

# AL-QADIM

## THE RETURN OF THE SHA'IR



### THE CREATION OF AL-QADIM

by Dean Poisso • illustrated by Kennon James

**A**L-QADIM, the legendary Land of Fate, rises like an ancient flower from the southern oceans of Toril. Although few travelers from Faerûn ever reach this fabled land, tales abound of its exotic inhabitants. The strange, new wares offered by the Durparian traders who speak of this place serve to confirm at least some of their wild claims, but others are too fantastic to be believed. The traders speak of genies that walk the streets, of princes who fly upon carpets, and of desert winds singing promises of earthly delights. Even the most skeptical adventurer realizes that a nation of vast power lies somewhere across the seas, and that its civilization was old before recorded history began. This quixotic land, where fate determines the fortunes of the most tyrannical desert princes and the humblest of beggars, calls out to those who would learn its secrets.

The new character class presented is adapted from the AL-QADIM campaign. It works just like the eleven core classes in the *Player's Handbook*. It has a complete, twenty-level advancement table and features a full range of special abilities. More importantly, it represents an entirely different mechanic for spellcasting—one not seen before the AL-QADIM setting or since.

### SHA'IR

The enigmatic sha'irs are the sages of AL-QADIM—the primary arbiters between the immensely powerful geniekind and the people of the Land of Fate. Feared for their mysterious ways, the sha'irs are also revered by the people. Some of AL-QADIM's most powerful caliphs employ these respected spellcasters as advisors.

Steeped in ancient lore, the sha'irs enjoy a cultural acceptance of their sorcerous power that is found nowhere else in the world. The chief reason for this appreciation of sha'irs is that their exquisite finesse allows them to parley with the ancient, powerful forces of the desert. In fact, genies that are forced to deal with mortals often refuse to interact with anyone other than a sha'ir.

### Game Rule Information

Sha'irs have the following game statistics.

**Abilities:** Charisma determines how powerful a spell a sha'ir can cast, how many spells she can cast per day, and how hard those spells are to resist (see Spells, below). Like a wizard, a sha'ir benefits from high Dexterity and Constitution scores.

**Alignment:** Any.

**Hit Die:** d4.

### Class Skills

The sha'ir's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

AL-QADIM was developed at the same time as the DARK SUN campaign setting, during late 1990 and early 1991. The principle designers were Jeff Grubb and Andrea Hayday.

"TSR management was very excited about DARK SUN," says Grubb. "They were certain that it was going to be 'the next FORGOTTEN REALMS.' At first we were a little jealous. After all, we thought AL-QADIM was going to be every bit as cool as DARK SUN, so why should it get all the attention. Then we realized that we'd have a much easier time making the world unique and innovative if we didn't have management looking over our shoulders the whole time." So they started referring to the project as a "cultural book" and saying it would be "the next *Oriental Adventures*"—a book that was very successful, but not in the run-away manner that FORGOTTEN REALMS and DRAGONLANCE had been.

"In the end," Grubb says, "I think the reason AL-QADIM turned out so well is that we were able to hide its potential from the suits."

Of course, writing a DUNGEONS & DRAGONS campaign based on Arabian folklore and legends was something of a challenge since neither of the designers had a background in the culture. "We asked for help from anyone in the design department who wanted to pitch in," Grubb remembers, "and one day Jon Pickens stopped by my desk. He said that he'd bought a few things that the thought would be useful, and I told him to bring them in the next day. When I got there in the morning, I found three boxes of books outside my office."

One of the most difficult parts of the process was finding a suitable name for the book. Originally it was supposed to be called "Burning Lands" or "Burning Sands," but Grubb and Hayday didn't think that really captured the flavor of the setting they were creating. However, they likewise could not come up with a better title. "So we picked up an Arabic dictionary and looked up the word for 'ancient,'" says Grubb. "The result was 'al qadim.'"

Just to be certain that there was unwanted connotation, they queried a number of Arabic speakers about their choice. All but one of them said that there was no problem. The dissenter told the designers that the while the word was not in any way offensive, it did have a different nuance than they probably intended. "It means old," he said, "As in 'that cheese is old.'"

by Stani



**Skill Points at 1st Level:** (2 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

#### Class Features

All of the following are class features of the sha'ir.

#### Weapon and Armor Proficiency:

Sha'ir are proficient with all simple weapons, but not with any type of armor or shield. Armor of any type interferes with a sha'ir's arcane gestures, which can cause her spells with somatic components to fail.

**Spells:** A sha'ir's spells must be retrieved from the elemental planes by her familiar, an outsider called a gen. Once retrieved, a spell remains set in the sha'ir's memory, like a wizard's prepared spell, until cast or until a number of hours pass equal to the sha'ir's class level. A sha'ir is capable of extraordinarily versatile spellcasting because she can use arcane spells as well as a limited selection of divine spells. A sha'ir's familiar can retrieve any spell on the sorcerer/wizard list, plus any spell from the Air, Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, and Water domain lists. But even though the sha'ir has access to certain domain spells, she gains no other benefit of the cleric class, including the

granted powers of those domains.

To learn or cast a spell, a sha'ir must have a Charisma score equal to at least 10 + the spell level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a sha'ir's spell is 10 + the spell level + the sha'ir's Charisma modifier.

Like other spellcasters, a sha'ir can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on the Sha'ir Advancement table. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1-1: Ability Modifiers and Bonus Spells, in the *Player's Handbook*).

A sha'ir begins play knowing five 0-level spells and three 1st-level spells of her choice. At each new sha'ir level, she gains one or more new spells, as given on the Sha'ir Spells Known table. (Unlike spells per day, the number of spells a sha'ir knows is not affected by her Charisma score.) These new spells may be common spells chosen from the sorcerer/wizard or appropriate domain spell list.

A sha'ir decides what spell might be useful and sends out her familiar to retrieve it from the elemental planes. To do this, the sha'ir must summon her gen and tell it the name of the spell

she seeks. The gen immediately *planeshifts* to seek the spell in the elemental planes.

The gen's success in finding the desired spell depends on the following parameters.

- **Arcane Spell Known:** To retrieve an arcane spell that the sha'ir can normally cast (that is, one within her Spells Known repertoire), the gen must search for a number of rounds equal to 1d4 + the spell level.

- **Arcane Spell Unknown:** The sha'ir can cast a spell from the sorcerer/wizard list she does not know but has seen the effects of and identified with a successful Spellcraft check. If the sha'ir seeks to cast such an arcane spell, the gen must search for 1d6 minutes + 1 minute per spell level. A spell so retrieved does not become learned or known for the purposes of the gen retrieving it again.

- **Divine Spell:** Retrieving a divine spell, known or not, takes a gen 1d6 hours plus 1 hour per spell level. The gen can retrieve only divine spells from the domains indicated above.

Once a gen is sent out to fetch a spell, it cannot be recalled; it is gone for the duration of the search. To determine its success, the sha'ir must succeed at a DC 20 Diplomacy check, since the gen is acting as a proxy to

#### SHA'IR ADVANCEMENT

	Base	Fort.	Ref.	Will		Spells per Day									
Level	Attack Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st.	+0	+0	+0	+2	Summon gen familiar	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		5	3	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Recognize genie works	5	3	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		5	4	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Elemental protection	5	4	3	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		5	4	4	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Call janni	5	5	4	3	1	—	—	—	—	—
8th	+4	+2	+2	+6		5	5	4	4	3	—	—	—	—	—
9th	+4	+3	+3	+6	Elemental travel (1/day)	5	5	5	4	3	1	—	—	—	—
10th	+5	+3	+3	+7		5	5	5	4	4	3	—	—	—	—
11th	+5	+3	+3	+7	Call genie	5	5	5	5	4	3	1	—	—	—
12th	+6/+1	+4	+4	+8		5	5	5	5	4	4	3	—	—	—
13th	+6/+1	+4	+4	+8	Craft genie prison	5	5	5	5	5	4	3	1	—	—
14th	+7/+2	+4	+4	+9		5	5	5	5	5	4	4	3	—	—
15th	+7/+2	+5	+5	+9	Elemental travel (2/day)	5	5	5	5	5	5	4	3	1	—
16th	+8/+3	+5	+5	+10		5	5	5	5	5	5	4	4	3	—
17th	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	1
18th	+9/+4	+6	+6	+11	Elemental travel (at will)	5	5	5	5	5	5	5	4	4	3
19th	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	4	4
20th	+10/+5	+6	+6	+12		5	5	5	5	5	5	5	5	5	5



## SHA'IR SPELLS KNOWN

Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	5	3	—	—	—	—	—	—	—	—
2nd	6	3	—	—	—	—	—	—	—	—
3rd	6	4	—	—	—	—	—	—	—	—
4th	7	4	2	—	—	—	—	—	—	—
5th	7	5	3	—	—	—	—	—	—	—
6th	8	5	3	2	—	—	—	—	—	—
7th	8	6	4	3	—	—	—	—	—	—
8th	9	6	4	3	2	—	—	—	—	—
9th	9	7	5	4	3	—	—	—	—	—
10th	9	7	5	4	3	2	—	—	—	—
11th	9	8	6	5	4	3	—	—	—	—
12th	9	8	6	5	4	3	2	—	—	—
13th	9	9	7	6	5	4	3	—	—	—
14th	9	9	7	6	5	4	3	2	—	—
15th	9	9	8	7	6	5	4	3	—	—
16th	9	9	8	7	6	5	4	3	2	—
17th	9	9	9	8	7	6	5	4	3	—
18th	9	9	9	8	7	6	5	4	3	2
19th	9	9	9	9	8	7	6	5	4	3
20th	9	9	9	9	8	7	6	5	4	3

the elemental powers on behalf of the sha'ir. The following modifications apply to this check:

- +1 bonus for every sha'ir level.
- +2 bonus if the spell is in the spells known category (arcane only).
- +2 increase to the Diplomacy check DC for every level of the desired spell.
- +6 increase to the Diplomacy check DC if the spell is an unknown divine spell.
- +1 increase to the Diplomacy check DC for every increase in level caused by the use of a metamagic feat.
- +2 increase to the Diplomacy check DC for every attempt after a failed one that the gen makes to retrieve the same spell in the same day.

If the Diplomacy check is successful, the gen reappears within 5 feet of its master and imparts to her the power to cast the spell. If the check fails, the gen reappears with no results. A failure by 5 or more results in the gen being detained for an additional 1d4 minutes.

Spells retrieved by the gen remain available to the sha'ir to cast for 1 hour per sha'ir level. If a spell is not used within that time, the power to cast the spell dissipates harmlessly.

At 4th level and every even-numbered sha'ir level thereafter, a sha'ir

may choose to learn a new spell in place of one she already knows. In effect, the sha'ir "loses" an old spell known in exchange for a new one. The new spell's level must be the same as that of the spell for which it is exchanged. A sha'ir may swap one spell at any given level and must make the decision at the same time as she gains new spells known for the level.

**Metamagic Feats:** A sha'ir may use metamagic feats she possesses to modify the spells her gen fetches. The gen simply fetches the spell with the metamagic feats applied. Unlike the sorcerer, the sha'ir does not need to take a full-round action to cast such spells.

**Bonus Languages:** A sha'ir may substitute Auran, Ignan, or Terran for any of the bonus languages available to the character because of her race. Sha'irs are expected to have a great deal of contact with elemental entities, and apprentice sha'irs often study the languages that such creatures speak.

**Summon Gen Familiar:** A sha'ir must obtain a gen familiar (see Gen Familiars) at 1st level. A gen familiar is an intelligent outsider that resembles a small elemental. The creature serves as a companion and servant to the sha'ir. The sha'ir may choose the elemental type of the gen she summons,

and its alignment matches her own. The summoning takes 12 hours and consumes raw materials that cost 100 gp.

A gen can retrieve spells for the sha'ir, as indicated above. As the sha'ir advances in level, the gen increases in power similar to the manner that a normal familiar gains power. A gen advances as a normal familiar, gaining all the normal benefits described in the Familiars section on page 52 of the *Player's Handbook*, except that its Intelligence does not increase and it can speak the languages noted in the gen's description (see below). It retains the outsider type.

If a gen familiar dies or is dismissed by the sha'ir, the sha'ir must attempt a DC 15 Fortitude saving throw. Failure means she loses 200 experience points per sha'ir level; success reduces the loss to one-half that amount. However, a sha'ir's experience point total can never go below 0 as the result of a gen's demise or dismissal. A slain or dismissed gen can be replaced the following day, but since it is an outsider, it cannot be raised from the dead.

A sha'ir with more than one class that grants a familiar may have only one familiar at a time.

**Recognize Genie Works:** At 3rd level, a sha'ir can recognize the craftsmanship of any item or magical effect created by geniekind. To use this ability, the sha'ir must make a successful DC 20 Knowledge (the planes) check. The sha'ir receives a bonus to this check equal to her sha'ir level.

**Elemental Protection:** At 5th level, a sha'ir gains resistance to acid 2, cold 2, electricity 2, and fire 2. She also gains damage reduction 2/— against attacks made by any creature with the air, earth, fire, or water subtype. The resistance increases to 4 against the energy type to which her gen is immune (see below), and the damage reduction increases to 4/— against attacks made by creatures of her gen's elemental subtype. She also gains a +2 bonus on all saves against acid-, cold-, electricity-, and fire-based attacks, and this bonus increases to +4 against attacks that deal the energy damage to which her gen is immune.

**Call Janni (Sp):** A 7th-level or higher sha'ir may call a janni to aid her once per day. This functions as the *lesser planar ally* spell except that



the Sha'ir can only call a janni. The sha'ir must pay the spell's XP cost and bargain with the janni as normal. Caster level is equal to the sha'ir's class level.

**Elemental Travel (Sp):** At 9th level, a sha'ir can *plane shift* once per day, as the spell, to any of the Elemental Planes or from any elemental plane to the Material Plane. At 15th level, the sha'ir may use this ability twice per day, and at 18th level, the sha'ir may use this ability at will. Caster level is equal to the sha'ir's class level.

**Call Genie (Sp):** A 11th-level or higher sha'ir may call any type of genie to aid her once per day. This functions as the *planar ally* spell except that the Sha'ir can only call one djinni, efreeti, dao (see the *Manual of the Planes*), or marid (see the *Manual of the Planes*), or two janni. The sha'ir must pay the spell's XP cost and bargain with the genie or jann as normal. Caster level is equal to the sha'ir's class level.

**Craft Genie Prison (Ex):** At 13th level, a sha'ir gains the benefit of the Craft Wondrous Item feat, except that she can use it only to create genie prisons. A genie prison is created in the same way as an *iron flask* and functions identically to that device, except that it can hold only geniekind.

## GEN FAMILIARS

A gen is an outsider similar to a genie, but much smaller and far less powerful. Like genies, gens are native to the various elemental planes.

### Combat

All gens have certain traits in common. They prefer to avoid combat, a task that is easy for them since they can travel to the elemental planes at will and survive equally well in any of them.

**Elemental Endurance (Ex):** A gen can survive the on the Elemental Planes like a native. On the Elemental Plane of Fire, a gen is immune to fire damage. On the Elemental Plane of Water, a gen can breathe water and has a swim speed equal to its fly speed (gaining the normal +8 racial bonus to Swim checks). On the Elemental Plane of Earth, a gen has a burrow speed equal to its land speed, leaving no tunnel or sign of its passage as though it has the earth glide ability of a xorn (see the *Monster Manual*).

**Elemental Travel (Sp):** A gen can *plane shift* at will to any of the

Elemental Planes or from any elemental plane to the Material Plane. This ability transports the gen only. It is otherwise similar to the *plane shift* spell (caster level 13th).

**Fetch Spells (Ex):** A gen can find and deliver spells to a sha'ir from the elemental planes. The time required depends upon the spell, as given in the sha'ir description.

### Air Gen

**Tiny Outsider (Air, Extraplanar)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), fly 70 ft. (perfect)

**Armor Class:** 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13

**Base Attack/Grapple:** +1/-9

**Attack:** Slam +5 melee (1d2-2)

**Full Attack:** 2 slams +5 melee (1d2-2)

**Space/Reach:** 2-1/2 ft./0 ft.

**Special Attacks:** —

**Special Qualities:** Air mastery, darkvision 60 ft., elemental endurance, fetch spells, immunity to electricity, *elemental travel*, vulnerability to acid

**Saves:** Fort +3, Ref +4, Will +4

**Abilities:** Str 7, Dex 14, Con 12, Int 13, Wis 15, Cha 10

**Skills:** Concentration +5, Escape Artist +6, Hide +12, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +4, Search +5,

Spellcraft +5, Spot +4, Survival +6

**Feats:** Combat Casting<sup>B</sup>, Weapon

Finesse

**Environment:** Any elemental plane

**Organization:** Solitary

**Challenge Rating:** 1/2

**Treasure:** Standard

**Alignment:** Often chaotic good

**Advancement:** 2-3 HD (Tiny); 4-6 HD (Small)

**Level Adjustment:** —

*This creature resembles a pale-skinned humanoid surrounded by misty vapors.*

Air gens often dwell on the Elemental Plane of Air. Thought to be related to the djinn, they are often found within djinn cities, although they travel almost constantly.

Air gens speak Common and Auran.

### Combat

Air gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

**Air Mastery (Ex):** An airborne creature takes a -1 penalty on attack and damage rolls against an air gen.

### Earth Gen

**Tiny Outsider (Earth, Extraplanar)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares), fly 60 ft. (perfect)

**Armor Class:** 16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 15

**Base Attack/Grapple:** +1/-8

**Attack:** Slam +4 melee (1d2-1)

**Full Attack:** 2 slams +4 melee (1d2-1)

**Space/Reach:** 2-1/2 ft./0 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft., earth mastery, elemental endurance, fetch spells, immunity to acid, *elemental travel*, vulnerability to electricity

**Saves:** Fort +3, Ref +3, Will +4

**Abilities:** Str 9, Dex 12, Con 12, Int 13, Wis 15, Cha 10

**Skills:** Concentration +5, Escape Artist +6, Hide +11, Knowledge (arcana) +5,

Knowledge (the planes) +5, Listen +4, Move Silently +3, Search +5,

Spellcraft +5, Spot +4, Survival +6

**Feats:** Combat Casting<sup>B</sup>, Weapon

Finesse

**Environment:** Any elemental plane

**Organization:** Solitary

**Challenge Rating:** 1/2

**Treasure:** Standard

**Alignment:** Often chaotic evil

**Advancement:** 2-3 HD (Tiny); 4-6 HD (Small)

**Level Adjustment:** —

*This creature resembles a muscular, dusky-skinned humanoid. Tiny gems stud its skin.*

Earth gens usually dwell on the Elemental Plane of Earth. Thought to be related to the dao, they are often found within dao cities, although they travel almost constantly.

Earth gens speak Common and Terran.

### Combat

Earth gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

**Earth Mastery (Ex):** An earth gen gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the gen takes a -4



penalty on attack and damage rolls.  
(These modifiers are not included in the statistics block.)

### Fire Gen

Tiny Outsider (Extraplanar, Fire)

Hit Dice: 1d8+1 (4 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 60 ft. (perfect)

Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13

Base Attack/Grapple: +1/-9

Attack: Slam +5 melee (1d2-2 plus 1 fire)

Full Attack: 2 slams +5 melee (1d2-2 plus 1 fire)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Heat

Special Qualities: Darkvision 60 ft., elemental endurance, fetch spells, immunity to fire, *elemental travel*, vulnerability to cold

Saves: Fort +2, Ref +4, Will +4

Abilities: Str 7, Dex 14, Con 10, Int 13, Wis 15, Cha 10

Skills: Concentration +4, Escape Artist +6, Hide +12, Knowledge (arcana) +5,

Knowledge (the planes) +5, Listen +4, Move Silently +4, Search +5,

Spellcraft +5, Spot +4, Survival +6

Feats: Combat Casting<sup>B</sup>, Weapon Finesse

Environment: Any elemental plane

Organization: Solitary

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often neutral evil

Advancement: 2-3 HD (Tiny); 4-6 HD (Small)

Level Adjustment: -

*This creature resembles a ruddy-skinned humanoid with hair like crackling flames.*

Fire gens can usually be found on the Elemental Plane of Fire. Thought to be related to the efreet, they are often found within efreet cities, although they travel almost constantly.

Fire gens speak Common and Ignan.

### Combat

Fire gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

**Heat (Ex):** A fire gen's red-hot body deals 1 point of extra fire damage whenever it hits in melee, or in each round that it maintains a hold while grappling.

### Water Gen

Tiny Outsider (Aquatic, Extraplanar, Water)

Hit Dice: 1d8+1 (6 hp)

Initiative: +1

Speed: 20 ft. (4 squares), fly 60 ft. (perfect), swim 20 ft.

Armor Class: 14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13

Base Attack/Grapple: +1/-9

Attack: Slam +4 melee (1d2-2)

Full Attack: 2 slams +4 melee (1d2-2)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: -

Special Qualities: Amphibious, darkvision 60 ft., elemental endurance, fetch spells, immunity to cold, *elemental travel*, vulnerability to fire

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 7, Dex 12, Con 14, Int 13, Wis 15, Cha 10

Skills: Concentration +6, Escape Artist +5, Hide +11, Knowledge (arcana) +5,

Knowledge (the planes) +5, Listen +4,

Move Silently +3, Search +5,

Spellcraft +5, Spot +4, Survival +6, Swim +6

Feats: Combat Casting<sup>B</sup>, Weapon Finesse

Environment: Any elemental plane

Organization: Solitary

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often chaotic neutral

Advancement: 2-3 HD (Tiny); 4-6 HD (Small)

Level Adjustment: -

*This creature resembles a blue-skinned humanoid with hair like waving seaweed.*

Water gens often dwell on the Elemental Plane of Water. Thought to be related to the marids, they are often found within marid cities, although they travel almost constantly.

Water gens speak Common and Aquan.

### Combat

Water gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

**Amphibious (Ex):** Although water gens are aquatic, they can survive indefinitely on land. <sup>D</sup>

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