellslayer

A spellslayer cannot cast use arcane magic, ever. This means that to take this theme you can't belong to an arcane class, and while you have this theme you can't take a multiclass feat from an arcane class.

Most spellslayers are rogues, although some are hunters or other martial classes, and a few assassins. Most primal and divine classes have other things to worry about than stopping arcane casters, and other abilities to use against them.

Starting Feature

Spell slay is your most feared ability as a spellslayer, as it severs the connection between a wizard and the magic she wields.

Benefit: You gain the *spell slay* power. You gain training in Arcana.

Spell Slay Spellslayer Attack

With the merest touch, you sever your target's ability to connect with the sources of arcane magic.

Daily * Reliable, Shadow

Standard Action Melee touch

Requirement: You must not be wearing heavy armor or wielding a shield.

Target: One creature that is currently granting you combat advantage.

Attack: Highest ability score vs. Will

Hit: The target cannot use arcane powers (save ends).

First failed save: The target cannot use arcane powers until it takes an extended rest.

Special: At the DM's option, this power also affects monster powers which don't have the arcane keyword but which are arcane in nature.

Additional Features

Level 5 Feature

You have honed your ability to get close to your target, through disguise or through disabling their protective barriers.

Benefit: You gain a +2 power bonus on Bluff checks and Thievery checks.

Level 10 Feature

TBD.

Optional Powers

Level 2 Utility Power

Shield Against Force Spellslayer Utility 2

They say magic missile never misses. They're wrong.

Encounter * Shadow

Free Action Personal

Requirement: You must not be wearing heavy armor or wielding a shield.

Trigger: You take force damage.

Effect: You gain resist force equal to 10 plus half your level until the end of your next turn.

Sustain Minor: The resistance persists until the end of your next turn.

Level 6 Utility Power

Silent Flight Spellslayer Utility 6

You move through the air toward your target like a shadow in the moonlight.

Encounter * Shadow

Move Action Personal

Requirement: You must not be wearing heavy armor or wielding a shield.

Effect: You fly up to your speed. Until the end of your turn, you get a +5 power bonus on stealth checks.

Level 10 Utility Power

TBD.