

MYSTARA DECLASSIFIED ARCHIVES PRESENT

MD02 THE MAGIAN FIRE
WORSHIPPERS FILES

COMPILATION BY IRVING GALVEZ

irvinggalvez@gmail.com



Contents

- PROLOGUE..... 3
- INTRODUCTORY INFORMATION..... 4
- THE NITHIANS..... 5
- MAGIAN FIRE WORSHIPPERS 7
- THE ULTIMATE GOAL..... 7
- MEMBERS AND NEW RECRUITS 8
- THE THREE MAGIAN PATH 9
- HEAD QUARTERS 10
- YLARUAM CELLS 11
- INTERNATIONAL CELLS..... 15
- ALLIES 21
- ENEMIES 23
- APENDIX 1 - ARTIFACTS..... 29
- APENDIX 2 - FIRE MINIONS 31
- APENDIX 3 - GATES..... 32

PROLOGUE

First of all I want to thank everyone that has written something to keep alive Mystara. This is a compilation of different authors put together by me. I also add some information to complement this work. My intention is to unify different ideas. I try to put the authors of each idea. This compilation is not intended to be sell and is for free usage by people that keep playing Mystara. Dungeons and Dragons and Mystara are property of Wizards of the Coast.

Keep playing and keep making Mystara breath. Special thanks to Vaults of Pandius (<http://pandius.com/>) and to The Piazza (<http://www.thepiazza.org.uk/>)

You can find more work made by me at <http://pandius.com/igalvez.html> and The Piazza or you can contact me at irvinggalvez@gmail.com

INTRODUCTORY INFORMATION

At first, my intention was to talk just about the magians but researching more I found out that there were histories of magians in other countries. My real challenge was that the information wasn't unified majorly because there are always three immortals involve.

I am focusing more at the magians of Ylaruam, it seems they want to bring more chaos to Mystara and look like they are more resentful of what happens to Nithia. But still, I'll give some general information of the other magician path.

THE NITHIANS

(From the Emirates of Ylaruam by Ken Rolston)

Once a great river like the Nile ran all the way from the northwestern plateau to the eastern coast. Its headwaters were in the mountains of Rockhome, its mouth at a great delta in the Sea of Dawn. Along this river grew the Nithian Empire, similar to the Egyptian empire of a parallel world familiar to our readers.

The lands along the river and in the delta were fertile and watered by floods and irrigation; the climate and conditions were perfect for intensive agriculture. Great urban complexes grew up in the delta and at the mouths of important tributaries. Arts and sciences developed to a high level of sophistication, and the military might of the empire brought rich tribute from lesser states and colonies. But great though the culture was, it contained the seeds of its own destruction.

First, the Nithian economy depended on slave labor, and most peasants were held in conditions of near slavery. The slave revolts that finally toppled the empire were the result of this evil social order.

Second, a disruption in global climatic patterns caused a gradual decline in the rainfall in the region, while tectonic shifts caused an uplift of the northern Alasiyan plateau and a subsidence of the central Alasiyan desert. The headwaters of the great River Nithia were diverted through what is now the Makisrani Plateau, finally disappearing into the great subterranean reservoirs of the Alasiyan drain age. The rest of the River Nithia dried up, and the Nithian culture along with it.

Third, the official religion of the Nithian Empire, the Magian Fire Worshippers, revered powerful beings from the Elemental Plane of Fire. Conflicts between these fire beings and beings from the Elemental Plane of Water resulted in an imbalance in the availability of these elements in this region. Intensifying the effects of the increasingly arid climate. Further, these fire beings, treacherous and unfaithful to their followers, ultimately abandoned them when the empire had begun to fall.

Finally, the rulers of this culture worshipped an Immortal loyal to the Sphere of Entropy, Thanatos. Thanatos was not unfaithful to his followers; indeed, he was too faithful in his attempt to save them from the fate decreed by the balance of the Opposed Spheres of the Immortals.

He attempted to personally intervene in the events which were eroding the power of the Nithian Empire to encourage the Pharaohs, the rulers of the culture, to establish an Empire of Undead despite the needs of the Nithian peoples. As a result, other Immortals banded together to destroy this errant Immortal, and set about expunging the Nithian culture from memory of man.

An artifact in Surra-Man-Raa, buried in ancient catacombs concealed by shifting sand dunes, causes those who pass within range of the artifact (a 24-mile hex) to forget what they know of Nithia. Since most fugitives from the empire's collapse, and most modern visitors to this region, must pass through Surra-Man-Raa on the way to the interior, this magical device is quite effective in obscuring the Nithians' past. In addition, Servants of the Immortals are occasionally sent to those who have learned too much about the Nithians, and these servants have ways of making one forget.

Evidence of the culture remains in its peoples and in occasional place names. Tel Akbar, for example, was once a Nithian city, though all traces of the original culture lie buried under layers of more recent occupations. As for the surviving descendants of the Nithians, most have been thoroughly assimilated into the Alasiyan tribal cultures and the urban cultures of the former Alphatian colonies. Only in the arid highland western of the Nithian Emirate may pure Nithian types be found, marked by their short stature, dark complexion, light bone structure, sparse body hair, and typically dark-red wavy facial and head hair.

These Nithians are seldom seen by foreigners, and Al-Kalim's injunctions against discourse with these "evil" people prevents natives from interacting with them, so even scholars know almost nothing about them. The few recorded tales and legends of these primitive tribal people hint of dark ancestral powers and lingering worship of fire beings.

Staging: The primitive Nithians of the central highland wastes are "boogie men" to bedevil characters who search for ancient Nithian tombs, who accompany archaeological, trade, or mining expeditions, or who wander the deserts in these regions. Nithians may appear as nomads or in small, ancient mudbrick fortified settlements, or may be associated with ancient Nithian ruins and their underground catacombs.

Against low level characters, the Nithians are savage primitives with the almost supernatural ability to come and go without being seen, and therefore are most dangerous in ambush. Against mid-level characters, these savages are supported by evil, powerful shamans who summon undead spirits and shades, the relics of the Pharaonic necromantic teachings of Thanatos. Against high-level characters, these shamans may become solitary, powerful sorcerers combining undead command with magic and summoning from the Elemental Plane of Fire.

Planar travel, magical devices, and dungeon master fiat may also permit adventurers to travel back to the heyday of the Nithian Empire for ancient-Egyptian-style role playing.

MAGIAN FIRE WORSHIPPERS

(From the Emirates of Ylaruam by Ken Rolston)

These descendants (and perhaps a few long-lived sorcerers and liches) of the ancient Nithian elemental worshipping culture have lovely wilderness filled with ruined temples to pop out of, competence in deadly necromantic and fire elemental magics, and a desire to reestablish their moribund kingdom perfect credentials for a typical Ultimate Evil.

Location: Primarily found in remote regions of the Nithian highlands, but Magians operate in secret throughout the Emirates.

Staging: The Magians, evil sorcerers and clerics of Nithians descent, are masters of the necromantic arts and elemental magics, especially fire magics. Their ultimate goal is to reestablish the Nithian Empire and the reign of the ancient line of Nithian kings. Al-Kalim has declared the Magians enemies of all that is just and Honorable; the Magian's ritual practices are banned throughout Ylaruam on pain of death.

Wherever there is bad juju in Ylaruam, the Magians are likely to be mixed up in it. Not even the most evil sorcerers in this region regard necromancy as a legitimate sorcerous practice.

THE ULTIMATE GOAL

The Magian Fire Worshipers (From Dragon Magazine 148 Around the world in 36 levels by Jim Bambra) from the Emirates of Ylaruam are attempting to open a number of gates to the plane of elemental Fire. These gates are situated in remote areas of various countries. If the gates are opened, large numbers of fire elementals will enter the Prime Material plane and wreak havoc throughout the Known World.

They also are trying to find artifacts of fire or necromantic properties to study them and take advantage of them for their purposes.

MEMBERS AND NEW RECRUITS

This is a very closed-minded group that secretly maintains itself. First of all, they must be of Nithian decent. Second only clerics and magic users are accepted to form part of it. Third must be evil alignment but sometimes neutral alignment are accepted. Forth and less important if they got all 3 above but also got fire elemental or necromancy knowledge.

You don't seek to become a member, the Magian Fire Worshipers seek you. They invite you without revealing all secrets. If accepted the new member must pass the initiation but if decline that person must die and maybe then they will recruit him (involuntary) as undead.

The initiation consists of the Old Fire and Death Ritual. Any new Magician must come to Nithus and survive this strange ritual. There is a room that in the middle has a pool of oil, in the center of the pool there is a big zeer sarcophagus. The interior of the sarcophagus is covered by desert sand and over the sand, there is a smaller zeer sarcophagus (In the inner sarcophagus at most you can put a human of 6 feet '2" inches tall. Remember Nithian aren't too tall.)

The new member is mummified alive and is deposit in the inner sarcophagus. This sarcophagus can hold air for just 24 hours, which is the duration of the ritual. After sealing the sarcophagus they ignite the oil and close the room and wait to see if the recruit survive. Surviving means Corona has accepted you and now you become a Magian Fire Worshiper.

THE THREE MAGIAN PATH

Just let's remember that I am focusing at Ylaruam but I'll give extra information of the rest immortals.

Corona (Zugzul) Path (From Zugzul by Marco Dalmonte)

In Nithia times the Magian Fire Worshipers switched almost completely their worship from Rathanos to Corona and this contributed to bringing the downfall of the Nithian Empire. His cult was never completely forgotten by the descendants of the Nithians and he's still worshipped by the deranged Magians in Ylaruam.

Magician followers from Ylaruam. Their main goal is to find the gates to the fire elemental plane. They also search for Nithian ancient information, magical items and artifacts that can help with their work. They also have sent members to search and infiltrate the magians of other immortals to try to change them to serve Corona. They are the right balance between fire and death.

Rathanos Path (From Rathanos by Marco Dalmonte)

Rathanos turned then his attention wholly on Nithia, but here Thanatos's schemes made the Nithians turn to the wrong side and caused Rathanos to lose many of his followers to the rival Corona (the Nithian identity of Zugzul), who brought the Magian Fire Worshipers on his side. Rathanos chose to concentrate his blessings and protection only on the most faithful of his followers and managed to preserve Thothia (the Nithian colony on the Isle of Dawn) from the Entropic influence of Thanatos and his allies, saving it from the immortals' cleansing and annihilation of the empire.

Magician followers from Thothia, Ierendi and Thanegioth Archipelago. In most of these places, the magians try to go unnoticed. Mostly in Thothia because they are hunted by Alphatian wizards. They like to use more fire spells.

Thanatos Path (From Thanatos by Marco Dalmonte)

He has been involved in almost all of the major disasters that befell Mystara, notably the creation of the Burrowers (great anellids that possess awesome telepathic powers) to corrupt the people of the Hollow World, the first attempt at destroying Blackmoor (stopped at the very end by Asterius's intervention when he was still a mortal), the internal strife that brought first Taymor and then Nithia to their fall (and total annihilation in the latter case).

(From the Emirates of Ylaruam by Ken Rolston))

The rulers of this culture worshipped an Immortal loyal to the Sphere of Entropy, Thanatos. Thanatos was not unfaithful to his followers; indeed, he was too faithful in his attempt to save them from the fate decreed by the balance of the Opposed Spheres of the Immortals.

He attempted to personally intervene in the events which were eroding the power of the Nithian Empire to encourage the Pharaohs, the rulers of the culture, to establish an Empire of Undead despite the needs of the Nithian peoples. As a result, other Immortals banded together to destroy this errant Immortal and set about expunging the Nithian culture from memory of man.

Magicians Followers from Darokin, Heldann and Thyatis. This is the weakest of the three paths. Thanatos followers tend to work disorganized. They like to use more necromantic than fire spells.

HEAD QUARTERS

(Pop 25 Magians, 200 Sahalia Lizardmen and many undead)

Nithus was the capital of the Nithian Empire. After the empire fall, Nithus was forgotten and was cover with sand becoming part of it an underground complex. Atekhrumun, the last high magian fire worshipper priest suicide and was burry at a crypt in Nithus. Ten years ago he woke up, as a lich, and saw the world had changed. He traveled disguised thru Ylaruam, finding out the magians were now a secret organization and were hunted as a pagan religion. With the help of Almir Al Hussari, Atekhrumun organizes those magian and made the headquarters at Nithus underground complex. Now besides this, they are exploring the ruins trying to find artifacts that can help get close more to their objectives and he is also sending magians to other countries to convert those magians that follow Rathanos or Thanatos.

YLARUAM CELLS

Nithus

Atekhrmun

Magian Fire Worshipper High Priest Lich

He was the last High Priest at Nithian Empire glories. After watching the destruction of his empire, he felt that his immortal betrayed him and committed suicide.

Ten years ago Corona sends Almir Al Hussari in search for his remains and instructed him to make a ritual to bring him back. He was going to become the leader of the Magian Fire Worshipers.

He started to organize the magians at Ylaruam territories, he instructed magians to travel and to get more adepts from the magians that follow the other immortals. He also send agents to those countries that could have old Nithian ruins to explore and gain all the knowledge possible and recover artifacts. His is wants to destroy the Bead of Oblivion and also he is studying a way to do this. He doesn't leave Nithus for any reason and operates all from there.

He is a cleric level 34 (S13, I10, W16, D 13, C0 16, Ch 13, HP 76, Ac -1). He normally wears a Nithian chainmail +3, a shield +2 and attacks with a flame war hammer +2. He tends to use necromantic and fire cleric spells.

He is mostly surrounded by undead bodyguards but at Nithus there are also humans working for him.

Ramaalan El Sadhari

Ramaalan was a traveling fighter that once traveled to different countries. Near Kelven (Karamaikos) his group was attacked by a nosferatu and was converted. After struggling many years he kills his master and was set free. He returned to Ylaruam just to see he didn't fit any more in society. After traveling thru all Ylaraum villages he met Atekhrmun who recruit him to become his captain. He is in charge of security in Nithus and of protecting Atekhrmun. Ramaalan has recruited (or controlled) other undead and brought them to Nithus.

Ramaalan is a fighter 9 HD nosferatu (S18, I9, W10, D 16, C0 16, Ch 10, HP 68, Ac 0). He wears a magic black plate mail armor +2 and fights with 2 scimitars (+2 and +1) (master in scimitar).

Khaf-Raa-Ankh

Khaf-Raa-Ankh was a sage in times of the Nithian Empire. He was a very close friend of Atekhrumun, who woke him up. He now is in charge of recollect, classify and store all information received. He is very intelligent (18) but beside been a mummy he doesn't have any other extra ability. Atekhrumun have him and all the information well-guarded.

Drok-Rul-Groxl

Sahalia Clan Leader

He is a very tall (6'6"), strong-looking lizard men lich. He worked for Atekhrumun at times of the Nithian Empire, he was also awakened by him. He controls almost all lizard men at Ylaruam. He is working under Atekhrumun orders because he believes there is a future for his race with him. He is a 21 level lizard man and 6 level shaman lich besides controlling lizard men he also helps controlling undead.

Maddrorth Bringer of Death

Small Red Dragon

This young dragon lived at Nithus ruins before Atekhrumun woke up. He lived afraid of the nearby Abbashan and was very cautious when he needed to hunt. After Atekhrumun woke he promise Maddrorth protection in exchange for him guarding Nithus and transporting magians to other countries. Atekhrumun crafted a special ring of polymorph so Maddrorth feels more secure.

Ylaruam City

Almir Al Hussari

Almir is the right hand of Atekhrumun. He is the highest ranked human at his organizations and his hands to act in the world of the living. Almir is a rich magic user alchemist who has a store at Ylaruam City (The Liquid Dream). But under the store, he has an underground floor where he operates the magians. In Ylaruam this is the recruitment office everyone pass here before going for the ritual al Nithus. Either they become magians or they disappear here. Almir also interacts with the society at Ylaruam City, he tends to gather the more information he can and tries to keep an eye on his enemies.

He also controls the communication between the cells outside Ylaruam. He travels to other cities and villages of Ylaruam (except Surra-Man-Raa region) to watch over the cells at these places.

He is a 36 years old 18 level Magic User who always dresses in fine clothes (S8, I18, W13, D 13, C0 10, Ch 16, HP 44, and Ac 5). Besides clothes he wears Cloak Protection +2, a ring protection +1, a ring spell turning and a silver dagger +2. He is a master in dagger and an alchemist, he should have enough healing and protective potions. He always travels with 2 magicians level 8 as guards.

Cinsa-Men-Noo

Saalih al-Bagheri

Saalih is a young 25-year-old 10 level magic user that is in charge of the northern operations. He has been going up fast in the ranks of the magicians because he is the guy that never says no. He is an explorer, a recruiter, an assassin and a leader. He has magicians with Yasir al-Achmed that he uses to explore and gather information and has informants in the local thieves guild. Saalih lives at Cinsa-Men-Noo but has the magician lair north of it, in a hidden cavern.

Ctesiphon

Kentep

(From Night of the Blue Sun by John Calvin)

Race: Human

Classes: Magic User 8

Sex: Male

Age: 43

Alignment: Chaotic Evil

Kentep is a crazed Ylari Magician Fire Worshipper. He has long sought after the secrets of the Lost Nation, several of which he recovered only to lose again to the Bead of Oblivion. Such losses don't sit well with his psyche, and Kentep has become quite mad.

Kentep's magical arsenal consists mainly of destructive fire magics. Feel free to devise anything special to include as well. Kentep will fight passionately, but not intelligently. His rage controls his actions. For instance, Kentep may summon several Fire Elementals to do his bidding before he realizes that he cannot maintain his control over so many. The Elementals would then attack anything in their path, including the crazed fire mage.

Knowing his mental and impulsive problems Atekhrumun has sent a magian to babysit him and to try to unblock the knowledge he has. Still, Kentep is a big problem for the organization and he might not live long to unleash his knowledge.

Parsa

Saleem al-Tabet

Parsa is considered one of the pillars of the organization. Saleem has great responsibilities at his shoulder. He is in charge of the western operations and he gathers information on the cells at Threshold and Selenica. His lair is in the nearby hills of Parsa on a small underground crypt he found years ago. He is a 12 level Magic User and is 44 years old. He is always with a 7 level magian as a guard and at the crypt, he has a mummy that use to rest there.

Tameronikas

Bandar el-Morad

Bandar is a 70-year-old magian cleric level 20. He has long time serve the organization and now has a lesser roll on it. He is in charge of giving secure passage to the agents that go to the eastern part of the known world. Still, he also controls the small cell at Tameronikas. His functions are to explore and gather information on the zone.

INTERNATIONAL CELLS

Alfheim

Hashaburminal

(From *Elves or Alfheim* by Steve Petrin and Anders Swenson)

Lich of the Nithian Empire

History: Hashaburminal was a dissident prince of the Empire. He was positive that outside forces were working to destroy the empire and led his expedition westward to prove the truth of his theory unfortunately for him. He discovered he was tight by being caught in the backlash of the mighty wizardry that created Alfheim.

Personality: Hashaburminal is a homicidal megalomaniac with two fixations: his long-standing fascination with the undead and his current determination to see the destruction of every elf on the face of the earth. He considers all elves responsible for the tragedy that overtook his people.

Appearance: The prince is a skeleton, richly garbed in the remnants of the royal dress of a prince of the Nithian Empire.

DM'ing Notes: Hashaburminal is formidable but impatient. He could have held back and slowly built his power base, but he is too anxious to visit his wrath upon the elves. He wants the elves to come to him.

If confronted by humans or other demi-humans, he will rail at them for betraying him and his followers and describe his version of his history to them, calling upon them to help him destroy all the elves.

Combat Notes:

M 31; AC -2; hp 50;

MV 90'(30'); /IAT 1; D 1-10 + paralysis;

Save M31; ML 10; ALC; S8, I 18, W9, D 12, CO 18, Ch 5; XP 10,000.

Abilities & Skills: Lore of the Nithian Empire (I +2), Lore of Magic (I +3).

Languages: Alphatian, Ancient Thyatian, Nithian, Alignment (C), others too obscure to mention.

Spells Carried:

Level 1: charm person (X 2), detect magic, magic missile (X 3), read languages, read magic.

Level II: ESP, mirror image, phantasmal force (X 3), web (X 2).

Level III: clairvoyance, dispel magic (X 3), fireball, haste, hold person, infravision, lightning bolt.

Level IV: charm monster, dimension door (X 2), hallucinatory terrain, ice storm, polymorph others, wizard eye.

Level V: animate dead (X2), cloudkill, dissolve, feeblemind, telekinesis, teleport.

Level VI: death (X 2), disintegrate (X 2), flesh to stone, invisible stalker, projected image.

Level VII: delayed blast fireball (X2), power word stun (X 2), reverse gravity, create wraith, sword.

Level VIII: create spectre, explosive cloud, force field, permanence, power word blind, symbol — discord.

Level IX; create any monster, immunity, maze (X 2), meteor swarm, power word kill.

Hashaburminal was visited by Saleem al-Tabet that informed him of Atekhrumun plans. He decides to be cooperative with the magians fire worshipper but his main goal still is destroying the elves. His arrangement is to exchange knowledge for knowledge.

Darokin

Fuad il-Azeez the Fallen Vizier

From <http://heroesofmystara.blogspot.mx> modiphy

Race: Human

Classes: Sorcerer 8

Sex: Male

Age: 65

Alignment: Chaotic Evil

Languages spoken: Alasiyan, Alphatian, Ancient Nithian, Ethengari, Thyatian

Possessions: Belt Pouch, +2 *Rapier of Spell-Storing* (holds CL6 *Fly*), *Wand of Magic Missile* (20 charges), *Wand of Comprehend Languages* (20 charges), *Ring of Fire Resistance 10*, *Amulet of Armor +2*, +1 staff, *Potion of Cure Serious Wounds*, *Potion of Gaseous Form*, *Cape of the Mountebank*

Description:

Fuad is a tall, thin man in his sixties with graying hair, a trimmed goatee and a regal bearing. He dresses in a mixture of Darokinian and Ylari finery, with a single rapier at his side and a wand hidden up each sleeve. A richly embroidered cape enhances his rakish appearance.

Background

Fuad was born into a powerful political family that long supported the Kin faction in Ylaruam. His branch of the family was also the leadership of a large cell of Magian Fire Worshippers. Fuad was clever, cunning and ruthless, eliminating many of his brothers to take the leadership of the cult from his father at an early age. Using the resources of the cult, he furthered his political career, becoming a powerful vizier and advisor to the Sultan on matters regarding ancient ruins. He became infatuated with a young girl of mixed Makistani/Alphatian heritage that was captured by a Kin-faction raid on a foreign (Darokin) caravan. This slave girl was his downfall, as she uncovered the secret lair of the Magian Fire Worshippers in a dark dungeon deep in his palace. She made her way to the nearby village of Kirkuk and found an old family friend, the rotund cleric known as Daood the Wide. Daood brought the Sultan's forces to his palace and Fuad was forced to flee into the night. He had little resources, but gathered what remained of his cult and they snuck across the Altan Tepes to Darokin. For the last three years, Fuad has reinvented himself as a semi-retired mage of minor power and a generally dashing rake about Selenica. His identity was uncovered by a mysterious agent of newly discovered Hule. This agent has enlisted Fuad as a powerful cousin from a similar desert land.

Fuad currently directs a number of agents in the Altan Tepes for his foreign master. He stays in Selenica, using the alias Mahannon and claiming to be a minor mage for hire and purveyor of spell-components. He cuts a dashing figure, with expensive clothes and a silvered-*rapier* of Elvish design at his side. Fuad will only reveal himself when he has the advantage, and he is rarely without hired thugs or his pet Hulean warriors. He will avoid the Emirates or officials from his homeland as he has a bounty of 20,000 dinars (alive) for treason, banned magic and kidnapping. Fuad will direct much of his energy toward capturing Naomi, who he blames for his downfall.

Fuad will fight with magic first, only drawing his rapier for flourish or when he has overwhelmed a foe. His flaming scimitar is ancient and a mark of rank among the Magian Fire Worshipers. It is usually hidden in his quarters or aboard the sky-ship. If he cannot immediately eliminate an opponent, he uses the *Fly* spell stored in his sword to flee.

Saleem al-Tabet contacted him in recent years. Fuad is starting to build a secret cell at Selenica in order to help the organizations goals.

Davania

Still no agents here but Atekhramun is planning on sending new agents to explore the continent the same way they are exploring Skrothar.

Heldann

Yussef al Sayed

Yussef controls a small cell of magians at Freiburg, he is 49 years old and a 13 level cleric. His operations consist in researching old Nithian places, gathering information and recruit/convert magians that worship Thanatos.

Ierendi

Rajaii El Farra (Aka Fiarley Drummer)

Rajaii lives at Punaauia village. He is 32 years-old 9 level Magic User that works secretly and alone. He is infiltrated in a magian organization that worship Rathanos. He research, gather information and recruit/convert magians that worship Rathanos.

Isle of Dawn

Mufeed al-Nagi (Aka Clemens Goethals or Marcus Veturius)

He is in charge of Thothia organization. Besides Ylaruam, Thothia has the next largest group of magians. And here is where the magian members take more risks because they are hunted to death. Mufeed is an expert on disguising and deceiving people. He can manage relations at either side on the Isle of Dawn (Alphatian or Thyatian). He is a 51 years-old 18 level magic-user and he has been having success recruiting magians of Rathanos path. He has infiltrated agents in most of the magians organizations of Isle of Dawn. He is in a race to obtain artifacts of the Nithian Empires at this place.

Karameikos

Key-Hemintep

(From Karameikos Kingdom of Adventure)

Hemintep was a Nithian Lord who had a city-state in the territories where now lies Threshold. He built canals underground Threshold, when he dies his body was placed upon a boat and cast into the water. But at a certain spot, it stops moving. His people interpreted to mean that the lord has found his resting place. They believe he wished to be with his beloved canals, even in death.

To honor the Lord, then, the people ceremonially killed all his family and his manor servants, and entombed them in the very walls of a monument that was erected around his boat, enshrined it where it floated. Doors were built into the tomb so worshipers could come and pay their respects, but to further honor the lord and his court, the only access to the door was by boat.

Key-Hemintep instead of emerging as a mummy he became a wright. But he has an exceptional intelligence (16) that enables him to cast spells as a 4 level magic user. He now under command of Atekhrumun commands a small cell of 5 magians at Karameikos. They are here to research and explore Nithians places at Karameikos.

Key-Hemintep AI LE; AC 5; MV 12; HD 4+3; hp 31; THACO 15; DMG 1d4; ST 14; SA drowning and level drain; SD Hit only with silver or +1 or better magical items, immune to poison and paralyzation attacks; MR immune to sleep, charm, hold and cold base spells and cleric turned as special. XP 975.

Skothar

Kareem al Faris

Kareem is a 47 years-old magic-user level 24. He is in command of other 6 magians (in between levels 6 to 15) that explore Skothar continent. Their main goal is to find, if possible, The Well of Souls. They also are searching possible gates to the fire elemental plane. Kareem every month teleports to Nithus to give information of his advances or to deliver artifacts or magic items that could serve the cause.

Thanegioth Archipelago

(From The Empire of the Firelord by Ville Lähde)

Zaleem el Abassi

Recently information about some Firelord at this archipelago came on hands of Atekhamun. One year ago Zaleem with 2 more magians were sent there to investigate. Zaleem is a 29 years-old magic-user level 13. Still, they are waiting for him to come back with news. Zaleem is exploring this strange islands to find out if it's true this information and researching a possible gate to fire elemental plane.

ALLIES

Yasir al-Achmed of the Northern Highlands: (From the Emirates of Ylaruam by Ken Rolston)

The short, fleshy, swaggering, and fearless Yasir is chief of a band of over 130 brigands that raids the fringes of civilization in this region. The brigand's headquarters is in the rugged hills about 15 miles from Kirkuk. Yasir is from Nithia, and he has several fellow countrymen in his band such as a Magian fire-priest and his acolytes disguised as adviser and servants. Yasir's band is unique in having the support of several skilled mages. He takes great pains to keep this secret from all but his most trusted lieutenants. Yasir is a godless and lawless man, honorable and generous with his lieutenants and hand, a superb horseman, and a charismatic leader. Yasir admires fearless men, scums devout Believers, and has a weakness for heroic tales. In his raids he is shrewd and ruthless, caring little for the lives or welfare of his victims, and is cautious (and well-advised by his Magian) where sorcery is involved.

As an enemy he is extremely dangerous. As an ally, he is reliable if he respects you, if he has given his word, if he and his men are treated generously and with respect, and if the money is good.

Yasir's Brigands: 120 F1; leather armor, shield, short bow, sword.

Yasir's Lieutenants: 6 F2, 4 F3; chain, shield, sword lance.

Magian Sorcerers: 2 M1; 2 M3; 1MS; 1M9; dagger.

Yasir's Bodyguard: 3 F5; chain +1, shield, sword +1; lance.

Yasir: F 24; chain +2, shield +1, sword+2, lance +1.

All brigands are mounted on normal riding horses, except leaders and sorcerers who are mounted on superior steeds, and Yasir, who is mounted on a superb steed. Yasir's brigands are otherwise as in the Expert Rulebook, page 53.

The Lizard Men: (From the Emirates of Ylaruam by Ken Rolston)

As inhuman monsters from a dead civilization, carriers of a deadly plague, intent on reestablishing their dominion regardless of the fate of the current human civilization, the lizard men make a good Ultimate Evil for a Basic or Expert campaign. To qualify as a challenge for Companion or Master level characters, they would need powerful magical allies like Barimoor or the Magians.

Sahalia Clan:

This clan control all the lizardmen on Ylaruam. Well adapted to the desert since Nithian Empire they have to serve Nithians through the years. Now with Drok-Rul-Groxl under command, they know that their time of greatness has come. This species of lizardmen are from light brownish to dark brown colors, normally use to camouflage on the desert. They are a tall version of lizardmen having a height of an average of 6'4". They are less strong but more intelligent or with higher wisdom making them better spellcasters.

ENEMIES

Barimoor (From the Emirates of Ylaruam by Ken Rolston)

Barimoor is an expatriate Alphatian wizard who got tired of being just one of the hundreds of 36th level magicians in the Alphatian Empire. About eight centuries ago Barimoor secretly traveled to the Nithian colony with an entourage of sorcerers, alchemists, sages, monstrosities, horrors, and otherworldly creatures. From Surra-Man-Raa, Barimoor and his minions made their way to the Great Alasiyan

Basin, where they summoned magical beings from the elemental planes to build them a great underground complex beneath the desolate salt flats of the Alasiyan Basin.

This underground complex is concealed by powerful magical artifacts, supplied through wormholes into obscure planes, and inaccessible from this plane without magical spells and resources scarcely imaginable outside the Alphatian Empire.

Barimoor is questing on the path of the Paragon, seeking to become an Immortal in the Sphere of Energy.

Barimoor has created thousands of magical devices, all more or less unique, among them the soul daggers described above. He is still searching, however, for the device that would be unquestionably original.

Barimoor has over 120 apprentices, several dozen of which have risen over 12 levels in his service, so this requirement is completed. The transformation of the land for 100 miles around his home is continuing underground at a steady pace. The region within 20 miles of the original underground complex is honeycombed with tunnels populated with a vast variety of inhabitants, and constantly restocked with new arrivals from other planes. At this pace, the work may be completed within one or two centuries.

For the Magian Fire Worshipers Barimoor is a direct competition and a great risk. He also seeks knowledge and artifacts of Nithia and they know he possesses many of the artifacts they want.

The Abbashanil Kin Faction: (From the Emirates of Ylaruam by Ken Rolston)

As xenophobic and intolerant religious fanatics, they are good antagonists, yet their culture is based on the religion of Al-Kalim, and so is unlikely to be completely evil. On the other hand, they may be the unwitting tools of another ultimate evil like the Magians or Barimoor, or pawns in some Immortal game.

Holy Slayers of al-Kalim

by Aleksei Andrievski

This is a letter and a package of documents sent by Hajisa Mabharat, a Glantrian spy in the Emirates of Ylaruam, to Prince Urmahid Krinagar of Bramyra. Hajisa has not been heard from again.

"To my noble lord Krinagar, I, his most humble servant, send greetings. I have progressed well with your last assignment, infiltrating deep into Ylari society and discovering secrets untold. One such secret I present onto you now, my lord. It is a collection of writings set on parchment, which detail a society so secret, so sinister, that even most Ylari wise men are unaware of its existence. My lord shall, of course, judge for himself the usefulness of such knowledge. The author of these documents is one Mahmud al-Nusri, a sage who mysteriously disappeared a few years ago. The information herein should be perused with caution, my lord, for al-Nusri was known to supply fiction where he could not explain the facts."

On the nature of the Khinjar al-Sahraa

In my researches I have discovered a society by the name of Khinjar al-Sahraa, or the Desert Dagger Brotherhood. The Brotherhood is a highly secretive society of men and women who fanatically follow the teachings of holy al-Kalim. These hashishin strike from the shadows to slay those who would speak or act against the will of al-Kalim or his clerics. It is important to note that these slayers are not the same as assassins of infidel lands, for they do not work for money, nor do they necessarily strike quietly. Indeed, these people work motivated only by their religious beliefs, and they oft perform their deeds in broad daylight, before a crowd of people. As they slay only those daring to oppose the Eternal Truth, their wrath is most often targeted at foreigners who somehow offend al-Kalim. However, they are extremely fanatical, and it is often enough to utter a wrong word to earn the hashishin's anger.

On the Brotherhood's methods and techniques

The Desert Dagger is ever watchful for blasphemers all over the Emirates, and once such a one is detected, their punishment is swift and merciless. From the lowly beggar, to the mightiest emir, none are safe from their far-reaching hands.

The hashishin, as said above, often perform their slayings in public, as this not only dissuades others from repeating the target's mistakes, but also ensures the slayer's place in Paradise through martyrdom (for the slayer is most likely captured and kills himself). The slayers often wear white caftans, sometimes also a red sash and turban (this attire is common enough so that a person wearing those clothes doesn't necessarily belong to the Brotherhood). Female slayers (and even some males) often wear veils, out of devoutness and for concealing their features.

Some more skillful and high-ranking hashishin can also slay in secret, for they are judged too valuable to the Brotherhood to be captured. Of course, the most skillful ones can slay in public and still get away. Sometimes it is also necessary to slay covertly if the target is otherwise well guarded.

Slayers' preferred assassination weapon is the jambiya, a curving dagger. If they intend to challenge a foe to honorable combat, they carry a scimitar (yes, they sometimes challenge an enemy openly, if he is a native Ylari who has demonstrated honor in the past). The Brotherhood generally frowns on the use of poison, as it is considered cowardly and dishonorable. The slayers also use some unique magical items, especially those aiding in disguise and stealth.

The slayers greatly rely on achieving surprise in performing the slaying. This is another reason why they often kill in public, for it is easier to creep up on a victim in a throng of people than on an empty street. The hashishin are quite skillful in concealing their weapons, so the target has no clue of anything until the dagger is in his guts.

As has been said before, the holy slayers are fanatical in their pursuit of their target, and they never give up until either they or their target is dead. If the need arises, the slayer may infiltrate the target's organization or circle of friends, sometimes spending months or even years trying to get into the victim's confidence. It may come as a great surprise to the target when a long-time friend plunges a dagger into his heart. The slayer will relentlessly pursue his victim into foreign lands, if need be.

The slayers' targets are quite varied. They are the people who for some reason have spoken or acted against the teachings of al-Kalim. This most often means foreigners, especially clerics of other Immortals who come to Ylaruam as missionaries seeking to spread the word of their faith. The slayers do not usually kill insignificant offenders such as lowly peasants who merely utter a subconscious curse. However, should such a peasant start bad-mouthing al-Kalim at every turn, he is sure to be marked for death. The Brotherhood also reserves a particular hatred for mages, whom they consider greatest infidels, and will sometimes try to slay them even without any offence. Magian Fire Worshipers are the Brotherhood's mortal enemies.

On the organization of the Desert Dagger

The leader of the Desert Dagger is a mysterious figure known as the Grandfather and the Shadow Sultan. Little is known about him, except that his power over the hashishin is absolute.

Below the Grandfather are the *da'is*, who are among the most powerful slayers. They seldom kill, for their job is to control and coordinate the actions of lesser Brothers. The next layer are the *rafiqs*, who are skillful slayers overseeing a particular city. They may take a job if success is vital.

The *fedayeen* (sing. *fidai*) are the active members, who actually perform most slayings. The lowest members are the *lasiqs*, or novices, who have just joined and are still "on probation".

All slayers are required to take a vow of secrecy upon joining the Brotherhood. They never reveal anything about their organization, which adds to the terror of their targets since there is little information available. After taking the vow, the slayer is magically marked by the Grandfather's *efreeti* to signify his membership. Every slayer wears a special ring which further ensures the silence: should any slayer try to reveal any information about the Brotherhood, or attempt to remove the ring (even under magical influence), it will teleport the wearer into the dungeons of the Brotherhood's fortress, where the *efreeti* will be waiting to torture the traitor (the ring works only for marked members).

The Brotherhood's fortress is located somewhere in a secluded valley in Altan Tepes (on Ylaruam's side). It is heavily protected by magic and illusions (cast by the *efreeti*), and many slayers guard it. There are also some allied clerics of al-Kalim, but no mages, of course. The Grandfather lives here and never leaves. His *da'is* are also found here for the most part.

When time comes to slay, the Grandfather passes on the command to the appropriate rafiq through his da'is. The rafiq then either does the job himself or selects a lesser slayer who is fit for it. For less important slayings, the Grandfather's command is not required, and it may originate with a da'is or a rafiq. Fedayeen may even act on their own if they are absolutely sure of their cause.

When a slayer receives "the call", it comes from his rafiq, usually at night. The rafiq speaks a code phrase and tells the time and place for a meeting (the phrase is different in different cities and at different times, but the slayer always knows it beforehand). At the meeting, when he is sure of privacy, the rafiq explains the assignment to the slayer, and usually changes the code phrase for the next assignment. The slayer is then free to plan and execute the assassination however he sees fit.

As it is, the holy slayers are disliked in Ylaruam, since most normal people consider murder in the name of al-Kalim to be contrary to the Immortal's teachings. Should the Kin Faction come into power, I fear for the Emirates, as surely the hashishin would be praised as heroes.

Game notes

1. Jambiya's stats are the same as a daggers, except it does 1d4+1 damage, weighs 20 cn and cannot be thrown. A scimitar's stats are the same as a normal sword's.
2. The DM should penalize the target's surprise roll depending on how well the slayer has concealed himself and his weapon.
3. A slayer has the same chance to conceal a small weapon as the Pick Pockets skill of a thief of the same level. Normal men have the same chance as a 1st-level thief.
4. The Grandfather's name is Hasan i-Sabbah, though this and his appearance are known only to a circle of most trusted lieutenants. Hasan is a level 36 thief of Lawful (LE) alignment. He is about 60 years old, and is so far the first Grandfather (since the Brotherhood existed only since about year 995 AC). Hasan's pet efreeti, Mahraban, is a cruel being who enjoys bullying and torture. He is fanatically loyal to the Brotherhood. I have based this on the Everlasting, a holy slayer group in Al-Qadim campaign. For more information on the slayers, see Assassin Mountain, a wonderful supplement to that campaign.

Oirtulev the Lich (From the Central Altan Tepes by Simone Neri)

Oirtulev himself is a Chaotic 34th-level Magic-User lich, and one of the most powerful wizards of the Known World; he has gathered a whole collection of spells dating back to ancient ages, and has increased it with a score of spells created by himself, and with many other he has taken from captive wizards. Oirtulev has agents working in Karameikos and

Thyatis to advance his plots of power – he likely controls some political personalities in both countries; they're often involved into tracking and eliminating any follower of Halav who's collecting hints about him (indeed, Halav himself sometimes has given to some of his highest-ranking priests around the Known World the quest to discover and slay Oirtulev). Oirtulev also has contacts with the underground cults of Orcus and Thanatos in Karamaikos and Thyatis. Currently, Oirtulev is gathering magical items and artifacts from various places of the Known World, working through his agents and mercenaries.

While he forgot anything he knew about the Nithian Empire after the Immortals' agents visited him after the destruction of the Empire (BC 500), in the following centuries Oirtulev managed to collect a number of hints regarding that ancient civilization, and now he has decided to ally with the Magian Fire Worshipers to gather even more clues about Nithia; he furthers some aims of the Magians, while planning to use the gathered information's to begin his path toward Immortality (Orcus or Thanatos would be his likely patrons).

Centuries ago, Oirtulev discovered the secret of lunyt (see 'Ylaruam Side', later), only to be infected by a supernatural contagion which rots his undead body. In rules terms, each 1d4 months the disease drains one Hit Dice (and Magic-User level) from Oirtulev. While he's still trying to find a cure to his disease, Oirtulev has discovered that life-force taken from living magic-users can temporarily halt his physical decline. Thus, he's using the power of his Eye to keep his body whole (see below). Thus, thanks to the Eye's powers, Oirtulev arouses visions of power, future, or knowledge in the minds of the wizards of neighboring regions, impelling them to come to his den in the Altan Tepes; there, Oirtulev traps them, and drains their life-force.

Oirtulev also knows about Barimoor and he suspects the existence of his underground empire; the powerful Alphantian mage tried indeed to win Oirtulev to his cause and to take from him information about lunyt's secret, but the latter refused and, since then, they have become enemies and rivals. Nevertheless, Barimoor knows that Oirtulev can be a hindrance to his path in the Sphere of Energy, and soon or later he'll have to destroy the lich.

APENDIX 1 - ARTIFACTS

Bead of Oblivion

Is an artifact in Surra-Man-Raa, buried in ancient catcombs concealed by shifting sand dunes, causes those who pass within range of the artifact (a 24-mile hex) to forget what they know of Nithia. The magians want to destroy this artifact

The Sparkling Spear

(From the Emirates of Ylaruam by Ken Rolston)

This device was crafted for Farid when he accompanied Al-Kalim on his quests to other planes. On the Prime Plane it is a spear + 4 vs. efreet and other denizens of the Plane of Fire (+ 6 if wielded on the Plane of Fire). It has the see invisible power (Expert Rulebook, page 60), and it sparkles with a dazzling light whenever a denizen of the Plane of Fire approaches within 300 feet.

This is a well-known item on the Plane of Fire from the exploits of the mighty M-Kalim, and most denizens of the Plane of Fire fear and respect its wielder. This famous historical device was stolen from the Archives of the University of Ylaruam several decades ago. The thieves, Magian Fire Worshipers, have removed it to a hidden sanctuary in the Nithian highlands, where they intend to use it in quests on the Plane of Elemental Fire. Reports of its location may come from travelers or denizens from the Plane of Fire (where the spear has been used recently by Magians) or from the prophecies of True Believing clerics.

The Well of Souls

(From The Duchy of Ten by David J. Ritchie)

The magians found a book with this information. Speaking as if in a trance, the Mistress of God set down the instructions of Zugzul for the creation of a great artifact—a fell device that would destroy the foes of the one true god and make the Afridhi invincible.

First, said Zugzul, the Afridhi must go into the forbidding wilderness called the Barrens of Karsh, a volcanic range of hills where dwelt strange monsters. There, amid steam vents, lava pits, and pools of boiling mud, they would find a strange mount of naked rock whose top was a shallow howl. This mount they would name Tor Kumam—the Hill of the Hammer—and they must cut a passage to its very heart. There they would find a living volcano in whose fires they would forge the artifact that would make them great.

Efreet would come to aid in its forging, and many powerful spells would be woven into it. But the key to its power would be the lives that it contained, for only by the imprisoning of human souls within its structure could the artifact be made to work. Hundreds must be brought to the forge beneath Tor Kurram and there killed in a ritual that would trap their souls. Months must pass in the binding of this soul energy into the stuff of the Well before, finally, it was whole.

Known powers are it can alter timelines and summon soul eaters. But if it exist and the magian can lay hands on it they can change Nithia history. There is a cell at SKOTHAR trying to gather information and seeking for a myth.

APENDIX 2 - FIRE MINIONS

(From the Emirates of Ylaruam by Ken Rolston)

Elementals (X, CM): Location: Rare on Prime Planes, except where summoned by sorcery. Staging: Commonly servants. Especially fire elementals, of the Magian Fire Worshipers. (See files.)

Helions (CM): Location: Elemental Plane of Fire. Staging: May be PC allies against salamanders. Efreeti, and other denizens of Plane of Fire typically summoned as servants or allies of the Magian Fire Worshipers.

Ooze, lava (M): Location; Strongholds of Magian Fire Worshipers, Staging: Guardians or servants of the Magians.

Salamanders, Flame (X, CM): Location and Staging: Found occasionally on the Prime Plane as servants and allies of the Magian Fire worshippers.

Undead (B, X, CM, M): Location: In tombs of long-dead Nithian aristocracy or as servants or allies of Magian Fire Worshipers. Staging: The ancient Nithian sorcerers were masters of the necromantic arts. In attempting to reestablish the Kingdom of Nithia, the Magians have summoned forth many undead beings from that vanished civilization.

APENDIX 3 - GATES

Known gates to the Plane of Elemental Fire.

Kingdom of Ierendi Honor Island Mount Kala
Minrothad Guilds Trader's island Mount Minroth
Orc Head Peninsula Unclaimed Territories Mount Firehead.
Principalities of Glantri Mount Lea.
Savage Baronies Slagovish volcano near Lestovo.
The Isle of Dread southern volcano on island.
Under sea Devil's Glow.

Still five gates missing.

Possible Places

Alphatia
Central Brun
Davania
North Brun
Skrothar