

#### Act IV - In The Desert

Sakir the Fang of the Moon and his men have set camp near one of the oases along the road to Na'eem. The camp is heavily guarded and a direct assault, even with more than one flying carpet, would probably be suicide. So maybe sneaking in by nightfall is the way to go?

Several large, round tents ring the oasis. Observation will indicate which one is Sakir's tent (and therefore likely the one that holds the prince). Sneaking into camp is fairly easy, to a point, especially if the party waits until late, when the guards have relaxed a bit.

Camels are the most likely source the raiders being alerted to the presence of the party.

The real problem is the ghouls that are also preparing to attack. They appear as burka-wearing women with hennaed fingertips or as eales as vultures landing and changing into the above.

Don't forget to have at least 1 tent catch fire.

#### Nomadic Raider

STR 13 CON 15 SIZ 12 INT 12 POW 10  
DEX 13 APP 10 HP 14

Move 10

Damage Bonus: +1d4

Weapons: Desert Bow, 60%, 1d8+1+1d2

Scimitar, 60%, 1d8+1+1d4

Spiked Shield 50%, 1d3+1d4

Armor: 1d6, Hard Leather

Skills: Dodge 50%, Hide 45%, Stealth 50%,

Spot 45%, Ride 70%, Track 60%

#### Ghuls

STR 13 CON 15 SIZ 12 INT 14 POW 13

DEX 13 CHR 7

Move 7, Fly 8 (as vulture)

Damage Bonus: 1d4

Attacks: Bite 1d6 + 1d4 60%

Claws 1d8 + 1d4 70%

Drain Soul 1d8 PP, Hypnotize (POW:POW)

Shape Change (Vulture)

Armor: 1d6, Evilness

Skills: Dodge 65%, Tracking 75%, Stealth 50%,

Spot 45%

#### Minions

10 in all characteristics

30% hit, 1d6 damage or

50% hit, 1d8 damage

15% or 25% dodge or parry (or none)

1, 2 or 3 hits kills, always last

#### Camel

STR 32 CON 13 SIZ 32 INT 4 POW 10

DEX 11 APP 10 HP 23

Move: 12

Damage Bonus: +3d6

Attacks: Bite, 25%, 1d6

Kick, 10%, 1d6+3d6

Armor: 1d4-1, Tough Hide

Skills: Dodge 25%, Spot 35%, Sense 35%

#### Flying Carpet

Skill Pilot; Rated Speed 2,3,4,5

Handling -5%, 0, 0, +5%; Accelerate ±1

Mov 10, 15, 42, 55; Armor -/-

Siz 21, 13, 9, 5; HP 30, 25, 20, 15

Crew 1; Passengers 7, 3, 1, 0

Cargo 36, 24, 18, 8; Value Expensive

33 km/hr (330km/day); 20 m/hr (200m/day)

#### El-Aqarat

Saba - Kingdom - Capital Marib

Caliph Yusrri abu Dalal

Incense, Camels, Strong Military

Qataban - Kingdom - Capital Timna

Sultan Saqir Ba'albaki

Rival to Saba, sailors, spices

Hadraat - Kingdom - Capital Sabwa

Caliph Malik

carpets, foods, wines

Zufar - Kingdom - Capital Wa'Jabiah

Sultan Ziad ibn Qadar

Steel!

Raz - City State

Emiri Khalidah Al-Raz

magic, magic, knowledge, magic

Na'eem - City State

Emir Yasin al Shammar

Key caravan point

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