HISTORICA ARCANUM

EMPIRES OF THE SILK ROAD



METIS CREATIVE

CREDITS

Sarp Duyar
Project Lead / Management

Doğa Can Sayılkan
Project Lead / Creative Direction

Duru Berkman
Writer

Tyler Denison
Editor

Mehmet Onur Kart
Lead Writer

Luke Frostick
Editor

Usame Bakar
Illustration / Graphic Design

Fatih Şahinbaş
Game Design

Veli Deniz Değer
Product Manager

Belgin Kaya
Art Lead / Concept Art

Yağmur Kıyak
Concept Art / Cartographer

Büşra Özçelikörs
Concept Art

Ezgi Sakin
Concept Art

Beliz Baytok
Concept Art

Alper Bıçaklar
Concept Art / 3D Art

Hakan Alemdar
Map Art

Ege Ozan Çalışkan
Soundtracks

Ali Çağan Keskin
Soundtracks

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METIS
CREATIVE

FOREWORD

Our most sincere greetings,

I remember how we created the City of Crescent last year. The first steps we took as a TTRPG Publisher; we were foolhardy and adventurous. The very first Historica Arcanum, created in a blaze of glory; with our work, our lives focused razor sharp in each word, each line, each art.

But it turns out being a *good* TTRPG publisher is a lot more than just what is in between the covers of a book. So, we learned and we grew. We wanted to strike hard at all aspects of a TTRPG product, so we deconstructed all parts of this journey from the idea to reality, and reconstructed them with new insights, new techniques and new members of our team - art, game design, production, even the way we package and present the books were overhauled from the very core. Just so that what we create afterwards, is brought to your hands in truly the best way possible.

What you are holding in your hand is the 13th Century Silk Road, created for Historica Arcanum - a setting designed as an open world, and an adventure designed to build up to one climactic struggle in a legendary dungeon. Bringing it to life took us love, sweat and tears, over a full year; with three simultaneous playtest groups, an upgraded artstyle, an overhauled page design, a monumental research task. All of this is the first fruit of this newfound understanding on how to be a *good* TTRPG publisher. A long journey, but worth every step of the path.

But this is not all. TTRPGs are a peculiar form of artistic expression. The *final* final product is not from us, the studio, but you, the players and the Game Masters. Within the heart of our journey as a *good* TTRPG Publisher lies something greater than what is in between the covers of this book: The Community.

The Historica Arcanum we envision is not imprisoned in the pages we wrote, but built as a community, expanded with each new game played, each homebrew created with adventuring parties throughout the world. We are the custodians of this world, but you are the explorers, the builders, the eyes of the beholders.

So, it is our utmost pleasure to present you Historica Arcanum: Empires of the Silk Road - one of the most ambitious works in Tabletop Roleplaying Games. Please, go and break the game, mold it into your liking, snatch artworks, the locations, the lore, and make everything about it your own.

Hoş geldiniz - Welcome,

Sarp & Doğa

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INTRODUCTION

The World of Historica Arcanum

Historica Arcanum is set in a magical version of world history. In this universe, magic is potent yet rare, and all arcane races and matters are hidden in the dark corners of civilization due to the danger of being exposed to the whims of history and caprices of mankind.

Yet the progress of history in the world of Historica Arcanum is not only bound to the story of humankind as we know it, but also with the arcane powers that push it from the shadows. The heroic victories, defiant last stands, dastardly assassinations, and curious coincidences are all shaped one way or another by the users of the occult arts - yet the truth behind these incidents is hidden behind an almost unbreachable veil for the uninitiated.

The very reason why such secrecy is necessary is because magic is dangerous and unstable. The more one resorts to the usage of magic, the more distorted reality becomes, and the more reality pushes back against the trespasser - and all that surrounds the trespasser, whether innocent or not.

Hence, most institutions, religions, and social norms - quite similar to what we have in our world - have strictly forbidden or regulated the usage of magic. Of course, the lesser the powers these institutions hold on individuals - depending on the era of history and the geography - the more prevalent magic is. For instance, as states and government bureaucracy became larger and more influential in human societies with the Modern Era, surveillance and secret bureaus within law enforcement became possible to dispose of those who threaten the stability of reality and of the incumbent regimes.

Even in a world where magic is so repressed, “accidents” happen, and individuals with arcane gifts and curses are born. The heroes of Historica Arcanum universe prominently tend to be one of these individuals who have to navigate a world that is hostile to them, yet the powers that be exploit the very magical essence that these heroes are cursed with, to push the world to their whims.

So, grab a cloak to hide your inhuman features, whisper incantations out of the earshot of city guards, navigate the sewers teeming with downtrodden folk of arcane races, team up with archeologists to delve into ancient ruins to uncover magical artifacts of raw arcane power, and plot the downfall of a Warlock who is using his arcane powers to be the puppet master of a military coup. Welcome to the world of Historica Arcanum.

The Silk Road of 13th Century

The Silk Road has been the heart of civilization for over two millennia.
Never in world history has humankind had such an important network (until perhaps the internet) that connected not only goods but also facilitated the exchange of ideas, religions, technologies, and cultures among the peoples of the world. With gold, silver, and silk flowing through the veins of the Road, merchants and philosophers - not warlords - were perhaps for the very first time the movers and shakers of society.

Yet with such importance, material wealth, and intellectual prosperity came envy and enmity. In the 13th century, when this book is set, the Silk Road is coveted by the rising and ruthless Khanate in the North, descending to the lands below under the Banner of the Eternal Blue Sky. To the West, the then-impoverished Western Crusader Kings have claimed swathes of lands and eye the East. Stuck in the middle of the collapsing worlds, the Sultanate desperately holds onto the throne of Persia - that they themselves took by force a few centuries ago.

Where power is fragmented, fear is a valuable currency, and the one who controls the whispers has the closest seat to the world's heart; so rises Hasan Sabbah and the Hashashin Order. Driven away from the palaces and blessed with arcane means to execute his plan, Hasan Sabbah aims to play the forces of the Silk Road against one another. A game of chess is being played, and a loss of a piece in this game means the loss of hundreds of lives or worse - the loss of hope against tyranny.

Caravan System

The hallmark of the Silk Road is massive caravans of traveling merchants, pilgrims, warbands, and emissaries, marching from one end of the world to the other - seeking riches, audience with rulers, thrill of the adventure, and new lands to call their own.

With the Caravan system in Empires of the Silk Road, you will be able to craft your own Caravan from a vast range of traveling styles, whether you are an adventuring band all atop swift horses, rushing to catch their prey; or if you are an incumbent and venerable traders crossing deserts atop mighty camels carrying loot and goods to trade.

While the Caravan System is totally optional, we recommend adding it to your playthrough, as caravans serve as moving headquarters for player characters and a chance to generate experience and adventures completely unique to you. You may use these rules in any of your homebrew settings, too!

Plague & Disease System

Not everything that traveled along the Silk Road was good for mankind. As the Silk Road penetrated more remote communities with the allure of prosperity and unity - so did the hidden killers of this world (no, not the Assassins)! Within Empires of the Silk Road, you will also find a vast selection of diseases, arcane and mundane, and a handy section that mechanizes getting sick, diagnosing, and curing those diseases. Once again, we recommend exploring this system in your playthrough, and if you enjoyed the content it brings to the game - you may incorporate these to your own homebrew games!

Information Boxes and Appendix

In the book you may encounter a monster name that carries this symbol ◉ at the end. These statblocks can be found in **System Reference Document 5.1.** If a statblock is not given where the name appears, it can be found in the **Appendix** section.

These boxes work as tips, tricks and historical notes for the GM.

These boxes are mostly intended to read aloud, usually containing descriptions, visions, and events.

SOUNDTRACKS

We take immersion very seriously! It is one of the core components of any TTRPG table, and soundscape is a great tool for any GM to set the tone immediately.

With Empires of the Silk Road - you will also get a full library of ambient tracks, city soundscapes and character soundtracks. We highly recommend using them in your playthrough to create the perfect Silk Road atmosphere!



This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at https://creativecommons.org/licenses/by/4.0/legalcode.



Subclass Options

Barbarian - Path of the Djinnbound

A hunched figure at the edge of the village summons powers from the depths into an orphan child – afraid, dressed in ceremonial robes, and holding a weapon in their tiny hands.

In another place the sages of the tribe call upon the power of the Al-Ghaib and channel it to the pregnant woman standing among the incense, ancestral flames, and statues of forefathers. Creatures from Al-Ghaib answer, and their essence and chaotic spirits bind with the unborn child.

There are many ways to create a Djinnbound, but the results are the same: you were bound with a djinni when you were a child by the elders, sages, shamans, magicians or priests of your society. It gives you strange powers and enhanced strength drawn from the Al-Ghaib itself. These powers manifest as a primal force residing within you, and when you wield your weapon the djinn strike with you.



d6	Result
1	You were chosen before birth as the omens in the flames indicated you.
2	Your parents come from a line of keepers of a relic or a site that is related to Al-Ghaib, and you are next to inherit this power.
3	You were chosen because your parents died in a war, and your chief wants capable warriors to wreak havoc among the enemies of your society.
4	Your parents were punished for a serious crime, and your tribe used this method as a punishment. You were indoctrinated to fight against the tribe's enemies.
5	Your mother endured a great deal of influence from the Al-Ghaib, and a djinn's essence is infused within your soul.
6	A djinn attempted to possess you when you were a child, but your soul proved to be stronger.

Level 3: Power Unleashed: Starting at 3rd level, the power of your bound djinn unleashes through your rage. Whenever you rage, your djinn appears on your back as an invisible being that occasionally breaks light, and grants you the following benefits:

- Your djinn allows your weapon swings to echo further as an eldritch force. Your reach with a melee weapon increases by 5 ft.

- Your djinn can push and pull your opponents in the heat of battle. You can use your bonus action to move a creature within your reach 5 ft. towards any destination except to an ending point that would be out of your reach. The creature must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). A willing creature can choose to fail the saving throw.

- If you grapple, or force a hostile creature to move, within that turn, your rage won't end due to not attacking or not taking damage.

Level 6: Power Beyond the Body: Starting at 6th level, your bond with your djinni grows, granting you access to the features below:

- The echoes of your weapon swings are now stronger, pushing even further. Your melee reach increases by an additional 5 ft.

- Your weapon's echoes burn away any illusions as your djinn grants clarity to you in the heat of battle. While you are raging, any damage you deal to creatures forces those creatures to make a Charisma saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) if they are shapeshifters or not native to the plane you are on. On a failed save, they show their true nature, you realize which plane of existence they are from, and you may choose to deal extra 2d6 necrotic damage. You can choose to deal damage this way a number of times equal to your proficiency bonus. Expended uses refresh when you finish a long rest. This damage becomes 3d6 at 9th level, 4d6 at 13th level, 5d6 at 17th level.

- Your djinn allows you to gaze further than your natural limits. You gain darkvision out to a range of 60 ft. This bonus can be added to your darkvision if you have it from another source.

Level 10: Power Beyond the Veil: Starting at 10th level, your bound djinn's power becomes your own and you gain the following benefits:

- The eldritch echoes cover your weapon, and you start using them as a part of your battle tactics. Your melee reach increases by an additional 5 ft.

- The djinn protects your mind against any assaults that strikes at your psyche. Your mental fortitude grants you proficiency in Wisdom saving throws.

- When you deal damage to a creature, you can expend one of your Power Beyond the Body uses and give the target disadvantage on the next attack roll.

Level 14: Power Beyond the World: When you reach 14th level your bound djinn becomes your servant and now can be seen by everyone. You gain the following benefits:

- The eldritch echoes of your djinn are one and the same with you, and you can control the attacks as if they were a part of your body. Your melee reach increases by an additional 5 ft.

- You have seen beyond the Al-Ghaib and none can make you afraid. You can't be frightened.

- When you deal damage to a creature, you can expend one of your Power Beyond the Body uses and force the creature to make a Charisma saving throw (DC = 8 + your proficiency bonus + your Constitution saving throw). On a failed save, they are banished as if they are under the effects of a *banishment* spell. You concentrate on this while you are raging as if you are concentrating on a spell. If your concentration is broken or your rage ends, this banishment ends. If you complete 6 rounds of concentration, the creature is banished completely if it is not native to the plane of existence you are on.

Bard - College of Scent

The sense of smell is one of the most important adaptations that any creature has. A small difference of scent between flowers or pieces of meat might mean the thin line between life and death. Sentient creatures have been able to take their animal instinct for scent and refine it; trained artisans have become even more proficient in manipulating the scents, and some masters of the craft even managed to invoke arcane techniques through their work.

On the Silk Road, you may encounter some of these people in colorful bazaars, caravanserais and crowded streets, exercising their craft as exotic perfume merchants, renowned herbalists, or honored guests and entertainers of high ranking courts. Their skill in manipulating the scents are usually bolstered by their silver tongues and well-honed manners, making them masters of persuasion and deception.

Level 3: Mesmerizing Aroma: Starting at 3rd level, your expertise on the nature of fragrance gives you access to the first stage of scent-craft. You can spend 1 hour and appropriate resources to create your own elixirs. You can use these elixirs as a bonus action. Due to the arcane binding of these elixirs, you can't have more than 3 elixirs in your possession at the same time. If you create an elixir after the third one, the first one loses its magic unless you spend one of your bardic dice to create one.

You can also give other creatures the elixirs you have created, but they must treat it as a normal object, so they can't use their bonus action to use them unless they are granted that ability from another source (e.g. the Thief's Fast Hand feature)

The list of the elixirs can be found below. You can work with your GM to create new elixirs that do not appear on the list.

Elixir of Dreams	Resources*	Effect	Charges	Characteristics
Enchanting Scent - The Rose of Qaf	50 gp and one 2nd-level spell slot.	You can affect only one creature with one charge. The creature must be within 5 feet of you. The creature must succeed on a Constitution saving throw against your spell save DC or be charmed by you for 1-hour or until it takes damage. The person does not know it is charmed by you.	2	Upon uncorking the bottle the sickly sweet of rosewater rises to your nostrils. The scent rises up like a plume of pink smoke.
Empowering Scent - The Enduring Ivy	25 gp and one 1st-level spell slot.	You can affect only one person with one charge. The creature must be within 5 feet of you. The creature gains 1d6 temporary hit points.	2	An ivy green liquid that smells very delicately of mint.
Revealing Scent - The Miragebane	50 gp and one 2nd-level spell slot.	You can affect only one person with one charge. The creature must be within 5 feet of you. The creature must succeed on a Constitution saving throw against your spell save DC or reveal its original shape if it's a shapechanger. In addition, it reveals if it is not native to this plane, but you learn no further information about its origin. The creature also can't turn invisible or change shapes for the next 10 minutes.	3	The liquid resembles an orange juice with green herbs in it.
Lucky Scent - The Bottled Chance	25 gp and one 2nd-level spell slot.	You can affect only one person with one charge. The creature must be within 5 feet of you. It has an advantage on an ability check you determine for the next 10 minutes.	2	Vivid, almost neon green in color, this liquid froths and bubbles.
Serpent's Scent - The Gaib Zehir	20 gp and one 1st-level spell slot.	This bottle can be tossed up to 30 ft. away and breaks when it hits a solid surface. It affects a 20 ft. radius sphere. All inside the sphere must succeed on a Constitution saving throw or be poisoned for 1 minute. They can repeat the saving throw at the end of each of their turns.	2	Almost solid, this elixir is viscous and yellow-green in color.
Slowing Scent	50 gp and one 3rd-level spell slot	You can affect only one creature with one one charge. The creature must be within 5 feet of you. It must make a Constitution saving throw. On a failed save, its speed is halved for 10 minutes.	2	At first glance, this elixir looks just like milk until shaken, after which sinister blue tints can be seen.
Swift Rose	45 gp and one 1st-level spell slot	It increases the movement speed by 10 feet of the drinker.	2	The liquid resembles wispy clouds driven by the wind.

table continues next page

Mist of Qaf	40 gp and one 1st-level spell slot	You can affect only one creature with one charge. The creature must be within 5 feet of you. It gives disadvantage on WIS (Perception) checks to that creature. It lasts for 10 minutes.	2	It appears as bottled smoke.
Essence of Hogweed	50 gp and one 1st-level spell slot	You can affect only one creature with one charge. The creature must succeed on a Constitution saving throw or be blinded for 1 minute. It can repeat the saving throw at the end of each of its turns.	5	The gas in the bottle resembles a crimson cloud.
Liquid Inspiration	25 gp and one 1st-level spell slot.	You can affect creatures within 15 ft. of you. The character gains a Bardic Inspiration die (d6) for 10 minutes. This does not scale with your Bardic Inspirations, and this can't be stacked with Bardic Inspiration.	3	The liquid resembles a Rosé wine.
Scent of Summer	20 gp and one 1st-level spell slot.	You can affect one creature within 10 ft. of you with one charge. It gives resistance to extreme heat. It lasts for 24 hours.	5	You are afraid to touch this vial: it looks like bottled lava...surely it will burn you.
Scent of Winter	20 gp and one 1st-level spell slot.	You can affect one creature within 10 ft. of you with one charge. It gives resistance to extreme cold. It lasts for 24 hours.	5	The liquid resembles the most clear water from the the most remote glacier; it is so pure and so cold you feel like you could cut yourself on it.
Rock-hard Scent	75 gp and one 2nd-level spell slot.	You can affect one creature within 10 ft. of you with one charge. It gives you resistance to one type of damage from the list: fire, cold, lightning, thunder, acid, poison. It lasts for 1 hour.	2	An unpleasant vial that looks like it's filled with mud–or at least you hope it's mud.

***Resources:** The cost represents the needed herbs, plants, goods, tools and similar equipment. At your GM's discretion, some of the resources can be found in shops, trading posts, hunters' guilds, or in the wilderness.

Level 3: Heightened Senses: Starting at 3rd level, you become an expert at identifying scents and fragrance around you. You have the benefits below:

- You now can identify a humanoid's specific scent and never forget it.
- You learn *detect poison and disease* spell. It is considered a bard spell for you. It doesn't count against the bard spells you know. You can cast it without needing any components and without expending a spell slot as if you are smelling the air. You can't do so again until you finish a long rest. You can normally cast the spell with your spell slots and expending one of your bardic dice.
- You can focus your ability to recognize scents using your bonus action by spending your bardic dice. While focusing you have advantage on Perception checks rely on smell and Insight checks to determine someone's lying within 30 ft. of you for the next 10 minutes.

Level 6: Bottled Arcana: Starting at 6th level, the number of elixirs you can have prepared at the same time is now 4. Also, your power to smell and identify scents has made you an expert at detecting otherworldly creatures. You learn the *detect evil and good spell*. It doesn't count against the bard spells you know, but it is considered a bard spell for you. You can cast it without needing any components and without expending a spell slot as if you are smelling the air.

You can't do so again until you finish a long rest. You can normally cast the spell with your spell slots or by expanding a bardic die.

Additionally, you have mastered the ability to store your magical power in scents. Instead of making an elixir, you can store a spell (1-action spell) that is 3rd-level or lower in one of your elixir bottles. For every level of the spell you must spend 10 gp. The bottles contain the spells until you cast them or you make a new one after the 4th. You can later cast those spells using an action.

Level 14: Elixir of Dreams: Starting at 14th level, the number of elixirs you can keep at the same time is now 6.

Additionally, you can spread ideas and emotions with your abilities. You learn the following elixirs and you must consult with your GM for appropriate ideas, emotions, states of mind and other capabilities for these elixirs. If an elixir forces a saving throw, you can spend one of your bardic dice as a reaction to grant a minus bonus to it.

Elixir of Dreams	Resources	Effect	Charges	Characteristics
Kızguran - The Crimson Liquid	250 gp and one 5th-level spell slot	120 ft. area from the scent's origin. Every creature that has 5 Intelligence or higher must make a Constitution saving throw against your spell save DC or fall under the effects of the odor for the next hour. The failed creatures are frenzied and start attacking the closest target. If the frenzied creature has them, melee attacks must be used.	2	The liquid resembles molten incandescent iron; it is comfortably warm to the touch unless shaken, when it begins to burn red hot...
The Bottled Doubt	250 gp and one 5th-level spell slot	250 ft. area from the odor's origin. Every creature that has 5 Intelligence or higher must make a Constitution saving throw or fall under the effects of the odor for the next hour. Every creature that is affected gets the "Paranoid" flaw.	2	The liquid looks like the most vibrant and strange ultramarine.
The Potential of Everything	500 gp and one 7th level spell slot.	You put an idea of your choice into the bottle. You can spread doubt about a political figure, some dirty whispers about a certain individual, sow rumors about a great threat lying beneath the city. The potential is endless. Consult with your GM before producing this elixir. This elixir can affect 300 ft., and its effects last for a day. After the effects have ended, some creatures may still believe the ideas you sowed at the GM's discretion.	1	This liquid resembles a dark shadow falling across an otherwise sunlight day, or a stain of necrotic magic infecting an oasis.



Cleric - Chaos Domain

"Chaos molds the world." These are the words spoken in ancient pagan rituals: "Chaos shapes destinies, for chaos is potential." The aspect of chaos manifests itself through the tears in reality and ambitions of men. Some orders, cults, and religious organizations follow the manifestations by naming them as gods or deities: Leviathan, Set, Eris, sons of Erlik, and other gods of discord. Most believe that singularity can only be achieved through chaos and discord, by worshiping their deity. Peace and order are lies, only committing people to sloth and preventing advancement, enlightenment. The unpredictability of life is what makes it perfect. There is no other reason that they are seen as evil and shunned than they are unpredictable and true to their purpose. They deny the usual prejudices and hold the world to higher standards.

Domain Spell List

Cleric Level	Spells
1st	*color spray, inflict wounds*
3rd	*enthrall, suggestion*
5th	*bestow curse, hypnotic pattern*
7th	*confusion, polymorph*
9th	*geas, mislead*

Optional Feature: The Lure of Serenity

If a cleric fails to follow the path of chaos and doesn't abide by the beliefs of their deity, they may be punished. This event may be triggered by a cleric gaining a fondness of order, balance, calm, or simply remaining inactive for too long. When a GM decides that it is triggered, a cleric may be given time to amend for it. However, first, they lose the ability to use their highest spell slot-level for at least three days. After that, they lose all their class abilities. Aspects of balance and serenity will reach out to the cleric and invite them to the path of karma, thus enabling the cleric to become a paladin and eventually swear the oath of karma (when they reach 3rd level or they are already 3rd level or higher). All class related abilities and proficiencies change (such as weapons, spellcasting), but ability scores remain the same.

Level 1: Voice of Chaos: When you expend a spell slot of the highest level, you roll on the Chaos table below. At 20th level, you suffer no effects from the Chaos Table. It always triggers when you cast a spell of 6th level or higher. Additionally, the GM may decide that you should roll in other situations no more than twice.

In the Historica Arcanum universe, any spell or effect that triggers the chaos table doesn't trigger any additional spell rebound effects.

Chaos Table

d20	Chaos Effect
1	The spell is lost. You take d6 psychic damage for each level of the spell.
2	The spell does not take effect, and you expend the spell slot.
3	You must succeed on a DC 10 Wisdom saving throw to be able to cast your next spell.
4	You are blinded until the end of your next turn.
5	d4 random creatures within 60 ft. of you may fall under the effect of the hellish rebuke spell if they fail the necessary saving throw.
6	d3 random creatures within 60 ft. of you have disadvantage on attack rolls until the end of your next turn.
7	You have disadvantage on the next attack roll, ability check, or saving throw.
8	A total of d4 flammable objects that are not worn or carried within 120 feet catch fire.
9	The sound of thunder cracks. It is audible within 300 feet.
10	1d2 creatures within 30 ft. of you fall under the effects of the sanctuary spell; the targets are random, and the DC is equal to your spell save DC.
11	You can ignite candles, torches, and campfires in the next hour with a bonus action.
12	The *resistance* spell is cast on yourself.
13	You can cast a cantrip as a bonus action until the end of your next turn.
14	You regain 1d4 hit points. If that exceeds your maximum HP, you gain the extra as temporary hit points. The healing dice increases by 1 for 3rd level spells and increases by 2 for 5th level spells.
15	1d4 creatures of your choice within 30 ft. of you fall under the effects of the guidance spell.
16	1d4 creatures of your choice within 30 ft. of you fall under the effects of the bless spell.
17	4 creatures of your choice within 60 ft. of you take 2d6 radiant damage.
18	The next spell cast within 30 feet of you heals a random ally of yours equal to a d6. Each level of the spell increases the die by 1.
19	You gain d4 temporary hit points for each level of the spell.
20	You regain the spell slot.

Level 1: Unpredictable Might

Your connection with chaos enables you to affect many spells cast near you. When a creature within 30 ft. of you casts a spell of 1st-level or higher, you can use your reaction to choose one of the effects below, if appropriate. First, you must succeed on a Wisdom saving throw; The DC equals 10 + the spell's level. On a success you can apply one of the effects below. You can do so a number of times equal to your proficiency bonus and regain expended uses after you finish a long rest.

Change Target: If it's a one-target spell, you can change the target within the spell's range to another creature you can see.

Change Type: You can change its type; if it is a spell that deals a type of damage from the following list, you can change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

Change Origin: If it's a spell that affects an area and has a point of origin other than the caster, you can change its point of origin by 10 feet.

Cause Harm: After you witness a healing spell within 30 ft. of you, you can deal 1d6 psychic damage to the target or the caster. The chosen creature must be within 30 ft. of you. The die increases by 1d6 each time you gain an ability score improvement.

Cause Heal: After you witness a damaging spell within 30 ft. of you, you can restore 1d6 hit points to the target or the caster (other than you). The chosen creature must be within 30 ft of you. The die increases by 1d6 each time you gain ability score improvement.

Level 2: Channel Divinity:

Chaotic Displacement: You utter a word belonging to the primordial chaos and choose four willing creatures within 120 feet of you. You don't need to see them but must know their locations. All chosen creatures swap their locations randomly and gain temporary hit points equal to 2d4 + proficiency bonus and advantage on the next saving throw they make until the end of your next turn.

Disturbance in the Fabric: You utter a word that touches the deepest fears of your enemies. All enemies within 30 ft. of you must succeed on a Charisma saving throw or fall into a great disturbance wherein they perceive their friends as enemies. They automatically succeed on the saving throw if they are immune to charm. Each time you start a turn, you must succeed on a DC 15 Wisdom saving throw to keep this effect going. On a failed save you take 1d6 psychic damage and the effect ends; the damage die increases by 1d6 for each 2 cleric level you have. If you succeed through 1 minute, the effect ends and you don't take any damage.

Level 6: Controlled Chaos

When you roll on the Chaos table, you can choose which effects to occur. You can choose two times and can't do so again until you finish a long rest.

Additionally, when you cast a spell that includes an attack roll and it lands as a critical hit, you choose another creature within the spell's range and cast the spell again immediately without expending a spell slot.

Level 8: Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Level 17: Ultimate Chaos

When you reach 17th level, you can cast each of these spells once a day without expending a spell slot: *thunderwave, shatter, fear, confusion, contagion*.

They don't count against the spells you can prepare each day and count as a cleric spell for you. If you don't normally prepare them, you can't cast them using your spell slots as normal. If they are normally not available in your spell list, this feature doesn't enable you to prepare them as normal.

Druid – Circle of the Eternal Sky (The Shaman)

A great bonfire lights up the earth under the eternal blue sky; a woman covered from head to toe in vibrantly coloured robes and ribbons conducts a ceremony of rhythm and soul. Soon, the spirits are compelled to answer her call and reveal themselves within the fire. With them they bring divine words and prophecy to those with wisdom enough to understand them. An omen of war, a warning of a famine that only the scorching sun can bring, or a sign of prosperity and victory. The spirits obey her commands, the forefathers abide by her orders, the mother earth answers her prayers. She sees the underworld - her people call it the Tamag, the black hells of Erlik.



Druids of the Eternal Sky, called *qamana (Shaman Matriarch) or qamata (Shaman Patriarch)* in nomadic steppe traditions, is a powerful ambassador of mother nature and the circle of the sky. Their role is to try to understand the messages and words in the upper or lower worlds. Their connection with nature enables them to contact spirits, the deceased, and other otherworldly beings. They value freedom above all else, and the fact that their home is everywhere under the eternal blue sky.

Circle of the Eternal Sky Spells

Druid Level	Spells
3rd	*prayer of healing, lesser restoration*
5th	*conjure animals, speak with dead*
7th	*banishment, divination*
9th	*commune, conjure elemental*

Level 2: The Spirit Walk: Starting at 2nd level, your connection with the spirits allows you to use your Wild Shape to start a Spirit Walk rather than turn into a beast. A Spirit Walk lasts for 10 minutes and can be dismissed as an action. While in the Spirit Walk, you gain the following benefits:

- You transform into a form that resembles an elemental spirit (you can choose the form's physical features). You can see and talk to spirits and detect the undead within 120 feet of you that are not obscured by total cover.

- Near a bonfire, you can ask the *blue sky* or the *black hell* a question that can be answered with a yes or no. The question can only be about an upcoming event in the future or about a past event. The *blue sky* demands a sacrifice of your soul's energy, and if you expend a spell slot, you gain a truthful answer. The *black hell* demands a blood sacrifice, and if you spill your own blood (5 piercing damage) or sacrifice another's, you gain a truthful answer as well. The *blue sky* answers questions about the future, and the black hell answers questions about the past. Your answers may be truthful, but both aspects are not omniscient: your answer will depend on the knowledge of the creature you connected to in the blue sky or the *black hell*.

- You commune with the eternal *blue sky* or the *black hell* for magical powers. The demands are the same with the ones mentioned above. The eternal *blue sky* grants the ability to heal. For the next 8 hours, you can touch up to three creatures and heal them for 1d6 + spellcasting ability modifier (minimum of 1). The *black hell* grants the ability to harm with eyes. For the next hour, you can mark up to three creatures and force them to make a Wisdom saving throw against your spell save DC, and on a failed save they take 2d6 psychic damage or half as much on a successful one.

Level 2: The Forefathers: The long-gone spirits of your forefathers endure under the eternal *blue sky* and can be called forth for their assistance. Whenever a creature within 60 ft. of you that you can see takes damage, you can use your reaction to roll a 1d6 and reduce the damage by the total amount. If the reduction exceeds the damage, that creature gains temporary hit points equal to the excess. You can use this feature a number of times equal to your proficiency bonus.

Additionally, when a creature dies within 60 ft. of you in the past hour, you can enter a trance state and guide that creature's spirit away from a horrible fate. At the end of 1 minute, you must succeed on a Wisdom saving throw (DC 12). On a failed save, you take 2d6 psychic damage. On a success, that creature cannot be turned into an undead, and you gain 2d4 temporary hit points. If you are moved or take damage while in the trance, the process ends, and you take 2d6 psychic damage.

Alternatively, if a creature drops to 0 hit points within 60 ft. of you that you can see, it gains advantage on death saving throws if you use your reaction on it When they roll 1 on the death save, they only take one fail.

At 6th level, the damage reduction becomes 2d6; at 10th level, 3d6; at 14th level, 4d6.

Level 6: Connecting to the *Blue Sky*

Starting at 6th level, you can expend one of your Wild Shape uses to connect the *blue sky* and ask for help. In return, the blue sky favors you with an aid you can choose from below (You can choose one of them):

- You turn into a spirit and can go through objects, but if you end your turn in an object, you take 5 (1d10) psychic damage. If you use a damaging spell, you deal an extra 1d6 psychic damage to enemies. This form lasts for 1 minute and as if you are concentrating on a spell.

- When you cast *conjure animals*, you can turn into one of the animals you have summoned and no longer need to concentrate on the spell, but the spell ends if it has already been active for more than 1 minute. If not, the spell ends after 1 minute.

- You can choose a name (it must be a real name, not a nickname or a pseudonym) from among the deceased and ask that spirit one question. The spirit's face appears in the fireplace or a mirror near to you. If such a place is not available, it appears 1 foot in front of you. You must succeed on a Wisdom saving throw (DC 13). On a failed

save, you take 3d6 psychic damage. On a success, you can ask that dead spirit 3 questions. The spirits are under no compulsion to tell you the truth and their answers are mostly brief, cryptic and mysterious.

Level 6: Connecting the *Black Hell*: Starting at 6th level, you can expend one of your Wild Shape uses to connect the *black hell* and ask for help. In return, the *black hell* aids you. The *black hell* is capricious, and you can never be exactly in what form the help will be granted. Roll on the following table.

1d6	Result
1-2	You gain immunity to fire damage for 1 hour.
3-4	You gain the ability of Devil's Sight for 1 hour.
5-6	Your body twists, bones pop into new alignments, and your flesh melts like tallow as you turn into a **hell hound** for 1 hour. Your mental ability scores and your alignment doesn't change. This transformation only ends if your hit point reaches 0 or when 1 hour passes. With every druid level you gain, this hound form gains temporary hit points equal to your druid level. At 9th level it gains +1 to attack and damage rolls and at 15th level gains another +1 to attack and damage rolls.

Level 10: The Sound of Underground: Starting at 10th level, you gain the ability to invoke the vengeful spirits around you. By spending both of your Wild Shape uses to transform into a spirit form which resembles a woodland spirit. While in this form, you have the following benefits:

- You are under the effects of the *protection from evil and good* spell.
- You are under the effects of the *speak with animals* spell.
- You can cast the *dispel evil and good* spell once, without expending a spell slot, but you can't do so again until you finish a long rest.
- You gain one of the Level 6 abilities, either from the blue sky or the black hell. If you choose the black hell, you can determine the benefit.
- You are considered to have entered The Spirit Walk form.
- You have advantage on saving throws to maintain your concentration on a conjuration spell.
- This form lasts for 10 minutes, and you can't use this feature again until you finish a long rest.

Level 14: The Home Under the Sky: Starting at 14th level, you are one of the most capable druids of your circle and have access to certain abilities:

- You can cast these spells once a day, without expending a spell slot: *banishment, commune, conjure animals*. You can't do so again until you finish a long rest.
- You can cast the *speak with animals* spell at will.
- You can expend one of your spell slots (at least 6th level) to disperse your spirit from your body without dying and travel with your spirit during the process. You can name a location and meditate on it for 10 minutes, as if you are casting a ritual spell. You must use incense and herbs worth at least 500 gp, which this process consumes.

After 10 minutes, your spirit leaves your body and cannot be detected by mere mortal eyes. *See invisibility* and true seeing spells can detect you. Creatures that see through the ethereal plane can also see and interfere with you. If *detect evil and good or divine sense* is used to determine what you are, the caster will get an unusual result: The enduring spirit.

You can protect this form for 8 hours. Your walking speed is 60 ft., and you have a flying speed equal to your walking speed. You can travel great distances by expending your spell slots. By spending a 1st level spell slot, you can travel up to 1 mile instantly. After that every spell slot level increases the range by 1 mile. If you use a 9th-level spell slot, you can go any distance instantly.

While in this form, you can only interfere with near-death creatures, djinns, and other ethereal beings, otherwise only your voice can be heard. You can choose to be seen by mortal beings with a bonus action. You can revert back with a bonus action as well. You can only cast the four spells granted by this level's ability in this form.

Your body is in a state of suspended animation, but if it or your spirit form take damage, you are forced back to your body.

Fighter - The Masked Warrior (The Cuman)

While the moon shines bright in the night, from the very edge of the world a piercing whistle emanates. Within seconds, a rain of arrows darkens the unveiled moon – and following those silvered arrows, the the horsemen of apocalypse, galloping toward their victims.



With a dreadful mask and deadly talent, the cavalry of the steppes come charging out of a cloud of dust. Their enemies seldom have the time to feel terror, though they should. These warriors cover their faces with steel masks, bearing rictus grins, leering smirks, and hysterical smiles–they are not allowed to take them off until their blades rest, bloody.

May the horselords be pierced by arrows, cut to shreds by blades or bewitched by sorcery, their enemies will see only the same terrifying visage: the Mask of the Cuman grins still.

Level 3: The Centaur: Starting at 3rd level, your mastery with a mount has reached such a point that the tales and whispers of your descendancy from the mythic centaurs start to sound true, even to you.

You can mount and dismount from your mount with 5 ft. of your movement speed, and you have advantage on saving throws against effects that would force you to fall from your horse.

You can give yourself advantage until the end of your next turn while you are mounted. You can activate this ability a number of times equal to your proficiency modifier. Your expended uses are refreshed when you finish a long rest. You also gain the Animal Handling skill if you don't already have it. Additionally, you have advantage on Animal Handling checks when dealing with horses.

Level 3: The Mask of Terror: By the time you are 3rd level, your training enables you to craft and wield a special mask. While wearing it, you have the following benefits:

- You can spend a hit die as an action and heal yourself an amount equal to 1d10 + your Constitution modifier. You can't spend more than 2 hit dice this way, and the uses refresh after a long rest.
- When you hit a creature with a weapon attack, you can force the creature to make a Wisdom saving throw (DC = 8 + proficiency bonus + your Charisma modifier). On a failed save, the creature is frightened of you until the end of your next turn. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.
- You can deal extra damage equal to your Charisma modifier when you hit a creature with a weapon attack. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.

If your mask is destroyed, you can spend 1 hour to repair it or craft a new one.

Level 7: The Mask of the Steppes: Starting at 7th level, you can add additional features to your mask, carving runes and symbols from myths and legends. Choose one of the following benefits:

Mask of the Eagle: You gain proficiency in Charisma saving throws.

Additionally, you can mark your enemies with the Mark of the Eagle. When you hit a creature with a weapon attack, that creature is marked by you and your allies. Until the end of your next turn, the target takes extra psychic damage equal to your Charisma modifier the next time it takes damage. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.

Mask of the Wolf: You gain proficiency in Wisdom saving throws.

Additionally, you fight in harmony with your allies like a wolf in a pack. If an ally is within 5 ft. of the target of your next attack, you can give yourself advantage

on the attack roll. You can use this feature a number of times equal to your proficiency bonus. You regain uses when you finish a long rest..

Mask of the Dragon: You gain the Intimidation skill or double your proficiency bonus when using that skill if you already have it.

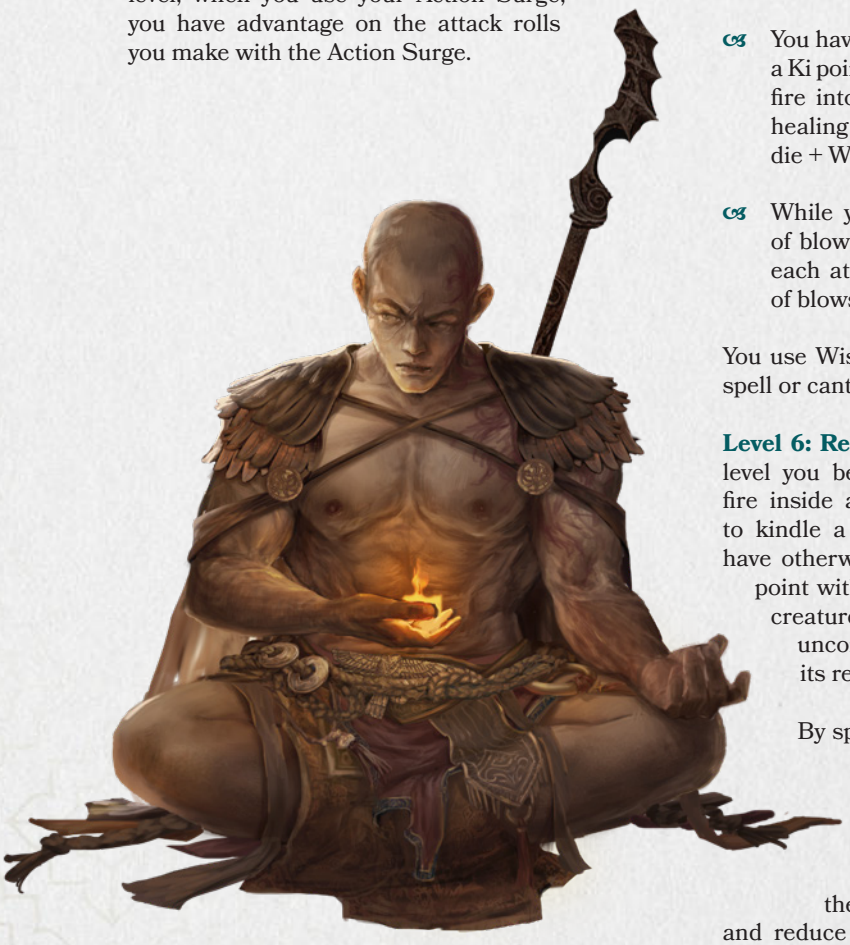
Additionally, your fear effects improve greatly. You activate your mask for 1 minute. When a creature wants to attack you, it must make a Wisdom saving throw (DC = 8 + your Proficiency bonus + your Charisma modifier). On a failed save, it makes the attack with disadvantage and can't change the target, or it will lose the attack. This ability can't be used again until the next dawn.

Mask of the Phoenix: You gain access to spells with the runes on your mask and cast them once a day without expending a spell slot: *longstrider, Farabi's favor, compelled duel*. Charisma is your spellcasting ability for it. You also learn the resistance cantrip.

Level 10: The Fearless Warrior: Starting at 10th level, while you wear your mask, you are immune to the frightened condition.

Additionally, when you hit a creature while it is frightened of you, you gain the ability to change your entire damage to be psychic against that creature.

Level 15: Fast and Precise: Starting at 15th level, when you use your Action Surge, you have advantage on the attack rolls you make with the Action Surge.



Level 18: The Scourge of God: Starting at 18th level, you get another mask option from the The Mask of the Steppes abilities.

Monk - Way of the Fire Sage

Smoke rising from the mountain signals almost infinite power lightly sleeping just below the surface of the world. Bystanders know that the smoke can never be extinguished, the flames in its foundations saw the emerging of the mountains, the first rain drops, and the rise and fall of empires. The everlasting flame is protected by the monks of an ancient tradition, the fire sages. They believe that the first flame lives inside every soul, and humankind must continue to kindle the light.

Their devotion to fire and understanding of energy fuels them as they travel down their paths: either to light an everlasting flame in the souls of others or to harness the power of their own inner flame. With their power, they can rekindle lost hopes, bring back the ashes of laments, cauterize deep wounds in the flesh or soul, and guide others out of the darkness.

Level 3: Cleansing Fire: When you choose this way at 3rd level, you gain access to following abilities:

- By spending two Ki points, you can cast either of these spells: *burning hands* and *flame blade*.
- You learn the *produce flame* cantrip.
- You have the ability to sear wounds. By spending a Ki point and using your action, you can summon fire into your palm and touch an open wound, healing the creature equal to your martial arts die + Wisdom modifier.
- While you hit your opponents with your flurry of blows, you deal an extra 1d4 fire damage on each attack that is granted to you by the flurry of blows.

You use Wisdom as your spellcasting ability for any spell or cantrip that is mentioned here and below.

Level 6: Rekindle the Flame: When you reach 6th level you become able to see and understand the fire inside a body. Using that power, you are able to kindle a flame in somebody's heart that would have otherwise sputtered out. You can spend 1 Ki point with your bonus action by touching a fallen creature that is rolling death saving throws or unconscious; it regains 1 hit point and can use its reaction to get up.

By spending 1 Ki point as an action, touching a dead creature that has been dead for no more than 1 minute restores it to life with 1 hit point. This works in the same way as a revivify spell. However, it isn't without a cost. When the creature is restored to life, you roll 1d4 and reduce it from your hit point maximum. This

feature lets you share your inner flame with the extinguished ones.
In addition, you can sense Ki in other creatures, thus gaining advantage on Medicine checks, and you feel their medical conditions through their ki and inner flame.



Level 11: Catching Fire: By using your abilities to deal fire damage to your opponents, you can force them to make a Constitution saving throw against your Ki save DC. On a failed save, they catch fire and repeat the saving throw at the start of each of their turns. On a failed save, they take 2d6 fire damage that cannot be reduced in any way (except immunity). If they succeed on a saving throw, a minute passes or they or another creature uses an action to put the flames out, this effect ends.

You can affect a number of creatures equal to your proficiency bonus and regain expended uses after you finish a long rest. You can affect more than 1 creature at once if you have enough uses and use an appropriate way–for example, a burning hands spell.

Level 17: Burn Them All: By spending 3 ki points you can strike down a creature with your ultimate blaze. On a hit with an unarmed strike, you can force them to make a Constitution saving throw against your Ki save DC. On a failed save, the creature's internal organs start to burn. Unless greater restoration or a more powerful spell is used, the target's hit point maximum is reduced by an amount equal to 2d6 + your Wisdom modifier each dawn. On a success, the target takes 12d8 fire damage.

Paladin - Oath of Karma

"And here they say that a person consists of desires,
and as is his desire, so is his will;
and as is his will, so is his deed;
and whatever deed he does, that he will reap."

-Brihadaranyaka Upanishad, 7th century BCE

Consequences are inevitable, either for a good deed or an evil act. Without regard for the intent, all good deeds must come with a reward, and evil acts must be followed by a proper punishment. All must take the responsibility for the action they have taken, be it a sin or an act of virtue. Followers of Karma believe that they must step in where the laws and customs of men failed. They take the responsibility where others do not dare. Whether it is fair or ugly, truth must not be denied, and consequences must not be avoided.

Tenets of Karma

Reason: Never rush into mindless actions or emotions. Check your inner self, conscience and experiences to weigh an act before deciding a fate. Use your reason.

Responsibility: All acts have consequences; so do yours. Do not run from them, whether fair or foul. You are the architect of your own actions; you are responsible for whatever you have done.

Consequence: All must meet a fate for the deeds they do. All consequences are met, whether by the authorities or society, by the strength of your hands, or by the keenness of your blade. Bring the consequences to the world.

Duty: You must keep your word. Face what you have promised. Giving a word is also a deed that must be faced.

Optional Feature: Bad Karma
As an optional rule, when a paladin fails to follow the tenets of the oath they swore, instead of becoming an Oathbreaker Paladin, the aspects of chaos such as powerful djinni, offsprings of leviathan, or great beings from chaotic otherworlds reach out to the paladin and attempt to convert them to their chaotic ways. With this method, the paladin becomes a Chaos Domain cleric at the same level. The ability scores will not change, but everything related to class abilities transforms; for instance, the ability to use divine smite will not work.

Oath of Karma Spells

Level	Spells
3rd	*bane, bless*
5th	*suggestion, zone of truth*
9th	*bestow curse, remove curse*
13th	*blight, death ward*
17th	*dispel evil and good, reincarnate*

Level 3 Channel Divinity Options: You gain two Channel Divinity options:

Vital Equality: You present your holy symbol as a bonus action; choose two creatures that you can see within 60 ft. of you (you can choose yourself) and use your Channel Divinity. If both creatures are willing, their hit points are combined and distributed equally among the creatures (rounded down). For example, if you have 30 hit points, and another creature has 3, your and the creature's current hit point becomes 16. You and the creature gain temporary hit points equal to your paladin level.

Taking the Burden: As an action, you can touch a creature who is ill and use your Channel Divinity. The creature is cured from the disease, and you take on the disease yourself. The disease sustains its power where it left off. As you are immune to diseases, it won't affect you.

However, in the Historica Arcanum universe, you are only immune to most diseases, you may suffer problems depending on the disease.

Level 7: Aura of Balance: Starting from 7th level, you have an aura of 10 ft that protects the balance of a fight. Whenever you or an ally within your aura drops below half of its hit point maximum, you can use your reaction to give them temporary hit points equal to 1d4 + your paladin level. Additionally, if they take damage from a creature within 60 ft. of you, you can force the creature to make a Wisdom saving throw against your spell save DC or be compelled to fight you for 1 minute and take damage equal to half your paladin level (minimum 1) while in your aura when they start their turn in it. They repeat the saving throw at the end of each of their turns. If they do not choose to attack you, they have disadvantage on the attack roll. This aura increases to 30 ft. at 18th level.

Level 15: Divine Karma: When you heal an ally, you can take the amount as necrotic damage to yourself (can't be reduced by any means) and gain an extra healing option. You can heal the same creature or another creature within 30 ft. of you an amount equal to the damage you took.

This feature works with healing spells or features that target one creature.

Level 20: Avatar of Karma: You can use your bonus action to become the Avatar of Karma and gain the following benefits for the next minute.

- Within your Aura of Protection, when an ally takes damage, you can expend a spell slot as a reaction to make the damage bounce back to the attacker. The attacker takes half the damage it dealt. Also, if you expend a spell slot higher than 1, every spell level increases this damage by 1d8 radiant.
- You are immune to the prone condition.
- You have magic resistance.

You can't enter this state again until you finish a long rest.

Ranger - Mirage Seeker

Among the sandstorms of endless dunes, the heat breaks even the sturdiest of creatures, and the sun in the vast sky has never been known to show mercy. Surviving hell is easier than some parts of the desert, and only the most experienced beings can traverse its pathless wastes without significant risk. The deserts hold one of the most dangerous hazards of all: the mirage. The illusions of the desert can deceive the most desperate minds and can trick them at the cost of their lives. In the deserts of Persia and Western Turkestan, some guides, travelers, nomads and warriors have excelled in the art of surviving and are expert in the manipulation of these mirages.

Level 3: The Mirage Adept: Starting at 3rd level, you learn the minor illusion cantrip and have the following spells when you reach the ranger levels shown in the table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.



3rd level	*silent image*
5th level	*phantasmal force*
9th level	*major image*
13th level	*greater invisibility*
17th level	*seeming*

Additionally, when you use your Primeval Awareness ability, you gain an aura of 30 ft. This aura allows you to detect illusion spells within 30 ft. of you for the next 10 minutes. You can choose a number of creatures up to your Wisdom modifier; you and these creatures each have advantage on your next Wisdom saving throws against spells in the next 10 minutes while in your aura.

You also detect natural phenomenons within your Primeval Awareness' range, such as an oasis in the desert. Your power also shows natural water resources.

Level 3: The Mirage Power: YYou are especially deft at using the power of mirage through your weapon attacks. When you hit a creature with a weapon, you can deal an extra 1d4 psychic damage to the target, which can take this extra damage only once per turn. The extra damage increases to 1d6 when you reach 11th level in this class.

For the Historica Arcanum universe, when you cast a spell from the illusion school, your first spell of that day doesn't count against the Spell Rebound Table.

Level 7: Touching the Fabric of Reality: Starting at 7th level, when an evocation or conjuration spell is cast within 30 ft. of you to create fire, acid, cold, lightning or thunder, you can use your reaction to make them illusions, therefore harmless. You must succeed on a spellcasting ability check equal to 10 + spell's level.

In addition, when you use your illusion spells to create water, you can expend one of your spell slots to make the water real. It can't be used for damaging purposes, but it can be consumed as drinking water. It vanishes after 10 minutes.

Level 11: Dispel the Illusion: Starting at 11th level you have mastered the ability to deal with illusions and deceptive enchantments. When you sense an illusion with your aura, you can dispel the illusion, which also ends your aura. You can't do so again until you finish a short or long rest.

In addition, when you cast an illusion spell of 3rd level or higher, you gain one expended spell slot that is 2nd level or lower. You can use this ability a number of times equal to your Wisdom modifier.

Level 15: Master of Illusions: Starting at 15th level, you have mastered the ways of illusion. You choose 2 illusion spells of your choice that you know that are 2nd level or lower, and can cast them without expending spell slots. You can do so equal a number of times to your Wisdom modifier (minimum of 1).

Rogue - Hashashin

The act of killing may have been invented by Cain in the genesis, but it was transformed into an art and instrument of terror in the later centuries. Using the blade and killing a person was never personal for the professionals, as it was a method to decide the fates and lives of a society. It was their business, and they performed it like a musical. Their mystic and arcane abilities are not known widely, but their names are mentioned as an equal of horror and terror. Armies were useless against them, massacre of towns and cities were a waste in the eyes of the Hashashin.

Level 3: Esoteric : Starting at the 3rd level, as a trained and excelled warrior of a hashashin group, you gain proficiency with Religion and can read, speak, and write one language that your GM deems appropriate.

For the Historica Arcanum universe: while rolling a skill check about Ibrahamic lore, you double your proficiency bonus on the check (if you don't already double it from another source e.g. the Expertise).

In addition, whenever you finish a long rest, you can choose one cantrip and one 1st level spell from the cleric's spell list. You can cast the cantrip at will but at the cost of 1 psychic damage, and the 1st-level spell without expending a spell slot but at the cost of 1d4 psychic damage. You can't cast the 1st-level spell again until you finish a long rest. This damage can't be prevented in any way. Charisma is your spellcasting ability for the spells you learn. You can use a holy symbol or a "blessed blade" as a spellcasting focus. The blessed blade must be a melee weapon made of metal of some sort, must have holy carvings on it according to your beliefs, and must cost at least 25 gp.

Level 3: Dreadful Arts: By the 3rd level, you have discovered and embraced Alamut's spells and mystic power and learned to control it. Whenever a creature that can see you within 60 ft. of you targets you or an ally within 10 ft. of you with a spell, as a reaction you can force the creature to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature must choose a new target or lose the spell and is frightened of you until the end of your next turn. You can use this ability a number of times equal to your proficiency bonus. You regain expended uses after you finish a long rest.

In addition, if the spell has an area of effect, as a reaction you can give yourself, or a creature within 10 ft. of you, advantage on the saving throw. You can't do so again until you finish a long rest.

Level 9: Name of Terror: Starting from the 9th level, you can remind people of their own mortality at a psychic level. When you are hidden from a creature that you can see within 30 ft. of you, you can use your bonus action on that creature to force it to make a Wisdom saving throw. On a failed save, it is frightened of you for 1 minute. It can repeat the saving throw at the end of its turns to end the effect. While it is frightened of you, each of your hits against the creature will give disadvantage on the saving throw to end the effect.

In addition to your Esoteric's spell feature, whenever you finish a long rest, you can choose one 2nd-level spell from the cleric spell list and apply the same rules above, at the cost of 2d4 psychic damage to cast them.



Level 13: Spell Mirror: Starting from the 13th level, you gain the upper hand on the mystic arts of spellcasting. Whenever you see a creature casting a spell within 60 ft. of you, you can use your reaction to make a spellcasting ability check (DC = 10 + spell's level), on a success you can mirror the spell if it is not an area of effect spell, such as *fireball*, *silence* or *hallucinatory terrain* spells. Also, the spell can't be higher than 5th level. When you mirror it, you can choose another target or targets for the spell by applying your spellcasting modifiers and rolling new attack rolls and saving throws if needed. If there are multiple targets, you can choose multiple targets. You can't use this ability again until you finish a long rest.

In addition to your Esoteric's spell feature, whenever you finish a long rest, you can choose one 3rd-level spell from the cleric spell list and apply the same rules above.

Level 17: Name of Death: Starting from 17th level, the fear of death you invoke is so potent that it has begun to have tangible effects on people. When a creature fails its saving throw against your Name of Terror ability, you can force the creature to make another saving throw. If it fails the saving throw, it will automatically fail any death saving throws and drop dead after 3 rounds, if no help is received such as *spare the dying*, *healing word* or stronger healing magic or feature. You can't do so again until you finish a long rest.

Sorcerer - Blood of the Forebears

A woman with radiant beauty stands tall, a woman of strength and grace, her vibrant garments a reflection of her powerful spirit. With a fierce determination, she summons a blade of such ethereal beauty, it could rival the stars that adorn the heavens. Her blood sings with the echoes of her ancestors, lending her their strength and wisdom as she calls upon their ancient powers.

Whispers on the wind speak of legends from times long forgotten, of heroics and valor passed down through the generations. As she calls forth her might, darkness trembles at the sight of her, for she is a force to be reckoned with.

For her, power is not just a matter of brute force, but a legacy inherited from those who came before. The blood of her ancestors runs through her veins, and with every breath she takes, she honors their memory. The tribes of the steppes believe that the spirits of their forebears guide and protect them, and for her, this is more than just a myth. It is a truth that is manifest in all she does.

Your Ancestor

d4	Features of Your Ancestor	The Feature You Inherited
1	A mighty warrior once battled against a goliath, with a magnificent shiny spear.	Your weapons or materials to cast spells shine faintly under the moonlight, if you wish so.
2	An eagle-eyed archer once shot a tyrant king from a hill and saved the country from his iron fist.	Whenever you cast a spell, you can levitate 5 ft off the ground until the end of your next turn.
3	A powerful seer once foresaw the day of doom with an upcoming invasion from a terrible army and saved the people.	Your pupils resemble clouds when you wish them to do so.
4	A trickster that tricked a terrible giant to attack his brethren and saved the village from a disaster.	You can alter the color of your eyes once a day.

Level 1: Power of the Forebears: You were born with the power that resides in your blood, and it has been invoked. Work with your GM to determine the properties of your ancestor. A number of times equal to your proficiency bonus, you can summon your inner power, and your ancestor speaks to you in your mind and aids you for 1 minute. During this process you have advantage on any checks or saving throws related to Strength and Constitution.

In addition, you learn an additional evocation cantrip from the sorcerer's spell list. It doesn't count against the cantrips you know.



Metamagic Options

These options are also available for other sorcerous origins.

Heroic Spell
When you cast a sorcerer spell, you can spend 3 sorcery points to make the spells more powerful against neglecting effects. *Counterspell or dispel magic*'s ability checks have disadvantage against this spell. If the spell is lower than 3rd level, its Difficulty becomes 14.

Memorized Spell
When you lose concentration on a sorcerer spell, you can use your reaction to spend 3 sorcery points to maintain your concentration.

Mythic Spell
When you cast a sorcerer spell, you can spend 3 sorcery points to make it a mythic spell. For the next 8 hours, you can cast that spell again once without expending a spell slot. The spell can't be higher than 5th level.

Level 6: Heroic Blood: By the 6th level, your heroic ancestors gained more power over the course of time and experience. You can spend 2 sorcery points as a bonus action to make a melee spell attack against a creature within 5 ft. of you. On a hit, you deal psychic damage equal to 2d8 + your Charisma modifier. Your ancestor's blade from the myths takes shape as a spectral blade and vanishes after your action.

The damage increases to 4d8 + your Charisma modifier at 11th level and 6d8 + your Charisma modifier at 16th level.

Level 14: Stories of the Past: In 14th level, you remember everything your ancestor remembers. If you invoke your Power of the Forebears or Heroic Blood feature, you can spend 1 sorcery point to treat any 9 or lower rolls on a d20 as a 10 for the next minute. You can't use this feature again until you finish a long rest.

Level 18: Legends Untold: At 18th level, you can allow your ancestor to take control over your body and your mind. It is hard to surrender fully at first, but once you are used to it, you begin to understand the power now at your disposal.

During that time you can strike three times as a melee spell attack on your turns. You deal 1d8 + your Charisma modifier in psychic damage with each attack. In addition, you add your Charisma modifier to your Armor Class. You can't use this feature again until you finish a long rest. This feature can be combined with Stories of the Past.

Warlock - The Underground Patron (Erlik)

Deep beneath the ground, fire rules the heart of the earth and breathes life into everything. It is, thus, wise that ancient peoples worshiped fire in all its forms. The creative fire nourishes creativity and passion in the hearts and souls of humanity. Civilizations were built and evolved around fire. Wise men looked at fire, kings used fire; some people danced around it and worshiped it; some understood its power and used it prudently.

A warrior, years ago, used a technique he learned from his master to strike with his sword in a state of fiery anger, and magical sparks surrounded the sword, enhancing the power of fire with magic. The spirits of his ancestors turned the hearts of the extinguished fire into a passionate breath with every strike.

Expanded Spell List

Spell Level	
1st	*Farabi's favor, hunter's mark*
2nd	*flame blade, magic weapon*
3rd	*bestow curse, fear*
4th	*fabricate, fire shield*
5th	*creation, raise dead*



Level 1: The Smith of Black Hells: You learn the *heat metal* spell. It doesn't count against the spells you know, and it is a warlock spell for you. You can cast it once without expending a spell slot but can't do so again until you finish a long rest.

You can also cast *heat metal* as a ritual by changing how it works. During the process, you can work on up to 3 melee weapons of your choice and imbue them with magic. These weapons are counted as magical and deal 1 additional fire damage. This damage becomes 1d4 at 3rd level, 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 16th level. If you imbue another weapon, one of the weapons of your choice that you imbued earlier loses its magical properties. Also, you can imbue up to 5 five pieces of ammunition with this ability, but the ammunitions lose their magical properties after being fired.

Alternatively, you can work on 2 sets of armor and imbue it with magic. When the wearer of the armor takes damage, the attacker takes the fire damage stated above if they are within5 feet of the armor. This ability works only once per round for a singular piece of armor.

In addition, you gain proficiency in Smith's Tools and two martial melee weapons of your choice. You can use the smith's tools or a melee weapon that is made of metal as a spellcasting focus for your warlock spells.

Level 1: Herald of Fire: Your fiery soul protects you from harm; while wearing no armor and holding no shields your AC is equal to 10 + your Dexterity modifier + your Charisma modifier.

You learn to control flames with your mind. You can ignite flammable objects within 5 ft. of you or extinguish them, for example torches and campfires. You also gain the following benefits:

- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes or images to appear within the flames and animate them as you like. These shapes can be vague form of a creature, an object or a location. The shapes last for 1 hour.

Level 6: Astonishing Flames: Starting from 6th level, when you deal fire damage you ignore resistance.

In addition, when you hit a creature with fire damage, you also can put a curse on your targets that lasts for 1 minute. You can keep this curse on 1 target. This number increases to 2 at 10th level and 3 at 17th level. You can use this curse a number of times equal to your Charisma modifier (minimum of 1). The creature must succeed on a Wisdom saving throw against your spell save DC at the end of its turns to end this effect. You choose one of the following effects on the target:

- The creature has disadvantage on attack rolls.

- The creature takes fire damage equal to your Charisma modifier at the start of its turns. This damage can't be reduced by any means.
- You or your allies have advantage on the saving throws related to the spells that are cast by the creature.
- The creature can't regain hit points.
- If the creature is wearing metal armor or holding a metal weapon, it takes 3d6 fire damage.

Level 10: Blazing Blade: As a bonus action, you can create a spectral flame weapon that is within 5 ft. of you. It follows you and can't go further than 5 ft. from you. You can make this weapon strike your opponents as a melee weapon attack by controlling it on your bonus actions. It stays for 1 minute and deals 2d6 fire damage. You can't summon this blade again until you finish a short or long rest.

Additionally, you can choose to deal fire damage with your melee weapons. When you do so, the blade sheds bright light in a 5 foot radius and dim light for an additional 5 feet until the end of your next turn and resembles a blade in its incandescent form.

Level 14: Call of Fire: You learn *conjure elemental* spell (it doesn't count against the spells you know) and can cast it without expending a spell slot to conjure a fire elemental. When your concentration is broken, the elemental vanishes. You can't do so again until you finish a long rest. You can use your spell slots to normally cast the spell.

Wizard - School of the Stone Scribe

In the heart of the steppes an ancient tradition still lives among some arcane practitioners. Those who know the language and secrets of nature inscribed them on the stone to let them never be forgotten. This archaic secret is entrusted to the next generations. By using the inscriptions of old they create a unique bond, a circle of wizards, thus sharing a tremendous power and precious knowledge. They learn their spells through inscriptions, borrow arcane energy from one another, and breathe as if they were one of the free spirits living under the eternal sky. They excel at rituals, magic circles, and sealing otherworldly beings away if they ever threaten the eudaimonia of the world.

Level 2: Secrets of the Stone: Starting from 2nd level, your studies about the inscriptions of old have enabled you to use them to cast your spells as if they were a spellbook. There are many inscriptions around the world that contain spells on them, and only you and those belonging to your arcane tradition can read them. If you encounter such an inscription, you can use your action to touch the inscription and memorize the spell. You can memorize spells a number of times equal to your Intelligence modifier (you regain expended uses after you finish a long rest). You can cast these without expending a spell slot. When a spell is expended, it can't be cast this way again, but you can scribe the spell to your spellbook in half the given time and with half the required material. If it is a ritual spell, you can cast it as a ritual in half the given time; after that, the spell is expended.

Level 2: Shared Memory: Starting from 2nd level, you can share spell slots with other spellcasters. As a bonus action, you can choose a bard, druid, cleric, sorcerer or another wizard within 20 ft. of you and



choose one of your spell slots. That spell slot is counted as expended for you, and the chosen target can use that spell slot to cast appropriate spells with it for the next 10 minutes. Roll a d10 when you share a slot; on a roll of 10, your slot stays as unexpended and your chosen ally can still gain the benefit from it. You can't use this feature for spell slots above 5th level. You then gain your expended spell slot as normal, such as with arcane recovery or long rest.

In addition, you learn the *comprehend languages* spell and can cast it without expending a spell slot a number of times equal to your Intelligence modifier. If you have slots, you can cast it normally, and it doesn't count against your daily prepared spells.

Level 6: Ancient Circles of Sealing: By 6th level, you are aware of the dangers otherworldly creatures possess and inscriptions of old have methods to seal them away. You learn *the detect evil and good* and *magic circle* spells and can cast them once a day (each) without expending a spell slot. Also, you can cast detect *evil and good* as a ritual.

You can use your action to summon a sealing circle with 5 ft. radius on otherworldly creatures within 20 ft. of you. The creature must succeed on a Charisma saving throw. On a success it takes 2d6 psychic damage. On a failed save you choose one of the effects below:

- The creature's movement speed becomes 0 for 1 minute. It can repeat the saving throw at the end of each of its turns.
- If you are in a building of some sort, the creature is bound to the building and can't leave unless it succeeds on a Charisma saving throw, or the building ceases to exist completely.
- If the creature is possessing a humanoid, it makes a Charisma saving throw again, and on a failed save, it is forced out of the body.
- It is blinded or deafened for 1 minute. It can repeat the saving throw at the end of each of its turns.
- It has vulnerability to a type of damage of your choice that is not its resistance or immunity for 1 minute. It can repeat the saving throw at the end of each of its turns.

Level 10: Perfect Memory: When you use Shared Memory, you can roll a d8 instead of d10. On a roll of 8, your spell slot remains unspent. You also can use your action and restore one of your spell slots that is not higher than 3rd level. You can't use this feature again until you finish a long rest.

In addition, you can cast *magic circle* as an action and extend its duration for another hour.

Level 14: Master Scribe: You are now a master of your arcane arts and can manipulate them in unique and original ways. You can use your action to activate your ancient knowledge and affect your next spell cast within next minute one of the following ways:

- A creature has disadvantage on the saving throw against the spell you cast or you have advantage on the attack roll if the spell includes a spell attack.
- You ignore resistance against one type of damage in your spell.
- If your spell includes an attack roll and hits a creature, you can force the creature to make a Charisma saving throw against your spell save DC; on a failed save, it is banished for 10 minutes.

Profession Options

Grave Robber

Being a Grave Robber
War is an essential part of humanity and is there on every bloody page of history. With wars come disasters, death, and plagues. The only reliable outcome of war is graves. The dead leave many things behind, and, let's be honest, they're not using them any more. You make it your profession to search for tombs, burial sites, the wealth, stories, items, and everything the dead may leave behind. You've got to eat right? Unlike them...

How to Play?
You find graves of any kind and rob the useful items. For every grave you robbed you'll earn PEX.

Climbing the Ranks
One dead body 1 PEX
Graveyard (village) 10 PEX
Graveyard (town) 50 PEX
Graveyard (city) 100 PEX
Old Burial Site 150 PEX
Ancient Burial Site 250 PEX
Graveyard (temple) 500 PEX
Ancient Tomb 1000+ PEX

Note: Old and Ancient Burial Sites correspond to old and mostly forgotten sites that hold a special or mass burial. Normal graveyards are marked and/or known resting places for the dead. Old Burial Sites are mostly normal graveyards of old times and Ancient Burial Sites are more complex and dangerous burial sites. Ancient tombs represent significant burial sites such as pyramids or the Tomb of Genghis Khan. As a GM, you should consider giving more PEX depending on the difficulty of the ancient burial sites, because most of them have their own security against grave robbers.

Apprentice Grave Robber (Rank 1)

As an apprentice grave robber, you understand the basic concepts of death, burial and other funeral rituals and rites. You can get the abilities mentioned below for 50 PEX each.

Detect the Details (50 PEX): You learn to pay attention to details more than anyone else. When you take the Search action to detect a clue, robbing a body or noticing small details (not including traps or secret doors) you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks.

Agile Hands (50 PEX): You know the importance of quick hands, picking locks and more. You gain proficiency in Thieves' Tools and its price is halved for you.

Ancient Funerals and Where to Find Them (50 PEX): You learned how to get information on valuable and important burial sites at libraries and in old texts. You learn to read runic scripts and if you spend enough time (work with your GM to determine the time) you can decipher important locations for burial sites even if you don't know the language.

Imposing Death (50 PEX): Your time among the dead gave you the ability to pose as one of them. You learn the *feign death* spell and cast it as a ritual.

Each of these abilities will cost you 50 PEX and you need at least two of them before reaching the Journeyman rank.

Journeyman Grave Robber (Rank 2) (300 PEX)

You advanced into the next rank of grave robber and can choose two specialization choices.

Specialization Choice:

Night Eyes (100 PEX): You dig by night as easily as by day. You have Darkvision to 30 ft. If you already have it, it extends 30 ft.

Sensitive Feet (100 PEX): You have Tremor Sense out of 30 ft. If you already have it, it extends 30 ft.

Strong Body (100 PEX): Days upon days around the distinctive scent of the dead has fortified your constitution against all manor of melodies and ill humors. You have resistance against poison damage and have advantage on saving throws about poison and diseases.

Strong Senses (100 PEX): You have advantage on Wisdom (Perception) checks that rely on smell.

Lore Seeker (100 PEX): You have become an expert at the signs and runes at the burial site. You can read all writings by touching them.

Expert Grave Robber (Rank 3) (1000 PEX)

Sense the Deceased (200 PEX): You can sense the dead and the undead around 120 ft. Not their exact locations and numbers.

Voices of the Afterlife (200 PEX): The undead are just another part of the trade, you have started to understand the moans of the zombies, the unhinged gibberish of ghosts and the clacking jaws of skeletons like a language.

You can cast the *speak with dead* spell as a ritual. Intelligence is your spellcasting ability for it.

Dispelling the Curses (200 PEX): *"Yeah your first curse is pretty scary but once you're over twenty, they don't have quite the same bite."*

If the items you gain proficiency with are cursed, the curse doesn't affect you.

Parkour! (200 PEX): This job requires a certain level of athleticism if you want to get to the really good loot.

You gain climbing speed equal to your walking speed.

The Burial at Sea (200 PEX): Not all graves are above the surface of the water.

You gain swimming speed equal to your walking speed.

Night's Endurance (400 PEX): Zombie vomit, sulfur traps and flesh stripping beatles, you've got used to all of them in your quests for gold.

You gain resistance against necrotic damage.

Night's Arcane (400 PEX): You've spent enough time around haunted rooms and arcane traps to start learning a bit of spell casting for yourself. Treasure isn't the only thing you can pick up robbing the dead.

You can cast *false life* and *identify* as 1st-level spells, without expending a spell slot, at will.

You can advance into the Master rank after you get enough abilities that are worth 400 PEX total.

Master Grave Robber (Rank 4) (5000 PEX)

Stories of the Past: (Free)
You have a lot of experiences, and stories, and have probably taken part in some of the legends and myths yourself.
You have the ability to inspire greatness in others. You can grant inspiration to anyone who listens to your stories a number of times equal to your proficiency bonus daily. This inspiration point must be used in 1 hour or it will be lost. Anyone who already has an inspiration point won't be affected by this.



The Scent of Dead: (Free)
"I suppose they've kind of given up on trying to eat me." Your time among the dead gave you a special trait:

Undead with a Challenge Rating of 3 or lower do not attack you, and you don't provoke opportunity attacks against them. They act indifferent to you until you attack them.

Downtime Activities for the Grave Robber

Autopsy
You can spend one workweek examining the corpses of people, beasts, or unique monsters by spending at least 50 gp. In exchange you learn at least 10 PEX. If the creature you examine has a CR rating or character level, you gain an additional 10 PEX for each CR or level. You learn their resistances, vulnerabilities, and immunities if there are any. You can't benefit from another autopsy again on the same creature, but you can do it during a long rest and learn the causes of death and gather relevant information.

Attending Funerals
You can spend one workweek lurking around the edges of funeral rituals and cemeteries. By spending 100 gp, you'll earn 20 PEX. You can also earn favors at your GM's discretion by helping the locals. Roll for Charisma (Persuasion) or an appropriate tool check against DC 10, on a success, you'll earn favor, shelter, or food.

Black Market Contact
You can spend one workweek and 50 gp to learn the places you can buy or fence some unique, different and, let's be honest, illegal items. Roll for Wisdom (Perception) or Wisdom (Insight) against DC 10. On a success, you meet one of the black-market tradesmen. Work with your GM to determine their proficiency, their items, attitude and other important details.

Tinker

Being a Tinker
The world is full of broken and discarded tools, objects, weapons, toys, and more. Some of the talented hands in society try to retrieve and revive them and make a living out of it. They are mostly called tinkers, tinners or ragmen.

How to Play?
You gain PEX through mending, fixing, and selling objects, items, weapons, and more.
***Note:** Such as music boxes, watches, lighters, and similar mechanisms.
****Note:** Such as mills, catapults, and other larger mechanisms.

Climbing the Ranks
Repairing mundane items 5 PEX
Repairing weapons 5 PEX
Fixing tiny broken devices* 10 PEX
Fixing larger devices** 20 PEX
Improving an item*** 25 PEX
Utilize broken parts**** 50 PEX
Selling an item 1 PEX
Selling a utilized item 5 PEX

***Note:** Making the music box sing for longer durations, improving a slinger's range, and many similar improvements.
****Note:** Combine many metal, wood or similar parts into one, functioning mechanic item, such as a watch, compass, or other similar items.

Apprentice Tinker (Rank 1)

Necessary Tools (50 PEX): You gain proficiency in Tinker's Tools and a skill of your choice.

Searching for the Needle (50 PEX): Where some see rubbish, you see gold, well, copper at least.

You gain +5 to your Passive Perception checks. Additionally, you can reroll an ability check when you take Search action. You can use this ability a number of times equal to your proficiency bonus and can't use it again until you finish a short rest.

Substance Detection (50 PEX): Some things can't be fixed, but that doesn't mean there isn't value to be found and stripped out. You've gotten very good at seeing what constituent parts make up an object.

You can spend your action and immediately understand what an object is made of. You can use this benefit on objects you can see but if there's a way that prevents you from telling right away (for example, it can be made to look like something else, or it can be painted) you must roll an Intelligence check determined by the GM.

Additionally, you understand if a device is broken the moment you touch it.

Streetwise (50 PEX): On one of societies bottom rungs, you need to be wise to the risks and opportunities at the edge of the underworld.

You learn thieves' cant and gain proficiency in Persuasion checks.

After you've gained two of these abilities, you can advance into the next rank.

Journeyman Tinker (Rank 2) (300 PEX)

Specialization (100 PEX): You can either become a Whitesmith or a Chandler. Whitesmith mostly focuses on collecting and fixing valuables while Chandler mostly focuses on trade.

Whitesmith: You learn either *mending* or *prestidigitation* cantrip. Intelligence is your spellcasting ability for it.

Chandler: You can't roll below 7 in Charisma checks. They are counted as 7.

Bag of Trinkets (100 PEX): "It all fits in somehow." You have a special and somewhat magical bag that is able to double your carrying capacity. Moreover, once

every seven days, the bag gives out a random object or a trinket. There's a 5% chance the object will be a magical one.

Mechanization (100 PEX): You are able to create these items if you can find enough spare parts and they give you small boons:

- **Clock:** 12 hour-cycle watch. It must be put out in the sun for at least 1 hour each day to function properly. The clock can be completed in 8 hours. Each long rest finished with having the clock on your possession, you have advantage in the next saving throw you make that day.
- **Lighter:** This mechanism is capable of producing fire. It needs a flask of oil to be recharged after 5 uses. Next time you deal damage, you can roll for additional 1d4 and add it to the total as fire damage.
- **Compass:** This device is used for navigation. It shows north. This device gives advantage on Survival checks about finding a way.
- **Spectacles:** Glasses are mostly used for poor sighted people. When worn, this device gives advantage in Investigation checks about detecting clues and examining detailed surfaces.

Tinkers may have only one of each item and due to their junk-like look, they are usually unsellable.

In addition, you can easily understand how a mechanism works.

Tinsmithing (100 PEX): There is a story written in every item. Every dent, scratch and repair tells you something about the hands that it has passed through.

By touching objects and items you gain insight on their former or current owners. If you spend an action while touching an object and if the object was on the owner no more than an hour ago, you learn the owner's mood while the object was on it. If it has been more than an hour, you learn a general insight about the owner's wellbeing. For example if it was a shovel that belonged to a poor gravekeeper you could sense that the man was not happy with its life. Or it could be a pin that belonged to a noble little girl, which you would sense that they were delighted with their life.

In addition, by spending a lot of time with pieces and parts, you have learned to see the full picture. While investigating broken items, you make an Intelligence (Investigation) check against a DC determined by the GM. On a success, you learn how it was in its original state. Depending on the text, this may apply to missing writings as well.



Useful Tinkering (100 PEX): Swords, armor, bows, they are strewn on battlefields seemingly chipped, rended, rusted and useless. You can give them new life, make them even better than they were before.

You can make rusted weapons, old pieces of armor, broken or non-useful leather and wood parts useful for yourself. By spending an hour and the object's, weapon's or armor's money + 50 gp, you can gain benefits from your work (You must find rusted, broken or similarly nonfunctioning versions of the chosen weapon or armor). You are counted proficient with that weapon and can give one of these benefits to the armor or weapon:

- It has a switch, and sheds 20-foot normal and 20-foot dim light when on.
- You can make letters appear on it for 10 minutes. Letters can be in any color or shape you choose.
- Unless you or other hands touch it, the object is invisible.

Additionally:

- If it is a weapon, it is counted as a magical weapon and overcomes resistance or immunity to the proper damage type and you have +1 bonus to attack and damage rolls.
- If it is armor, you can use your Intelligence modifier instead of your Dexterity.
- If it is another object you can choose one more benefit from above.

Expert Tinker (Rank 3) (1000 PEX)

Specialist (300 PEX):

Expert Whitesmith: You can invoke your art on inanimate objects. By spending 30 gp and 10 minutes you can give an object a walking speed of 20 feet and ability to obey one command from you (Chosen when you first use this benefit). These commands can be from prestidigitation spell or another command that would suit the object's nature. You can issue the command as a bonus action. The object has 10 AC and 20 HP. Additionally, it can record a voice up to ten seconds and can repeat it one time. The voice recording takes 1 action and if not repeated in the next 8 hours, it is deleted immediately. You can have only three such items at the same time.

Expert Chandler: You can't roll below 10 in Charisma checks.

Tinspirits (300 PEX): One man's trash is another man's gold.

Your time spent on mundane items and objects are halved. In a pile of garbage or discarded items, you can rapidly see and detect the needed parts for yourself.

In addition, if you touch an object and use your action, you learn the alignment of the user. If the object is in someone's possession (It doesn't need to be on them), you must succeed on a Intelligence saving throw (DC = 8 + target's proficiency bonus + target's Charisma modifier). On a failed save you gain one level of exhaustion.

Additionally, you can learn the last thought the owner had on its mind the last time it touched the object.

You can use this ability a number of times equal to your Intelligence modifier. Uses refresh after you finish a long rest.

Bag of Antiques (300 PEX): You have a special bag that lets you find the broken items and lost things. If you ever lose an item (getting robbed or forcefully yielding to someone else or intentionally giving it away doesn't count) or need a missing part for something*, you find it there if you use an action. You can use this ability a number of times equal to your proficiency bonus and regain expended uses when you finish a long rest. If you purchased Bag of Trinkets ability before, you can consider they are the same bag.

***Note:** Wishing for keys for certain doors or locks, exact missing pieces for a specific statue won't work. A wheel for a carriage, string for a longbow or other generic missing parts would do the trick.

Magical Essence (300 PEX): Your time with broken and lost times also introduced you with magical items. A number of times equal to your proficiency bonus you can cast these spells without expending spell slots and needing materials: detect magic, identify. You regain expended uses when you finish a long rest.

After taking two of these abilities you can advance into the next rank.

Master Tinker (Rank 4) (5000 PEX)

Stories of the Past (Free): You have a lot of experiences, and stories, and have probably taken part in some of the legends and myths. You have the ability to inspire greatness in others. You can grant inspiration to anyone who listens to your stories a number of times equal to your proficiency bonus daily. This inspiration point must be used in 1 hour or it will be lost. Anyone who already has an inspiration point won't be affected by this.

Bag of Infinity (Free): You have a magical bag from your journeys and it has an amazing feat. If you use an action and utter a mundane object's name (you can't summon crystals or coins, other objects' value cannot exceed 250 gp), you can find it in the bag. You can use this a number of times equal to your proficiency bonus and gain expended uses when you finish a long rest. If you have purchased Bag of Trinkets and/or Bag of Antiques, you can consider all three the same bag.

Downtime Activities for the Tinker

Roaming the Streets

You can spend a workweek roaming streets and collect spare parts that have been dumped or thrown away. Roll for a Perception or Persuasion check to see if a particular item you want is findable such as a rusted longsword, wooden chair, or other different item. DC is usually 10 for such objects. If you find at least one, you'll gain 10 PEX.

Little Birds

You can spend your workweek making small toys for the children of the neighborhood and roll for a Tinker's Tools check then consult the table below:

1-9	Nothing.
10-14	One piece of information
15-17	Two pieces of information
18+	Three pieces of information

You can ask for children to collect information for you. It can be whereabouts of a specific person, a ship's schedule on the dock, certain merchant's activities at night, etc.

Beast Tamer

Being a Beast Tamer

From plowing fields to raiding foreign countries, the beasts of the world have been really important to the development of civilization itself. Mounts, beasts of burden, guard dogs, hunting hawks and more have contributed to the progress of humankind. Certain experts on society have made this their daily activities. They tame wild beasts and make them a part of civilization.

How to Play?

You gain PEX through taming wild beasts, training them and teaching them.

***Note:** Taming normally counted wild beasts such as lions, panthers or similar beasts.

****Note:** Bestiary is introduced in Rank 1.

*****Note:** 0-1 CR monstrosities give 1 PEX. While 1-5 gives 5 PEX, 6-10 CRs 10 PEX, 11-15 CRs 25 PEX and 16+ CRs give 50 PEX.

Climbing the Ranks

Taming a tiny beast 5 PEX
Taming a small beast 10 PEX
Taming a large beast 15 PEX
Teaching beasts talents 20 PEX
Taming wild animals* 25 PEX
Adding beasts to you bestiary** 10 PEX
Hunting monstrosities*** 1 - 50 PEX

Apprentice Tamer (Rank 1)

Beast Taming (Free): Animals are your life, you spend every waking moment with them learning to tend for their needs and wants.

You gain proficiency in Animal Handling. You can attempt to soothe and try to tame a beast that lives in the wild: such as a **horse**, **donkey**, **mule**, **bear**, **boar**, **lion**, **panther**, or similar beasts. In order to do that you must spend at least 1 hour to befriend the beast. You must have proper tools, such as fodder, bait, rope, or other. At the end of 1 hour you must succeed on a animal handling based on the CR of the beast:

CR	0	1/8	1/4	1/2	1	2	3	4	5	6
DC	10	11	13	14	15	16	18	20	22	24

On a success the beast won't attack you and is willing to hang out near you. You must spend another 8 hours to bond with the beast.

Alternatively, already tamed beasts such as **riding horses**, **guard dogs**, or others will obey your commands on a DC 10 Animal Handling check if their original owner can't be seen by the beast.

Beast Talents (50 PEX): With a bit of work any animal can be taught to follow basic commands.

You can teach a tamed beasts some features and abilities through a week of training and spending 50 gp. At the end of the week you must succeed on an Animal Handling check.

Talent	DC	Ability
High Reflexes	11	+1 to Armor Class.
Strong Lungs	13	Has advantage on exhaustion checks.
Helping Hooves	15	The creature can spend its reaction if it is 5 feet of you and your enemy and give you advantage on your attack roll.
Go Fetch	12	The creature understands your basic commands about an object it was introduced to before and may attempt to interact with it if it can see the object.

If you fail to teach a talent, you can't attempt it on the same creature again. Each beast can learn up to three talents unless it is stated otherwise.

Enduring Companion (50 PEX): Some of the animals in your care have become particularly important to you, almost as close as family.

If the beast you tamed finishes a long rest within 30 feet of you, they gain temporary HP, a number equal to your proficiency bonus + Wisdom modifier. Only two beasts at the same time can benefit from this ability.

Obeying Commands (50 PEX): Getting animals to respond to your voice and gesture has become natural to you.

You can use your bonus action to command the beast and if you do so, the beast will have advantage on the next ability check or the saving throw it makes.

Sensing Emotions (50 PEX): Animals are complex creatures: it takes time and patience to understand the feelings, tempers and emotions of the animals around you.

When you see a beast, you can understand its emotional condition thus giving you an edge on dealing with them. You can give yourself advantage on Animal Handling checks a number of times equal to your proficiency bonus and regain expended uses when you finish a long rest.



Tending Beasts (50 PEX): If you expend a use of the Healer's Kit on a beast, it regains hit points equal to your Wisdom modifier.

Bestiary (50 PEX): You have been writing about the beasts you tamed and their abilities so future generations can learn from your experiences.

When you purchase this ability, your bestiary starts with 3 beasts of your choice. You are aware of their abilities, skills, actions, resistances and vulnerabilities. If you tame a new beast, you can spend an hour examining the beast and record it in your bestiary. This process also requires 10 gp to be spent on ink and similar tools.

Additionally you can double your proficiency bonus on proper checks to recall information about a beast.

After buying 100 PEX worth of abilities you can advance into the next rank.

Journeyman Tamer (300 PEX)

Specialization (100 PEX): You either become a Horsebreaker or a Trainer. Horsebreakers focus on taming and improving many kinds of mounts and excel in dealing with them while the Trainers focus on raising companions, and bonding with them.

Horsebreaker: An ancient and complex art form. Getting an animal to accept a rider is no easy task even to those with
the knowledge.
You can teach your beasts one more talent. Each talent taught gives you additional 10 PEX and increases the beasts' max HP, a number equal to its hit die. Additionally, you can spend only 5 feet of your movement to mount or dismount from the tamed beasts.

Trainer: You can now bond more powerful with the beasts at an emotional and even spiritual level.
If you spend a week with a tamed beast, you are counted as bonded. While you are within 15 feet of each other, you can issue commands as a free action. Bonded beasts are loyal to you till the end and they can't be frightened except in magical conditions. Even then, they will try to find you afterwards.

Heightened Senses (100 PEX): You have gained an extra scene for the animals around you where they are and what they are doing even if they are not directly in your line of sight.

You can use your bonus action to sense the beasts around 60 feet of you. You know the type of beast if you are familiar with it and can sense their location. You can use this ability a number of times equal to your Wisdom modifier.

Improved Bestiary (100 PEX): Your bestiary has grown from a humble notebook into a veritable tome. If a beast is in your bestiary, you have advantage on all checks about that beast. In addition, if you come across a mount's trails you can roll for a Survival check (DC depending on the freshness of the trail). On a success, you know how many people were on the mount and how recent the trails were.

Armed Companion (100 PEX): "Is that an armored tiger?"

The cost of armors for your tamed beast is halved for you.

After you get two of these abilities you can advance to the next rank.

Expert Tamer (1000 PEX)

Improved Specialization (300 PEX):

Horsebreaker: You gain the following benefits:

- You have advantage on saving throws that force you to fall off your mount.
- You can now attempt to tame several monstrosities as well. It cannot exceed CR 3 and it must not be able to speak a language and should not be a shapechanger. Example monstrosities are: griffon and hippogriff. The DC is 20.

Trainer: You gain the following benefits:

- While you and your companion beast are 10 feet from each other, you both have +2 to Armor Class.
- You can communicate with your companion beast telepathically and give orders if it is within 150 feet of you.

Primal Ways (300 PEX): There is wisdom in the way beasts live their lives, you can learn from them.

You learn *animal friendship* and *speak with animals* spells, and can cast each of them once a day without expending a spell slot. You regain the ability to do so after you finish a long rest.

Awesome Berry (300 PEX): You learn *goodberry* spell and cast it once once a day without expending a spell slot. You regain the ability to do so after you finish a long rest. If your beast eats one of the berries, it regains 1d4 HP instead of 1.

Special Beast (300 PEX): This one is different, not just one of the pack, you have forged an indelible bond. When you purchase this ability, work with your GM to choose an animal from your existing trained beast or choose a new one. This animal will gain special abilities as a result of your bond. You can purchase such abilities with your PEX while you create your beast with your GM:

+5 feet of walking speed (max 80) (If the creature is a normal flying or swimming beast such as an eagle or a dolphin, this can be purchased for flying or swimming speeds)	each +5 feet is 50 PEX
+2 STR	50 PEX
+2 DEX	50 PEX
+2 CON	75 PEX
+2 INT	200 PEX
+2 WIS	50 PEX
+2 CHA	25 PEX
Swimming Speed equal to walking speed	50 PEX (+25 PEX for each movement bought from this table)
Flying Speed equal to walking speed	300 PEX
Extra Attack	150 PEX

Ability scores can only be gained once.

Shared Bond (300 PEX): You know you understand the beast and it understands you.
Your tamed beast may now add your proficiency bonus to its ability checks or saving throws. It can use this ability a number of times equal to your Wisdom modifier.

Master Tamer (Rank 4) (5000 PEX)

Stories of the Past (Free): You have a lot of experiences, and stories, and have probably taken part in some of the legends and myths. You have the ability to inspire greatness in others. You can grant inspiration to anyone who listens to your stories a number of times equal to your proficiency bonus daily. This inspiration point must be used in 1 hour or it will be lost. Anyone who already has an inspiration point won't be affected by this.

Master of Monsters (Free): Even the most fearsome of creatures can be brought under control by one with sufficient skill and will.

You have now the ability to gain control over beasts and monstrosities that have CR half of your level (rounded up). You can use your action and force the creature to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) . On a failed save you can choose one of the results below:

- The creature is paralyzed. It must make a saving throw at the end of each of its turns. Otherwise the stunned condition remains for 1 minute.
- The creature can't fly and its speed is halved. It must make a Wisdom saving throw at the end of each of its turns. Otherwise the stunned condition remains for 1 minute.
- The creature is charmed by you. It must make a saving throw each time it takes damage or the condition remains for 1 minute.

You can use this ability two times a day and regain expended uses when you finish a long rest.

Downtime Activities for the Tamer

Making Contact

You can meet fellow tamers, stablemen, monster hunters, merchants, rangers or similar people by spending a workweek and establishing a contact with them. Make a Persuasion or an appropriate tools check at the end of the week and consult the table below:

DC	Result	Contact Method
10	One contact of your choice.	You can earn a small favor or gain a small discount by shopping with them.
14	Two contacts of your choice.	You can establish an ongoing contact and ask for small favors or gain an average discount.
18	Two contacts of your choice.	You are favored by the contact and are frequently asked to get in contact with them. They also may ask you for favors and debts in exchange to pay it back later.
20	Three contacts of your choice.	At least one of the contacts is indebted to you for one favor and will ask for your company when they can.

On a success you gain 10 PEX.

Races
You can enter races for a workweek with your mount if it is available in the settlement and if your mount is accepted. Your mount rolls for a Constitution or an Athletics check against a DC determined in the table below and adds your proficiency bonus:
If you win a race, you'll gain 10 PEX.

Difficulty	DC	Result
Easy	5 + 1d10	10 gp
Medium	5 + 2d8	15 gp
Hard	7 + 2d8	20 gp
Extreme	9 + 2d8	30 gp

Training
You can spend 1 workweek and 25 gp to spend time with one of your tamed beasts, such as going hunting and joining entertaining events. At the end of the week, you gain 10 PEX.

Smuggler

Being a Smuggler
Certain goods: objects, foods or drugs fall on the wrong side of the law or may be taxed at rates you regard as unreasonable. Smugglers can get you the things you need. They know their ways around the laws, and are in contact with the right person.

How to Play?
You gain PEX through obtaining and sneaking in items, scrolls, food and even people in and out of excluded areas, towns and cities.

Climbing the Ranks
Mundane Items (1-20 gp) 1 PEX
Mundane Items (21-50 gp) 2 PEX
Mundane Items (51-100 gp) 5 PEX
Mundane Items (101+ gp) 10 PEX
Common Magic Items 15 PEX
Uncommon Magic Items 20 PEX
Rare Magic Items 25 PEX
Very Rare Magic Items 50 PEX
Legendary Magic Items 100 PEX
Regular People 10 PEX
Wanted People 25 PEX
Nobles 50 PEX

Apprentice Smuggler (Rank 1)

Right Tools for the Job (50 PEX): The tools of your trade can't be worn out in the open, but they are no less important.

You gain two of the tool proficiencies from the list: Disguise Kit, Forgery Kit, Thieves' Tools, Artisan's tools.

Never tell me the odds (50 PEX): Certain smugglers have an almost supernatural level of luck. It is unclear whether lucky people become smugglers or you become lucky by working as one.

When making an ability check about Charisma or related skills, you can't roll below 7.

City Secrets (50 PEX): Game recognizes game: you have learned to spot those invaluable sources of elicit information that would pass completely unnoticed by honest folk.

Whenever you enter a new settlement, you can spend 10 gp and spend an hour to learn one of the city's secrets from the urchin, guards, local workers and similar people:

- Location of the black market
- Patrolling hours of the guards
- A corrupt official's name and place
- A safe haven for underground people

You can spend another 10 gp and gain other secrets as well. At your GM's discretion you may gain other secrets that are not mentioned here.

Sneaky (50 PEX): Noisy smugglers don't remain in business long.

You gain proficiency in Stealth if you are not already proficient in it (If you are, you gain another Dexterity based skill of your choice). In addition you may attempt to disguise items and objects even better. If you attempt to conceal an object and not yourself, the searcher's have disadvantage on rolls such as Investigation or Perception in order to detect the object.



You can advance to the next rank after you've purchased two of the perks above.

Journeyman Smuggler (Rank 2) (300 PEX)

Specialization (100 PEX): You can either become a Devious or a Hustler. The *hustlers* are the smugglers who excel at selling their products at right prices inside and talk their way out of danger. The *devious* smugglers excel at sneaking in the cities, and finding secret ways and doors.

Hustler: You gain and double your proficiency bonus in either Persuasion or Deception. This doesn't apply if the skill already doubles the proficiency bonus from another feature or feat, such as Expertise.

Devious: You gain and double your proficiency bonus in either Stealth or Perception. This doesn't apply if the skill already doubles the proficiency bonus from another feature or feat, such as Expertise.

Forging Documents (100 PEX): "Look here sir, these documents are signed by the governor's very own hand they are."
You gain proficiency in Forgery Kit, if you are already proficient, you double your proficiency bonus. You can halve the prices necessary to create forged permissions and IDs for your trade.

Endless Pockets (100 PEX): A well tailored set of clothes can contain all sorts of hidden pockets for the transportation of illicit objects.
You can spend 100 gp to gain special clothes for yourself. You can conceal a tiny object entirely from physical investigations.

Mighty Wagon (100 PEX): As your business expands, you'll need to move goods in larger quantities.

You can spend 200 gp to construct a special vehicle (it can be a wagon, cart or carriage, and even small boats) for your merchandise and choose one of the features below. If you want to add other features you must spend the gold mentioned next to it:

Secret compartment: Gives disadvantage to searchers' ability check. Each compartment can hold up to one medium or four tiny objects.	50 gp
Trap: The rider can activate this trap and shoot little bolts inside that deal 2d4 piercing damage. Creatures that succeed on a DC 11 Dexterity saving throw take only half damage.	75 gp
Weaponized Wheels: The rider can make an attack roll to other carts, wagons or similar vehicles within 10 feet of its vehicle that deals 2d10 piercing damage to the vehicle. Attack roll can be made with Dexterity or Wisdom (if the rider is proficient with Animal Handling).	100 gp
Artisan's Work: By hiring a talented artisan you can make your vehicle look the way you wanted. It can look really appealing, wretched or some other way you like it. For example, if it looks appealing it may attract bandits but the guards will be less inclined to stop you.	Varies

After purchasing two of these perks you can advance to the next rank.

Expert Smuggler (Rank 3) (1000 PEX)

Specialization Improvement (300 PEX):

Hustler: You can concentrate on your social encounters better than most people. While negotiating about a price, or in a similar situation, you can use your reaction to read the person you are talking to. You know if they are lying or trying to deceive you until the end of your next turn. You can't use this feature again until you finish a long rest.

Devious: You learn to conceal yourself and detect concealed things. Once a day, you can concentrate on either concealment or detection. If you choose concealment, for the next hour any creature trying to detect the thing you concealed have disadvantage on the proper check. If you choose detection, for the next 10 minutes, you have advantage on proper checks to find secret passages, hidden objects, handmade traps and natural hazards.

Badge of Everything (300 PEX): "As you can see here, I am authorized to transport things in and out of this gate without an inspection."

You craft a special badge spending 250 gp and one workweek and with the aid of a spellcaster. If you are a spellcaster yourself you can craft it without the aid of another. Once you complete it, the badge gains 5 charges. When you use an action to spend a charge, the badge takes the form of a known society's, guild's or an organization's badge or proper paperwork and can only be identified with a *detect magic* or similar means. Otherwise it is indistinguishable from the original badges or paperworks. Once you expend the charges you must spend 100 gp and 3 workdays to regain 5 charges back.

Magical Pockets (300 PEX): The logical extension of hidden pockets are pockets that connect to hidden dimensions. You can use your action to reach out to your pocket, bag or a similar place. You can retrieve an item that is tiny and worth a maximum of 50 gp. It must be a non magical item. These items can't be specific: such as a key to the Dungeon of the Dead, a book that was written by a scholar 300 years ago. The item vanishes after you finish a long rest. But you can summon the same item when you use this feature again.

You can't use this feature again until you finish a long rest.

Master Key (300 PEX): Some keys fit in more than one lock.

You craft using materials worth 50 gp to craft a key working with a locksmith. This key can open any lock with a DC of 12 or below.

Master Smuggler (Rank 4) (5000 PEX)

Stories of the Past (Free): You have a lot of experiences, and stories, and have probably taken part in some of the legends and myths. You have the ability to inspire greatness in others. You can grant inspiration to anyone who listens to your stories a number of times equal to your proficiency bonus daily. This inspiration point must be used in 1 hour or it will be lost. Anyone who already has an inspiration point won't be affected by this.

Solid Answers (Free): You have reached the zenith of smuggling and getting in and out of a city can be done instantly by you and the things you carry.

Once a day you can use your action to pass through a wall. You can make yourself, four creatures of your choice within 20 feet of you, one land vehicle (such as a wagon) of your choice to pass through walls. This lasts until the end of their next turn. It can't be used again until you finish a long rest.

Downtime Activities for the Smuggler

Finding Secret Roads
You can spend one workweek in a city or a town with walls and security to find secret entrances and tunnels to the city. By rolling a DC 10 Survival, Perception, Persuasion or Investigation check, you find about one of such things' existence. If there are any holders, security guarding it or monsters living nearby, you learn of their existence. You earn 10 PEX through this process even if you fail to find such a road.

Official Contact
You spend one workweek and 50 gp to establish contact with the officials within the town or city. Once if you get caught while smuggling minor items this official helps you to get out of the situation (such as a trial, or being jailed) with a basic fee of 50 gp. The contact must be enabled again to use in such a situation.

Black Market Contact
You can spend one workweek and 50 gp to learn the places you can buy or sell some unique and different items. Roll for Wisdom (Perception) or Wisdom (Insight) against DC 10. On a success, you meet one of the black-market tradesmen. Work with your GM to determine their proficiency, their items, attitude and other important details.

Ecclesiastic

Being an Ecclesiastic
Religious services, conducting funerals, joining couples in marriage, delivering the message of your religion and similar activities have been around since before even the pharaohs and god-emperors. A reverend works in the light of their religion and belief and tries to guide their communities as best they can.

How to Play?
You gain PEX through completing religious services (e.g. prayers after the azan), guiding people spiritually (e.g. confessions), conducting funerals, joining couples in marriage and other similar religious activities.

Climbing the Ranks
Religious Service (1 PEX)
Funeral Service (2 PEX)
Spiritual Guidance (5 PEX)
Marriage Ritual (5 PEX)
Leading a Community (10 PEX)*
Converting People (20 PEX)
Converting a Village (50 PEX)
Converting a Town (75 PEX)
Converting a City (100 PEX)



*We see leading a community as having followers of more than 15 people regularly visiting your sanctuary, temple, mosque, church, stone circle or other places of worship appropriate for your religion. For example 20 people coming for Friday Prayers, or visiting the church on Sundays for mass. If the size of the community increases, the GM may award more PEX.

Apprentice Ecclesiastic (Rank 1)

Depth of the Holy Teachings (50 PEX): You've been studying the holy texts or the oral traditions of your belief system for a considerable amount of time and have become expert in these matters. You double your proficiency bonus on Religion checks (This doesn't stack with other features that double your proficiency bonus). In addition you gain advantage on Charisma checks on any tests concerning any members of your community.

Divine Tongues (50 PEX): Complete understanding of your religions holy texts often requires the mastery of numerous different languages and in the pursuit of that knowledge you have become quite the pollygot. You learn two languages of your choice and at your GM's discretion.

The Night Belongs to the Lord (50 PEX): Nights of prayer and ritual have finally paid off; you can spend one fourth lesser hours (for example 6 hours of long rest will suffice if your normal long rest is 8 hours) while you take a long rest, and your short rests are completed within half the normal time.

Long and Hard Journeys (50 PEX): Being a reverend isn't always about preaching, sometimes you must take to the road to do your duty. While accompanied by at least two allies, you can travel a fourth more quickly than you normally would be able to without penalties.

After getting two of these abilities you can advance to the next rank.

Journeyman Ecclesiastic (Rank 2) (300 PEX):

Specialization Choice (100 PEX): You need to choose to be either a Minister that serves in familiar lands that share your culture and tongue or a Missionary that travels to foreign cultures to spread the holy word.

Minister: You chose to focus on helping with the spiritual needs of your own community and solving their problems. From dawn to dusk you focus your attention on serving them as best you can. You have advantage on Constitution checks and saving throws that deal with exhaustion. Spending a short rest reduces your exhaustion level by 1.

Missionary: You travel in foreign countries attempting by persuasion and if possible, trickery to get the unbelievers to see the truth of your beliefs. In aid of that, sometimes learning a bit about the cultures you are trying to convert is necessary. You learn another language that is seen as appropriate by the GM. In addition, you have a silver tongue that shows its use when it's come to armed struggles. In the moments when an armed struggle is about to erupt, you can attempt to soothe things down. You have advantage on Charisma checks on such occasions.

The Judge (100 PEX): In your opinion, all laws are derived from the law of the almighty. Your studies of religious texts have given you a certain amount of knowledge in this field. You could be a Qadi in Islamic cultures or an Inquisitor in service of the church and your word is law. Thus, determining who is telling the truth and who isn't. You can use an action to look someone in the eye and force them to tell the truth. The creature must succeed on a Wisdom saving throw against your DC (8 + your proficiency bonus + your Charisma modifier), or its next statement must be truthful. You can use this ability a number of times equal to your proficiency bonus and regain expended uses when you finish a long rest.

The Warrior Priest (100 PEX): You are a reverend that does not fear a fight or putting yourself in danger when your community, friends or the innocent are in danger. You gain proficiency in light armor and shields. If you are already proficient with light armor, you gain proficiency in medium armor instead.

The Enlightened Mind (100 PEX): Hours of reflection, solitude and prayer have taught you, painful step by painful step, to become more at peace with yourself and the world around you. You gain proficiency in Wisdom, Charisma, or Intelligence saving throws.

After purchasing two of these abilities you can advance to the next rank.

Expert Ecclesiastic (Rank 3) (1000 PEX)

Specialization Improvement (300 PEX):

Minister's Touch: You have now been in touch with your beliefs for what many would consider a long time. When you touch a creature that shares your beliefs and uses your action, the creature can't become sick, has advantage on death saving throws, and gains 2d4 + 4 temporary hit points for 8 hours. You can use this ability a number of times equal to your proficiency bonus and regain expended uses after you finish a long rest.

Missionary's Voice: You have spent enough time with cultures foreign to you and who do not subscribe to your faith and have learned to feel the spiritual power of your religion. When you interact with a creature that doesn't follow your faith, you can't roll below 8 on Charisma checks when interacting with them socially.

Unshattered Mind (300 PEX): Your time as a respected reverend has taught your mind to be resilient and to resist the more unseemly urges of the flesh. You have advantage on any saving throws you make to avoid or end the effects of the charmed condition.

Holy Blood (300 PEX): Large amounts of time in contact with the divine and an unshakable faith have made you anathema to creatures from the spiritual world (as well as a tempting target). Fiends, celestials, and djinns have disadvantage on attack rolls against you until they score a hit. This ability is reset for a creature after 1 hour.

Sense the Unholy (300 PEX): Your time as a holy being has granted you the ability to sense the good and evil in all creatures, places and objects. You can cast the detect evil and good spell innately once a day. After you reach the 11th level, you can cast it two times a day this way. If you have spell slots, you can cast this spell normally using those slots.

After getting two of these abilities you can advance to the next rank.

Master Ecclesiastic (Rank 4) (5000 PEX)

Stories of the Past (Free):
You have a lot of experiences, and stories, and have probably taken part in some of the legends and myths. You have the ability to inspire greatness in others. You can grant inspiration to anyone who listens to your stories a number of times equal to your proficiency bonus daily. This inspiration point must be used in 1 hour or it will be lost. Anyone who already has an inspiration point won't be affected by this.

Divine Presence (Free): You are now standing at the zenith of your belief, and only a few in the world in any religion can match you in knowledge or piety. You are on the cusp of what some call sainthood and others call enlightenment. You are always under the effects of the bless spell, and if you spend an hour concentrating on a flask of water, it becomes holy water.

Downtime Activities for the Reverend

House Calls
Sometimes the people of your community may reach out to you to perform difficult, lengthy, or demanding tasks. It may include teaching kids how to read, settling disagreements, or other similar activities. You gain 10 PEX.

Religious Seclusion
You seclude yourself away from society for a while to rest, to meditate, to strengthen your relation to your belief or any other similar reason. You spend your week in a quiet place away from society, such as a cave, a house in a forest, a hut in a far away hill or in the woods all by yourself. By the end of the week, you earn 5 PEX and have inspiration which can be spent in the next week.

Merchant

Being a Merchant
You make your living the simplest yet the most complicated profession in history: buying and selling. “You buy from people and sell it to other people,” that is all there is to it, but within that is multitudes to learn, and a master merchant is something far more complex than a simple peddler.

Climbing the Ranks
10 gp deals (5 PEX)
25 gp deals (10 PEX)
50 gp deals (15 PEX)
100+ gp deals (20 PEX)
250+ gp deals (50 PEX)
Making 50% profit from a deal (5 PEX)
Making 100% or more profit from a deal (10 PEX)

Apprentice Smuggler (Rank 1)

The Right Tools for the Job (50 PEX): Your time as a trader has taught you the use of a number of specialized tools. You gain proficiency with three tools of your choice.

The Skill Set (50 PEX): Every deal is a negotiation; every trade has the risk of subterfuge and fraud. You have had to learn a range of skills to avoid the pitfalls of a merchant's life and even start to set a few traps of your own. You gain proficiency in the following skills: Persuasion, Insight, Deception, and Survival.
The Right Price (50 PEX): You are not the type to be deceived when it comes to the price of goods. You can spot a bargain or a ripoff across the market. When you attempt to determine the price of an object using the Insight skill (with Intelligence or Wisdom) or an appropriate tool, you have advantage on the roll.

Trusted Companion (50 PEX): By spending 100 gp, you can acquire a mount that is a little bit sturdier than other horses, mules or camels. The mount must be cheaper than 100 gp. Its carrying capacity is doubled, and it has advantage on Constitution saving throws to avoid exhaustion. At the end of each long rest, it gains 1d4 temporary hit points.

After purchasing two of these abilities, you can advance into the next rank.

Journeyman Merchant (Rank 2) (300 PEX)

Specialization (100 PEX): Your time as a merchant has given you an edge, and now you must pick a direction to focus your trading practice. You choose either to be a Settled Trader or a RovingTrader. Settled Traders usually settle in a shop, a territory or a caravanserai to conduct their business. Roving Traders usually row streets to streets, village to village and town to town to buy stuff somewhere and sell where they can profit.

Settler Trader: By spending a 500 gp, you acquire a venue where you can conduct your trade. It could be a small corner in a bazaar, a small shop in an alley, or a similar place; work with your GM to agree the details of your new store. While doing business in this place, you have advantage on all Charisma checks related to your job and you can't be surprised while you are conscious.

Roving Trader: By spending 500 gp, you own a method of traveling and practicing your work over long distances. It could be a cart with a horse, a small boat, or a similar method. While using your means to travel, you can't get lost except by magical means and you can find enough food and water while you travel. You also gain proficiency in the Perception skill.

Safety First (100 PEX): Your time as a merchant has taught you to be aware of dangers more than anything. You can innately cast the alarm spell once per dawn (Charisma is your spellcasting ability modifier).

Correct Words (100 PEX): When you attempt to strike a bargain, your instincts and the time you have devoted to this profession allow you to roll with advantage on Insight, Persuasion, or Deception skills.

Magical Goods (100 PEX): The principles at work when trading the arcane are no different to the mundane; it just requires a bit of a different eye for quality. When you come across a magical item, you can spend 15 minutes with the item to learn its properties. In addition, you know if an item is magical or not when you see it. This excludes constructs, floors, doors, windows or similar areas that are enchanted with magic. For example, if a window has an alarm spell on it, it is not counted as a magical item. If a regular sword has the light spell cast on it, it doesn't count as a magic item either.

After purchasing two of these abilities, you can advance to the next rank.

Expert Merchant (Rank 3) (1000 PEX)

Specialization Improvement (300 PEX):

Settled Trader: By spending 1000 gp you add a special property to your endeavor. Each upgrade is worth 100 gp:

- A door or an entrance of your choice has an arcane lock and an alarm spell on it. Even when dispelled, these spells are recast at dawn.
- A type of item in your possession is marked by magic and can easily be traced with a compass you have acquired through this ability. If the item is moved without your permission, the compass warns you and points in its direction. If more than one item is taken, you know each of them's direction.
- At a point of your choice, each noon a rope trick spell is cast.

Roving Trader: Your method of traveling can be upgraded in numerous novel ways with permission from the GM. You must spend 1000 gp for each:

- You acquire a mount that has a swimming speed that is equal or greater than its walking speed.
- You can cover 50% more ground while traveling long distances without tiring (this does not include movement in combat).



- You and your mount have resistance to extreme cold and extreme heat.

Expert Eyes (300 PEX): Your eyes have become so sharp that you can now understand even the best deceptions. In a trade, you immediately understand and notice spoiled goods, fake materials, illusions, transmuted items, and items that will vanish after a time. In other situations, you can use your action to open your senses around you and detect any illusion or material that was altered with magic in the past day for one minute. You can use this a number of times equal to your proficiency bonus and regain expended uses when you finish a long rest.

High Quality (300 PEX): The materials in your possession, such as iron, silver, and wood, can never be rotten, and they maintain their value despite the passage of time.

Untrickable (300 PEX): You have advantage on saving throws against mind altering spells and magical effects thanks to the days you spent engaged in mind games with merchants and other deceivers.

After purchasing two of these abilities you can advance to the next rank.

Master Merchant (Rank 4) (5000 PEX)

Stories of the Past (Free): You have a lot of experiences, and stories, and have probably taken part in some of the legends and myths.

You have the ability to inspire greatness in others. You can grant inspiration to anyone who listens to your stories a number of times equal to your proficiency bonus daily. This inspiration point must be used in 1 hour or it will be lost. Anyone who already has an inspiration point won't be affected by this.

Golden Tongue (Free): You know stand at the epitome of being a merchant; there are only few like you. You always understand what is being said to you, even if it is a language like a thieves' cant and when even people don't know the language you use, when you mean it, they understand what you are saying. In addition, once a week, you can cast the creation spell without expending a spell slot but it works better for you. Whatever you have created does not vanish, but you must also spend 500 gp to ensure it will not vanish. You can create up to 3 objects like that, and when you create a fourth one, the first one will vanish.

Downtime Activities for the Merchant

Market Search

You can spend your week between shops and dealers to learn about the goods that you don't purchase and sell for potential new buyers. This process earns you 10 PEX. At the end of this week the GM may grant you a discount for the next shopping activity you make to buy something or a new possibility of a buyer.

Magic Item Search

You spend your week tracking down magic items in your area. You must succeed on a DC 10 Charisma check to find common and uncommon items. DC increases by 3 for each rarity (you get +1 bonus to the check when it is a consumable item). The magic item you track down can be in the possession of a seller, a monster, a thief, or it could be deserted in a protected place. If you manage to retrieve the item, its sale will grant you an extra 15 PEX.



Spells

Farabi's Favor
1st-level abjuration

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, thunder radiant, psychic or necrotic damage
Range: Self
Components: S
Duration: 1 Round
The spell captures some of the incoming energy from a blow, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d4+1 damage of the triggering type, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d4 for each slot level above 1st
Spell Lists. Druid, Ranger , Sorcerer, Wizard

Piri Reis' Mind Compass
1st-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, M (a map of the location you wish to find)
Duration: Instantaneous
You touch a point on a reasonably accurate map. When you do so, you immediately know the direction to that point in the real world. Also, you know the approximate distance and the time needed to travel that distance using different methods of travel.

Spell Lists. Cleric, Druid, Ranger, Wizard

Hayyam's Babbling Words
2nd-level Enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute
You choose a creature within range and say a random command word to cause the target to babble uncontrollably for the duration. The target has no control over what they are saying, but every word they speak starts with the last letter of your command word.
While babbling, the target is unable to cast any spells that require a verbal component and can not communicate with any other creature rationally. Also, the target can not use any item or effect that requires a command word. Creatures unable to speak are unaffected by this spell.

Spell Lists. Bard, Sorcerer, Warlock

Hayyam's Baffling Words
1st-level Enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round
You choose a creature within range and say a random confusing word. The target tries to uncover the hidden meaning of your word and becomes briefly obsessed by it. The target has to succeed on an Intelligence saving throw against your spell save DC or become lost in their own thoughts. On a fail, the target is stunned for the next round and takes 2d4 psychic damage; on a successful save, the target takes half damage from the spell and is not stunned.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 2d4 for each slot level above 1st.
Spell Lists. Bard, Sorcerer, Warlock, Wizard

Avicenna's Preventive Medicine
2nd-level Abjuration

Casting Time: 1 reaction, which you take when you take damage
Range: Touch
Components: S,M (any kind of medicine)
Duration: Instantaneous
When you touch a willing creature, you are able to stop the pain and soothe an injury for a little while. All of the damage the creature takes from this point forward will be delayed until the end of your next turn. At the end of your next turn the creature will take all the damage at once.

Spell Lists. Cleric, Druid, Wizard

Sefir's Accelerated Decay
1st-level Necromancy

Casting Time: 1 action
Range: Touch
Components: S,M (a dead or alive maggot)
Duration: Instantaneous
You reach out and touch the corpse of a creature. Over the course of the next minute, the corpse begins to rapidly decompose. An odd-colored flower or two may spring from the corpse during this time. At the end of 1 minute, the corpse will be completely gone.

Spell Lists. Druid, Ranger, Sorcerer, Warlock, Wizard

Al Jarrah's Concealed Memory
5th-level Enchantment

Casting Time: 1 Minute
Range: Touch
Components: V,S,M (a small trinket that fits your palm)
Duration: Instantaneous
You touch a willing creature's forehead while holding a small trinket, like a gemstone or pocket knife, in your hand. The target should focus on a memory. After one minute, the target loses all memory of one particular day. That memory can't be older than 10 years. 24 hours worth of crystal clear memory fills the trinket with magic. The target's consciousness fills the gaps in personal memory in a way that there should be no reason to suspect something has changed. If the magical trinket is broken, the memory comes back to its owner as long as the owner is in the same plane of existence as the trinket.

Spell Lists. Wizard

Nasreddin's Tale of Swiftness
1th-level Divination

Casting Time: 1 Action
Range: 60 feet
Components: V,S,M (A drop of ink)
Duration: 8 Hours
You touch a willing creature. For the duration the target can add 1d6 to its initiative rolls.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the bonus increases to 1d8. If you cast this spell using a spell slot of 3rd level or higher, the bonus increases to 1d10.

Spell Lists. Bard, Sorcerer, Wizard

Crippling Smite
1th-level Evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
The first time you hit with a melee weapon attack during this spell's duration, your weapon slashes through air with great force, and the attack deals an extra 2d6 radiant damage to the target. Additionally, if the target is a creature, it must succeed on a Constitution saving throw or the target's walking speed is reduced by half for 1 minute.

Spell Lists. Paladin

Lingering Smite
3th-level Evocation

Casting Time: 1 Bonus Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
The first time you hit with a melee weapon attack during this spell's duration, your weapon comes down with a targeted menace, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spell Lists. Paladin

Disorienting Thoughts
Enchantment Cantrip

Casting Time: 1 Bonus Action
Range: 60 feet
Components: V
Duration: Instantaneous
You unleash a barrage of telepathic assault at a creature you can see within range. The target must succeed on a Wisdom saving throw or take 1d4 psychic damage and its walking speed reduced by half until the end of the target's next round.
This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Spell Lists. Bard, Wizard

Avicenna's Absorb Disease
2nd-level Necromancy

Casting Time: 1 Action
Range: Touch
Components: S
Duration: Instantaneous
By touching a creature, you remove any one disease that afflicts them and take it upon yourself. The target is cured of their disease. You are affected by it as if exposed to it for the first time, making whatever saving throws are necessary and taking any immediate effects.

Spell Lists. Cleric, Druid, Paladin

Al Jarrah's Encryptic Touch
Transmutation Cantrip

Casting Time: 1 Action
Range: Touch
Components: S
Duration: Instantaneous
You have the ability to manipulate the writing on a scroll or piece of paper, rendering it incomprehensible. If a creature attempts to decipher the text for an hour or more, they may make an Intelligence check against your spell's saving throw DC. If they succeed, they are able to understand the previously obscured text.

Spell Lists. Wizard

Zoroastrian Fire Mastery
Transmutation Cantrip

Casting Time: 1 action
Range: 120 feet
Components: S
Duration: Instantaneous, 1 hour or 1 day
You choose a non-magical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You change the flame into a **Zoroastrian Fire.** Zoroastrian Fire can not be extinguished completely. A slow burning ember stays behind no matter what. The change lasts for 1 day. If cast onto the same flame for one year, that flame becomes Zoroastrian Fire permanently.
- You triple the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Spell Lists. Cleric, Druid, Sorcerer, Wizard

Feats

TRADER

Years spent in markets and bazaars have taught you the value of a good deal, when to haggle, when to walk away and how to separate the treasure from the trash. You gain the following benefits:

- Increase your Charisma or Intelligence score by 1, to a maximum of 20.
- You always know the approximate value of an item. You are impossible to scam.
- You have advantage on your Charisma (Persuasion) and Charisma (Deception) checks when you are bargaining for the price of an item or service. It doesn't matter if you are the seller or buyer.

EMISSARY

You always had a silver tongue, but you have been able to refine it. You have learned how a discreet word in the ear of a pontiff or a private audience with a prince can do far more than armies on the march. You gain the following benefits:

- Increase your Charisma or Intelligence score by 1, to a maximum of 20.
- You have advantage on any Charisma (Persuasion) or Charisma (Deception) checks when dealing with any individual in a position of societal power.

TACTICIAN

You are a master when it comes to battle formations and tactics. It doesn't matter if you are commanding a group of five or an army of fifty thousand: the principles of strategy are the same. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You always have advantage on initiative rolls.
- Using your reaction, You can give an enemy disadvantage on their initiative roll. You can not use this feature if you are unconscious, surprised, stunned or paralyzed.

FOCUSED CASTER

Prerequisite: Spellcaster

You had special training to maintain concentration in tense situations. You have become far better at shutting out the voices and focusing solely on the arcane task before you. You gain the following benefits:

- Increase your Spellcasting Ability Score by 1, to a maximum of 20
- When you lose your concentration due to receiving damage and failing a concentration check, your spell will remain in effect until the end of your next turn. Once you use this benefit, you can't do so again until you finish a short rest.

RITUAL MASTER

Prerequisite: Spellcaster

Any fool can summon a fireball, but real magic, the truly powerful stuff, requires rituals. That is what you have spent your life mastering. You gain the following benefits:

- Increase your Spellcasting Ability Score by 1, to a maximum of 20
- You learn the *alarm* spell even if it isn't in your class spell list.
- When you cast a spell as a ritual, you can use the spell's normal casting time, rather than adding 10 minutes to it. Once you use this benefit, you can't do so again until you finish a long rest.

MASTER OF SMALL TRICKS

Prerequisite: Spellcaster

There is beauty and satisfaction in the small magics. You have spent, some would say wasted, much time learning little effects to entertain and delight those around you. You learn them easily and practice them without any real effort. You gain the following benefits:

- Increase your Intelligence, Wisdom or Charisma by 1, to a maximum of 20
- You learn 4 cantrips of your choice. These cantrips can be from any class but count as your own. You use your spellcasting ability score when you cast these cantrips.

PACIFIST

You despise violence and do your best to avoid it. You gain the following benefits:

- When you knock someone out by reducing their hit points to 0 but choose to incapacitate them rather than delivering the killing blow, you gain temporary hit points equal to your Constitution modifier + your character level. You can't use this feature if you deliver the final blow with a bladed weapon.

ARCANE BOND

Throughout the years of your life, you made an unusual bond with arcane items and objects of power. You gain the following benefits:

- Increase your Intelligence, Wisdom or Charisma by 1, to a maximum of 20
- Your maximum number of Attunement Slots increases to 4.
- You can attune to a magic item in 10 minutes rather than 1 hour.

ARCANE SAVANT

Many strange, eldritch and magical objects and artifacts have passed through your hands. Moreover, you have seen countless spell effects from all manner of different magicians. Your curiosity helps you when you try to uncover the magical secrets of this world. You gain the following benefits:

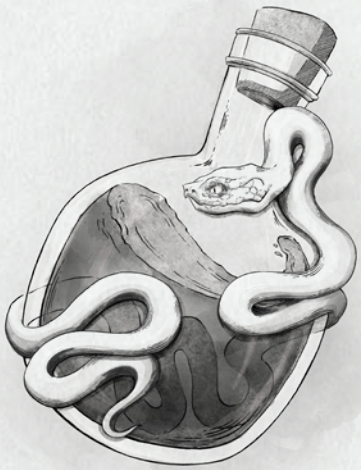
- Increase your Intelligence by 1, to a maximum of 20
- You gain proficiency in Intelligence (Arcana) skill checks. You gain expertise if you are already proficient with it.
- You learn the *detect magic* and *identify* spells. You cast each one of these spells once per day without expending a spell slot. Intelligence is your spellcasting ability for these spells.

SHIELD BEARER

Your fighting style includes extensive use of shields. You use your shield not only in your defense, but in your offense also. You gain the following benefits:

- You can use your bonus action to strike a creature within 5 ft of you using your shield. Your shield will deal bludgeoning damage equal to 1d6 + your strength modifier like a usual weapon would do.
- You can use your reaction when you are targeted with a ranged weapon attack to give you +1d4 AC for that attack.

Items



Serpent Sorceress' Potion

Potion, Uncommon

This special potion can only be crafted by the Serpent Sorceresses. The Potion's recipe is protected from outsiders. This potion has the properties of any love potion but it can be used as a sinister tool of manipulation. When a creature drinks this potion, it will have disadvantage on saving throws against any charm effect for the next 24 hours. Serpent Sorceress' Potion is colorless, scentless, and tasteless.

Scroll of Daeva Blood

Wondrous Item, Rare

This scroll contains sacred words that have unparalleled effects. It takes one hour to read. If a creature reads it perfectly, it will become a Half - Daeva monster. However, if even one word slips, the ritual is unsuccessful. A successful DC 15 Intelligence check is needed to perform this ritual perfectly. On a fail, the creature attempting the ritual takes 10d10 + 40 necrotic damage. The Scroll will be destroyed regardless of the outcome of the ritual.

Vial of Sleep

Wondrous Item, Uncommon

This vial is full of sleep magic. If a creature breaks the vial using its action, it can cast *sleep* spell without expending a spell slot. Then the broken pieces of the vial lose its magic.

Incense of Zoroaster

Wondrous item, Rare

Whoever smells it is immune to disease for the next week. A creature can benefit from this only once per month, and the incense loses its property if it leaves the temple it belongs to.



The Silk Compass

Wondrous Item, Rare

This looks like a drawing of a common compass on a piece of silk, but this compass is functional. If a creature writes down the name of a place in Djinnspeak, the compass in the drawing shows the place, like a regular compass showing north.

Figurine of Wondrous Power, Amber Horse and Golden Eagle

Wondrous Item, Varies

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Amber Horse (Rare): This polished amber horse can become a **warhorse**◉ for up to 24 hours. Once it has been used, it can't be used again until 2 days have passed.

Golden Eagle (Rare): This golden eagle figurine can become an **eagle**◉ for up to 24 hours. It has 10 intelligence and can speak common languages. Once it has been used, it can't be used again until 5 days have passed.

Hat of Rhonin

Wondrous Item, Rare (requires attunement)

While you wear this straw hat, you have advantage on initiative rolls and attack rolls you make against any creature that hasn't taken a turn yet. Additionally when you score a critical hit with a bladed weapon, you will deal 2d8 extra slashing damage. This damage is magical.

Tome of Baghdad

Wondrous Item, Very Rare

This old and dusty book contains some protection charms and prayers, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, you will gain poison resistance permanently. The manual then loses its magic, but regains it in a century.



Talisman of Ajdakhan

Wondrous Item, Uncommon (requires attunement from a Dragonborn, Half Dragon or a True Dragon)

Any creature wearing this necklace looks like a human. This is an illusion and can be detected by a successful DC 17 Investigation (Intelligence) skill check.

Amulet of Akhu

Wondrous Item, Rare (requires attunement from an evil humanoid)

This amulet is pulsing with evil arcane energy. When you attune to the Amulet of Akhu, you gain fire resistance, and your hit point maximum increases by 5. However, this magic item is cursed.

Curse of Akhu: Devils are cruel. If you show mercy to your enemies in any way or hold yourself back in combat the amulet will deal 10 points of psychic damage to you as long as you are attuned to it. GM is the final arbiter on this subject.

Bow of the Moon Rider

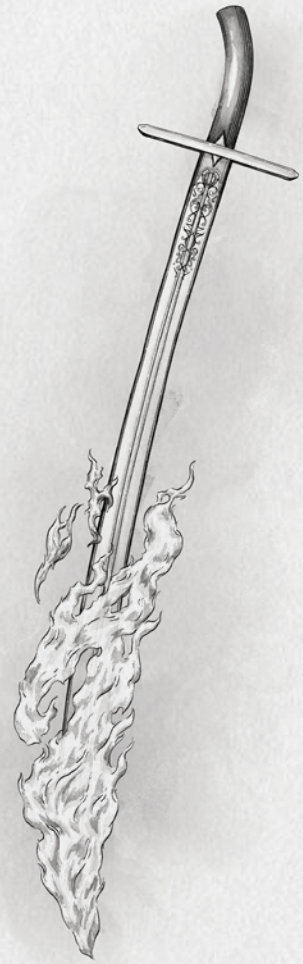
Shortbow, Rare (requires attunement)

This +1 magical bow deals force damage. You don't need any ammunition to use this bow, it generates its own arrows from pure moonlight. You also gain 60 feet of darkvision while you are holding this bow in your hand.

Hodja's Cane

Quarterstaff, Rare (requires attunement)

This cane is a +1 quarterstaff. You have advantage on your Charisma (Intimidation) checks when you hold this cane in your hands.



Sword of The Zoroastrian

Any Sword, Legendary (requires attunement)

This is a +3 magical sword. You can use a bonus action to speak this magic sword's command word, causing zoroastrian flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d4 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword. Additionally, you can cast *spare the dying* and *sacred flame* cantrips while holding the Sword of The Zoroastrian. Wisdom is your spellcasting ability for these spells.

Blank Page of Black Pen

Wondrous item, Uncommon

This magic parchment can be used to summon monsters and creatures, as it carries the magic of the Siyah Qalams. One can activate its magic by using ink on the page and drawing a creature, spending an action. The creature must have a CR rating of 2 or less and must not be an undead, construct or ooze. It is summoned for 10 minutes in an unoccupied space within 15 ft. of the drawer, then the page vanishes in ashes. The creature is friendly to the summoner and its allies, and vanishes early if it dies or the summoner is dead.

Saddle of the Ivory Camel

Wondrous Item, Uncommon

This saddle gives its rider advantage on dexterity saving throws. Also, it makes the camel immune to any kind of exhaustion.

The Copper Bowl

Wondrous item, Rare

This magic bowl contains carvings in Ancient Persian language, depicting the cycle of life, death, disease and health.

Weed of Tigris

Wondrous item, Uncommon

You can breathe underwater for 1 hour after consuming this weed by brewing a tea. You can produce enough tea for 5 people using one small bundle of weed. This tea looks cloudy green and tastes like seaweed.



Welcome to the Silk Road

Empires of the Silk Road is a setting that is based on 13th century Anatolia, Iran, and Central Asia–some of the most critical parts of the Silk Road. Before diving into the politics and setting of our campaign, it's important to understand the key events before and during the 13th century.

Setting the Scene - Before the 13th Century

Since the collapse of the Sassanid Empire, the Arab Conquests completely redrew the map of Central Asia, the Middle East and the Mediterranean. A new Abrahamic religion, Islam, rose in the Arabian Peninsula and quickly spread to encompass land and peoples from the Iberian Peninsula all the way to China. The Roman Empire, Kingdom of France, Khazar Khaganate, Tang Dynasty, and Tibetan Empire had to adapt in the face of this monumental shift.

The Prophet Muhammad's successors called themselves The Caliphs and saw themselves as the heirs to his great empire. Since the collapse of the Umayyad Caliphate in the 8th century, the Abbasid Dynasty assumed the mantle of ruler of the Islamic world. During their reign, the remnants of the Turkic Khaganates started to join the Islamic world one by one by becoming Muslim mercenaries. As these new Muslim realms began to emerge and Abbasid rule fractured, the Caliph's power quickly diminished.

In the middle of the 11th century, one of these groups of Turkic peoples, the Seljuk Turks, overthrew the Ghaznavids, their forerunners, and were even able to subjugate the Caliph himself to their rule. They went on to defeat the Romans in Anatolia and ruled an expansive empire for almost two hundred years. Their threat to the Western world was so severe that it ignited the Crusades' and led to the establishment of the Kingdom of Jerusalem and other Crusader states, such as the County of Edessa.

In the 12th century, one by one, the Crusader states fell to the united powers of Islam under the banner of the Seljuks, a number of Zengid lords, and the legendary Saladin. Saladin was so successful that he surpassed the Zengid leaders and established another power in history: the Ayyubid Sultanate. Conflict between this new and powerful Islamic dynasty and the Seljuks affected the Seljuk Empire's power greatly, and the state eventually fractured.

During the fracturing of the Seljuk Empire, its Anatolian parts, the Sultanate of Rum, survived and thrived at the expense of the Romans. In Egypt, Saladin's successors established a rich and powerful country. In the Persian lands, The Khwarazmian Empire took the Seljuk's place and rose to power. In Baghdad, the long-weakened Caliphate took its autonomy back and started to meddle in the Seljuk's and other states' domestic affairs. They played a careful and often deadly game on the Silk Roads and gained a lot from it.

As the 13th century's first years witnessed the ascension of Genghis Khan to the throne under the eternal sky, Central Asia was soon united under one banner. Following the example of other nomadic conquerors of earlier centuries, Genghis Khan faced both China and the West, far richer lands beyond the steppes. His death didn't stop his empire, as he was succeeded by a prodigious son: Ogedai Khan.

The fracturing of the Seljuk Empire opened the gates of wealthy Persia and exposed the riches of the Silk Road to the Mongolian Horde. In Anatolia, Hulagu Khan devastated the forces of Rum and forced them into an era of decline and, by extension, delivered a welcome reprieve for the Romans.

The World of Empires of the Silk Road

East of Samarkand

The edge of the world is restless. A great conqueror under the eternal blue sky has fallen to the natural order of the world and ascended to a peaceful heaven, or so his followers believe. A new leader for the victorious horde must be decided by the Kurultai, a council of Khans that decides the successor of the Great Khan. The world awaits the new ruler chosen by the Kut, the divine right to rule the World.

Many monumental events have taken place at the edge of the world, and the region is still changing. A few of the key ones are laid out here.

Central Asia was shaken up by the conquests of the Mongolian Horde that started in 1206, by **Genghis Khan**. They will be referred to in our game as "**The Khaganate**."

Genghis Khan ruled for 21 years and died in 1227. By his death most of Central Asia had fallen before the power of The Khaganate. **Ogedai**, son of Genghis, followed his father's footsteps and expanded the empire further.

On Ogedai Khan's order, **Hulagu**, the grandson of Genghis Khan himself, led an army to the border of the steppes and conquered the city of Samarkand.

Before the start of our game, Hulagu learned that Ogedai had passed away and rode to the lands under the eternal sky to decide the fate of the Mongolian horde, and consequently of the World.

Samarkand is under occupation, and the newly established Mongolian rule faces its first serious struggle after the conquest. The main fighting force is away with Commander Hulagu, and he has placed the governor Kaidu in charge.

The Lands of Persia

The center of civilization is in turmoil. With the upcoming Khaganate threat, the catastrophic defeat at the gates of Anatolia, and the constant horror the Hashashin have caused, the city of Isfahan and the rulers of the Lands of Islam face their downfall. In our game, to represent the Seljuk Empire and its Khwarazmian successors who fought the Mongolian advance, we will call the rulers of Isfahan and beyond **The Sultanate**.

The Crusades hit the Holy Lands and beyond at the end of 11th century and during the 12th century, and they changed many core concepts in Mesopotamia and Persia. The Seljuk Empire and their vassals, The Zengid Dynasty, united the forces of Islam and fought the Crusaders for the Holy Lands.

The death of the Seljuk Sultan Sanjar in 1153 CE caused a power vacuum that led nomadic powers to rise in the steppes, and **The Caliphate** in Baghdad, which used to be the subject of Seljuks, gained a more autonomous rule.

The appointed governor of Samarkand fell before the Khaganate's forces, and the city is under occupation. The Sultanate started to prepare for a military campaign, but the death of Ogedai resulted in a halt in the Mongolian advance.

Jalal ad-Din, the First of His Name, known more commonly as **Sultan Jalal**, prepares for a counter-offensive, but the city of Isfahan faces terror and horror, as the Order of the Hashashi's influence and assassinations are reaping a terrible toll.

House of Wisdom

Built by the Abbasid Caliph Al Mansur in the 8th century, Baghdad has been the center of Islam for many centuries. Since then, it has been the seat of the Caliph and a house for science, progress, and enlightenment. A grand library was formed to rival the grand library in Alexandria itself. Caliphs, scholars, researchers, imams, dervishes, astronomers, and all others from the "scholarly" caste toiled over ancient books, parchments, manuscripts, and documents on philosophy, science, religious works, gave lessons, conducted research, conducted experiments, and gazed at the stars.

With the decline of the Abbasid Caliphate, Baghdad began to lose its importance. New cities founded in Mesopotamia gained more fame as the centers of governments, but the House of Wisdom helped Baghdad retain its position as an important regional center. In our setting, the autonomous state in the area of Baghdad is called **The Caliphate**.

In 1055 CE, The Seljuk Sultan Tughrul subjugated The Caliphate and took control of Baghdad.

During the 12th century, The Caliphate gained autonomy while the Sultanate decreased in power. The Caliphs meddled with the Sultanate's affairs and remained in power.

The Caliph **Al Zahir**, one of the wisest and most intelligent caliphs, uses his power to hold together the lands of Islam and is determined to protect the realm.

With the impending danger of the Khaganate's invasion, Al Zahir remains confident about the situation. He believes that the combined power of the Empires of the Silk Road can hold off this dreaded invasion.

The Lies We Told

The Lies We Told

- Hasan Sabbah died in 1124 CE, he never saw the 13th century. The Order of the Hashashins' sigil was originally a lion, not a moth.
- Nizam al-Mulk, Omar Khayyam and Hasan Sabbah's close friendship appears in literary works. However, it is not historically possible.
- Ibn Sina died in 1037 CE; he didn't live in the 13th century.
- Rumi and Shams actually met in Konya, a town in Anatolia, not Iran.
- Castle Alamut was built by Wahsūdān ibn Marzubān, a follower of Zaydi Shi'ism, around 865 CE and was captured by Hasan Sabbah in 483 AH (1090-91 CE).
- Caliph Al-Zahir was actually not a notable Caliph and ruled for about a year. In 1258 CE, Hulagu captured Baghdad and executed Caliph al Musta'sim in a horrible way. That was the effective end of the Caliphate in Baghdad after which it was relocated to Egypt.
- Caliph Al-Zahir actually had many wives, one of whom was Bab Jawhar and one other was Hayat Khatun. Jawhar means jewelry and Hayat means life, so we combined their names into one person.
- Castle Alamut was actually captured by the Mongolian Horde, led by Hulagu, in 1270 CE.
- Sultan Jalal ad-Din and Jalal ad-Din Rumi sharing the same name is a mere coincidence and Rumi can't be the one who named him while the Sultan was an infant, as Jalal ad-Din is a royal name; The Sultan's birth name was Menguberdi. It is a custom in most Turkish states for a ruler to take a royal name after their coronation.
- The actual political scenery of the 13th century is much more complex than presented here. It has been simplified a lot for the sake of the story and the setting we wished to build. There were many autonomous emirs, local beys and other independent forces in the area, and by 1258, most cities had fallen to the Mongolians.
- Timur Malik actually died defending Khujand in 1220 CE.
- The cities presented in the setting are much further from each other than presented in the setting.
- During the 13th century CE, it is not known who ruled over Merv; Hur-Shah was invented to fill that gap. All of Sultan Jalal's actual brothers fought him for the throne of Khwarazm-Shah.

Historical Reading

In this section, we would like to introduce our main sources of inspiration and offer historical sources for those who would like to delve deeper into the history of Hashashins, Mongols, Seljuks and more.

- Edward Fitzgerald's ***The Rubaiyat of Omar Khayyam***
- Peter Frankopan's ***The Silk Roads: A New History of the World***
- Ibn Khaldun's ***Muqaddimah***
- ***Ibn Fadlan's Travels*** (Known as Ibn Fadlan Seyahatnamesi in Turkish)
- Christopher Beckwith's ***Empires of the Silk Road: A History from Central Eurasia***
- Peter B. Golden's ***Central Asia and World History*** and also other works related to Turkic Peoples.
- ***Orkhon Inscriptions***
- ***The Secret History of the Mongols***
- Frederick Starr's ***Lost Enlightenment***
- Al-Tabari's ***History of Prophets and Kings***

Magic in Historica Arcanum

The Origin of Magic

A shaman saves a dying child from fever, summoning his inner powers through music, chanting, and dancing. A seer predicts the rage of the seas by reading the motion of celestial bodies. Casting bones onto the ground then burning them to ash, an oracle offers advice to a king that he will not understand until it is far too late. An outcast woman, sheltered under the bows of ancient trees, unleashes her scorn on those who abandoned her and all their descendants. A warrior beaten within an inch of her life, cut to ribbons, broken, finds new strength of unknown origin to rise to her feet and crush those who betrayed her community. After a lifetime of devotion to a silent god, a believer suddenly finds themselves a conduit for divine insight, wisdom, and power just in time for the bitter days to come.

"Magick took her name and original form from Persia," wrote John Baptista Porta in his Natural Magick (originally Magia Naturalis, 1558 CE. English translation is dated 1658 CE). "A magician is nothing else but one that expounds and studies divine things."

In the world of Historica Arcanum, humankind discovered the power of magic in ancient times, through many different methods of channeling: chanting, dancing, rituals, prayers, battlecries, potions, and more. The unnatural power they possessed was rare, wild and dangerous as it broke the laws of reality.

No human knew or knows the true origin of these abilities that can break apart reality, but it is known that, through practice, some words, movements, and materials trigger the power. The raw talent of the practitioners from ancient civilizations slowly turned and diversified into the enlightened magicians, able priests and powerful sorcerers who developed methods of their own.

Yet one thing has remained constant: reality does not take kindly to those who break its rules. Time and space will expunge the effects of arcane powers either through "coincidences," or, in more severe instances, collapsing the spells back on the arcanists, and even onto innocent bystanders in the proximity of the spellslingers. Beyond superstition, this is the reason why magic is forbidden in many cultures, and why species and races that carry the taint of magic are distrusted. Once you are involved in magic, reality will take its vengeance, one way or another.

A Vengeful Reality and Magic

> *This section is the revised version of the **Spell Rebound Table** section in **Historica Arcanum: The City of Crescent (p.58)**.*

Untamed: Spell Rebound Effects

Magic comes at a price.

This is the first lesson every disciple of the arcane arts learns, the easy way, or the hard way, whether they are in the esteemed arcane chambers of mighty libraries, twilight forests with the deepest roots, the coldest zeniths of the highest mountain or amongst scorching deserts where the dunes forgive nothing.

A GM may want to include these rules in a game set in the World of Historica Arcanum to show why magic is considered dangerous universally and add some consequence to spell casting.

Core Mechanic

In the table below, a trigger for a Spell Rebound is shown depending on the caster's proficiency bonus. However, a GM may deem a situation to be appropriate for a Spell Rebound.

Proficiency Bonus	Spell Rebound Trigger
+2	Expending all spell slots.
+3	Expending a highest level spell slot.**
+4	Casting two spells in successive rounds or in the same round***. Cantrips do not count.
+5	Casting a spell that includes a damage roll. Such as fireball, magic missile, blight, and scorching ray. Cantrips do not count.
+6	Casting a spell of 6th level or higher.
+7 or higher*	Dropping a creature to 0 hit points with a spell, magical ability, a supernatural feature or the like or restoring life to a creature while it is on 0 hit points with a spell or a similar magical effect.

*The usual maximum proficiency bonus for a player character is +6. Some creatures may have higher proficiency bonus than that, such as a lich or an ancient red dragon, but those kinds of immensely powerful creatures are very rare or nonexistent at all in the Historica Arcanum universe.

**For warlocks, this trigger is considered as "Casting a spell that is provided with Eldritch Invocations, such as casting detect magic through eldritch sight, casting magic armor through armor of shadows, or other similar situations."

***Such as casting the magic missile spell on its own initiative count and casting the shield spell at another creature's turn but during the same round.

Triggers are cumulative. If a creature has +4 proficiency bonus, the triggers for lower proficiency bonuses apply as well.

Trigger

The character makes a saving throw using the same ability used for spellcasting. For example, a wizard makes an Intelligence saving throw because the wizard's spellcasting ability is Intelligence. The DC equals the character's own spell save DC. On a failed save, consult the Effects table below. On a successful save, nothing happens, and the character cannot trigger the same Spell Rebound until it finishes a long rest (A creature that fails can trigger the effects again). If it can trigger it by another means, the trigger will happen again. For example, a 5th level wizard casting a fireball triggers the spell rebound. When the wizard expends their last spell slot, the spell rebound is triggered again.

If a creature has two separate spellcasting ability scores due to multiclassing, taking a feat or other reasons, the source of the spell determines the ability score. If a spell somehow comes from separate sources at once, use the highest DC possible.

Some situations can cause more than one trigger, so each one requires its own saving throw.

Effects

There are three types of effects: Cosmetic, Destructive, and Internal. Cosmetic effects usually do not harm creatures or affect nearby objects or constructs in the means of dealing damage, but it may bring many social or similar consequences with them. **Destructive** effects usually damage nearby people and/or objects, possibly including the caster. **Internal** effects usually only affect the caster.

There are alternative ways to determine which category of effect occurs:

- A GM may roll a d6 and choose which categorical effect occurs.

  - **1-2:** Destructive
  - **3-4:** Internal
  - **5-6:** Cosmetic

- It may depend on the school of magic the spell that triggers the effect. A GM may choose a different category from the ones listed below:

  - **Abjuration:** Internal
  - **Conjuration:** Destructive
  - **Divination:** Cosmetic
  - **Enchantment:** Cosmetic
  - **Evocation:** Destructive
  - **Illusion:** Cosmetic
  - **Necromancy:** Internal
  - **Transmutation:** Internal

- The GM may decide which category to use depending on the triggering spell's theme, effect, or type. For example, a *healing word* spell may cause internal damage, while a damaging spell could cause destructive damage. A necromancy spell may cause internal damage regardless.

- It may depend on the situation. If the caster tries to harm someone, the effect could be internal. If the caster is deceiving someone, the effect could be cosmetic.

The Exceptions

1. Some spells are ignored when its casting coincides with a trigger: *detect magic*, *identify*, *lesser restoration*, *dispel magic*, *counterspell* and *antimagic field*.

2. Casting a spell that is 4th level or higher from a spell scroll.

3. Using a class feature or a similar effect that enables a creature to cast a spell of 3rd level or higher or expending a spell slot of 3rd level or higher directly causes a trigger. For example, mystic arcanum of a warlock, divine smite (3rd level or higher) of a paladin.

4. Casting a 9th level spell or expending a 9th level spell slot is counted as another destructive trigger, no matter what the spell is.

*As an optional rule, you can check out the **Plague & Disease Module** for Rituals or Magical Symptoms to replace an Effect or a Special Condition. For example, Power Drain could be an effect, and its special condition can be "can be removed by a Clover Ritual."*

Cosmetic Effects

These effects usually cause visual changes on the caster or its surroundings. Applying advantage or disadvantage on a check besides the stated effects is up to the GM. For example, the first and fourth effects could cause disadvantage on Charisma checks as well.

The GM rolls on the table or determines which effect occurs (The options below only provides ideas and guides, the GM may come up with their own effects):

d10	Effect	Special Condition
1	**Stutter:** The caster stutters for the next 3d6 hours. Disadvantage on spell attack rolls for the duration (Spells with **verbal** component).	The *greater restoration* spell ends this effect early.
2	**Bodily Dysfunction.** The caster suffers a malevolent effect that badly affects the body. For example, if the leg is affected, the caster may suffer a limp and thus have his walking speed reduced to half. It lasts for 3d4 days.	-
3	**Rot.** Vegetables and plants within 120 ft. of the caster wither and die. It lasts 2d6 days.	Bathing under the moonlight reduces the area to 30 ft for the next 24 hours.
4	**Pale Skin.** The caster appears sickly and extremely pale. It lasts 2d6 days.	The *greater restoration* spell ends this effect early.
5	**Glow in the Dark.** The caster's eyes or other limbs (for example, their hand) glow in total darkness. It lasts for 3d4 days.	Drinking water from a river during sunset negates this effect until midnight.
6	**Scar.** The caster receives a scar determined by the GM. It can't be removed.	The scar can only be removed with a *greater restoration* spell that is cast from an 8th-level or higher spell scroll.
7	**Wild Despise.** The wild seems to despise the caster. Wild beasts are aggressive towards them, and urban animals are terrified of them. Dogs and cats alike usually hiss and growl at the caster.	Chewing a three-leaf clover at the start of the day reduces the aggressiveness of the beasts.
8	**Shaking Hands.** The caster's hands start to shake, and it constantly gets worse. The caster has disadvantage on Dexterity or Strength check that is related to the hands. It lasts for 2d4 days.	-
9	**Constant Cold.** The caster constantly feels cold and appears to be shivering.	While in extreme heat, this effect is not seen.
10	**Reflection Mishap.** The caster's reflection in proper surfaces may occur differently, such as facing in the wrong direction, doing something else entirely: crying, appearing angry or appearing extremely happy. These mishaps usually happen briefly, for mere seconds, and disappear. These effects can be seen for 2d8 days.	-

Destructive Effects

Many effects trigger a saving throw. While dealing with those effects, the DC is equal to the caster's spell save DC. If not specified, the caster also gets affected by the effect.

The GM rolls on the table or determines which effect occurs:

d10	Effect	Special Condition
1	**Hellfire:** The flames erupt from you as if you are bringing the fire itself from the depths of Tartarus. Any object that is flammable catches fire within 120 ft. of the caster. Each creature within 120 ft. must succeed on a Constitution saving throw or take 5d6 fire damage. Each proficiency bonus after +2 adds another 2d6 fire damage.	A *counterspell* stops this effect if the triggering spell is 3rd level or lower. If it is higher, the DC equals to 10 + spell slot's level.
2	**Quake:** The ground shakes. Each creature within 300 ft. must succeed on a Dexterity saving throw or fall prone. For the next minute the shake continues and standing up requires another Dexterity saving throw. Each fail results in 1d6 bludgeoning damage. Each proficiency bonus after +2 deals another 2d6 damage.	-
3	**Blinding Light:** A bright light erupts from the caster. Each creature within 120 ft. of the caster must succeed on a Constitution saving throw or be blinded. At the end of each day, the affected creatures can make another saving throw to be free from the effect.	A *greater restoration* spell reverses this effect.
4	**Deafening Sound:** A horrible scream, a crash of thunder, or another loud noise is heard within 300 ft. of the caster. Each creature within the area must succeed on a Constitution saving throw or be deafened. At the end of each day, the affected creatures can make another saving throw to be free from the effect.	A *greater restoration* spell reverses this effect.
5	**Poison Aura:** A foul stench overwhelms you. Each creature within 60 ft. of the caster must succeed on a Constitution saving throw or be poisoned for the next 4d6 hours, and they take 3d6 poison damage (damage occurs only once). Each proficiency bonus after +2 deals another 2d6 damage. The stench stays in the area for the next 2d4 hours. Each creature that enters the area or starts its turn there must make the saving throw.	A *lesser restoration* or a *greater restoration* spell reverses this effect.
6	**Smell of Death:** A feeling of dread and the impending doom of time surrounds the area. Each creature within 120 ft. of the caster must succeed on a Wisdom saving throw or age 1d6 x 5 years. The magical aura stays there for 24 hours. Each creature that enters the area or starts its turn there must make the saving throw.	A *greater restoration* spell reverses this effect.

7	**March of the Dead.** A loud heartbeat fills the caster's mind and creates an aura within 300 ft. of it. Dead creatures within the aura become undead creatures proper to their state and body. The creatures in the aura take 1d6 necrotic damage at the start of each of their turns or when they enter the first time; the undead are immune to this. The undead created by this aura are relentless and attack everyone on sight. If no creature has become undead, a blast within the area deals each creature 2d6 necrotic damage.	A touch of a believer immediately destroys the undead if it is CR 1/4 or lower.
8	**Thunderous Hands.** A flash of lightning erupts from the caster. Each creature within 120 ft. of the caster must succeed on DC 15 Constitution saving throw or take 3d6 lightning damage. The creatures that have failed take extra 1d6 lightning damage whenever they touch a metal object. This effect lasts for 2d4 days.	Spending a long rest on a soil that at least one believer prayed on will end the effect early.
9	**Enduring Cold.** The reign of foretold winter in the ancient myths comes to life within 120 ft. of the caster. Each creature within range must succeed on a DC 15 Constitution saving throw or take 3d6 cold damage, or half of it on a successful save. Each proficiency bonus after +2 adds another 2d6 cold damage. The cold aura persists after the first blast. If a creature enters the aura for the first time or starts its turn there, it takes 1d6 cold damage.	A *counterspell* stops this effect if the triggering spell is 3rd level or lower. If it is higher, the DC equals to 10 + spell slot's level.
10	**Aura of Nightmare:** A voice from the apocalypse reaches out from the depths with a vision of terror. Each creature within 120 ft. of the caster must succeed on a DC 15 Wisdom saving throw. On a failed save, they see random visions and hallucinations. In addition, whenever they attempt a long rest, they must succeed on a DC 10 Wisdom saving throw. On a failed save, they can't benefit from a long rest, as their sleep is haunted by terrible nightmares.	Starting the long rest while having the good will and/or the blessing of an innocent creature gives the caster an advantage on the saving throw.-

Internal Effects

The GM rolls on the table or determines which effect occurs:

d10	Effect	Special Condition
1	The caster has disadvantage on saving throws for the next 1d6 hours.	-
2	The caster gains two levels of exhaustion.	A *greater restoration* spell reduces all exhaustion related to spell rebound.
3	The caster can't cast a spell for the next 3d6 hours. This includes cantrips and features like divine smite.	If the caster receives an inspiration, it can spend it to cast a spell. A spell cast this way must be 3rd level or lower.
4	The caster can't gain any benefit from a short or long rest for the next 1d6 days.	A *greater restoration* spell reverses this effect.
5	The caster's spell save DC is reduced by 1d4 for the next 24 hours.	A *greater restoration* spell reverses this effect.
6	The caster has a short term memory loss. It lasts for 4d6 hours.	If the caster receives a hug or a kiss from a loved one, the effect ends early (minimum of 1 hour)
7	The caster loses the ability to move one of their limbs.	A *greater restoration* spell reverses this effect.
8	The caster loses the ability to see or to hear for the next 24 hours.	-
9	The caster's maximum HP is reduced by 1d6. Each proficiency bonus after +2 reduces it for another 3d6. For example, a creature with +4 proficiency loses 7d6 maximum HP.	A *greater restoration* spell reverses this effect.
10	The caster is driven mad in a way determined by the GM.	-

Spell Rebound Effects can be applied as a curse or a similar effect in other settings. For example, a wizard can be cursed by a fey lover to deal with the spell rebound until he completes a daring task. A paladin must take this burden until she atones for her sins. A warlock may anger his patron, and until the patron is appeased, the warlock may be cursed with something unpleasant, and probably painful.

There may be cursed objects, such as staffs or wands that could give one of these effects or witch covens could curse a heroic adventuring party.

Permanent Effects

Apart from any instant effects which are triggered, many characters may develop permanent effects due to using magic for a long period of time, having badly failed the trigger, or using dangerous spells frequently. A GM may choose some of the effects below for players characters and NPCs in the current setting, our adventure Herald of Rain, or the ones that they create when playing. For example, in Herald of Rain, Al-Jarrah has the effect called the Rotting Body.

Permanent Effects must be extremely hard to remove if not entirely impossible. Gaining divine favors, completing daring quests, seeking out holy fountains, or similar solutions must be pursued.

d10	Permanent Effect
1	**Troubled Mind.** Supernatural toxins begin to leach into the mind of the caster, slowly pushing them towards amnesia, paranoia or psychopathy. It starts with small things in their life and slowly gets more serious. Triggering spell rebound effects accelerates the process.
2	**Speechless.** The caster loses the ability to speak.
3	**Staring at the Sun.** The caster is blinded and its corneas are scorched.
4	**Deep in the Sea.** The caster is deafened. Each dawn its ears bleed.
5	**Useless Limb.** One of the caster's limbs becomes numb and useless.
6	**Rotting Body:** The rot starts as just a dot on the caster's body. It slowly grows (timing determined by the GM). If it covers a whole limb, it will make it useless. If the rot manages to cover the whole head or chest, the caster dies and cannot be resurrected. The only exception may be the wish spell.
7	**Eye for an Eye.** The caster loses one eye. It slowly rots away.
8	**Plagued.** Each morning the caster must succeed on a DC 15 Constitution saving throw or be poisoned for the rest of the day.
9	**Poisonous Water.** Whenever the caster drinks water, it takes 2d8 acid damage. It can't benefit from drinking water.
10	**Arcane Drain.** The caster slowly loses its spellcasting ability, starting from highest level spell slots. If the caster has access to multiple sources of magic (such as multiclass), all wither slowly without exception.
11	**Aura.** The caster has an aura determined by the GM. The aura may be visible, such as the caster may seem darker among the shadows, the light sources may grow weaker within 20 ft. of it, or similar. The aura may be an invisible one and affect creatures in a mental way, such as making people angrier, sadder, or the like.
12	**Eyes among the Shadow.** The caster's eyes become sensitive to the sunlight. While in sunlight, the caster has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
13	**No Reflection.** The caster casts no reflection in mirrors and other reflective surfaces.
14	**Forbiddence.** The caster can't enter a residence without an invitation from one of its occupants.
15	**Wither and Bloom.** The caster, by touch, can accelerate or reverse an object's rot/decay. For example a sword rusts away, a piece of bread sprouts mold and so on.
16	**Crimson Touch.** When the caster touches an object, it can be ignited if it is flammable. In addition, the object may illuminate light (10 ft. bright, 10 ft. dim) until dispelled.
17	**Wild Presence.** The caster slowly resembles an entity from the wilds and the heart of the world. Its looks may resemble a wild beast, a tremendous monstrosity or a vicious predator. Its hair may become green, it could smell of soil after rain or its speech raises listeners' hackles as surely as a wolf's howl. Its nails could grow out to claws or its teeth may curve into fangs.
18	**Abysmal Being.** The caster slowly resembles an abysmal being, a fiendish creature. Its eyes may glow a sinister red or orange, it may give out a sulfuric stench, its skin may resemble a reddish color, or a similar effect.
19	**Divine Presence.** The caster slowly resembles an angelic being, a celestial creature. Its body may shine dimly in the darkness, its eyes may shine like an angel, its limbs may resemble beams of light, or a similar effect.
20	**Arcane Ark.** The caster has advantage on saving throws against spells and magical effects.

Who Are You in the Silk Road

Background Options

For Empires of the Silk Road and Herald of Rain, these background options can be chosen to speed up character building. They are also applicable for other campaigns - although their flavor is that of the 13th century Silk Road of our world.

Khorasan Guide

You know the local lands, where the rivers run, where the hills rise better than most people. Outsiders and even locals trust you to find their ways, fresh water, other villages and trade routes. You make a living by showing the way for mercenaries, pilgrims, travelers, sightseers, and adventurers. Khorasan, Mesopotamia, and other lands in the Silk Road know your footsteps, raiding parties may need your services and even Shahs of the land may want to be escorted by you.

Tools: Cartographer's Tools
Skills: Survival, Nature
Equipment: Cartographer's tools, a local map of where you live, a winter blanket, a set of traveler's clothes, a quarterstaff, explorer's pack, 10 days of rations, a pouch containing 10 gp.

Feature: Knowing the Way
If you ever visited a place before in the Material Plane or saw it on a map, you can find it without getting lost, except when hindered by magical means.

Nakhchivan

You spend your days tracking down animals, getting to know the hunting areas, and honing your weapon and aiming skills. You are a known hunter along the trade routes, on the harsh steppes, in the wild forests, and other dangerous lands.

Weapon: Sling, shortsword, light crossbow, net
Tools: Thieves' Tools
Skills: Choose two from: Athletics, Nature, Perception, Survival
Equipment: A shortbow, a quiver with 20 arrows, a hunting trap, a set of travelers clothes, 10 days of rations, a pouch containing 15 gp.

Feature: Tracking
When tracking other creatures, your experience allows you to know their sizes and their exact numbers.

Caravan Guard

Your proficiency and talent in combat allowed you to serve and protect nobles, merchants, caravans, traveling parties, mansions, jewelry stores, and taverns. The Silk Road is your playground, and caravanserais are your home.

Tools: None
Skills: Choose two from: Athletics, Intimidation, Acrobatics, Insight
Language: One of your choice
Equipment: A memorial tiny object from an earlier contractor, a traveling cloak gifted by a former colleague, a dice set, a set of common clothes, and a belt pouch containing 10 gp.

Feature: Known Brethren in Arms
Other militants, warriors, and even budding adventurers recognize your proficiency in martial prowess, and most of them would like to know about your experiences, offer beverages, and even places to stay. They are inclined to do favors for you.

Âlim

You have spent enough time in libraries or around sages to be known as an âlim, a word that means scholar in Arabic. You have studied the marvels of the universe, science, and other subjects respected in academic circles, such as the House of Wisdom, the Madrasa of Cairo or other observatories, universities and madrasas around the world.

Tools: None
Skills: Choose two from: Arcana, History, Medicine and Nature
Language: Two of your choice
Equipment: A bottle of ink, a quill, ten parchments of paper, a book that was gifted to you by one of your teachers, a set of common clothes, and a belt pouch containing 10 gp.

Feature: Scholarly Tradition
Thanks to your studies you recognize through which means to find a specific piece of knowledge or how such a knowledge could be lost to ages.

Outcast
You either chose to stay away from society or have become shunned by the people. You embraced the winds blowing through the forests, mountains, deserts, or other wild places. You know how to survive out there and are aware of the dangers that lurk in the places humanity avoids.

Tools: Cook's utensils
Language: One of your choice
Skills: Choose two from: Sleight of Hand, Nature, Perception, Survival
Equipment: A hunter's trap, a staff, cook's utensils, tinderbox, traveler's clothes, a pouch containing 5 gp.

Feature: Guiding Winds
You can find fresh water sources, fruitful hunting grounds, and safe camping spots away from the natural hazards.

Minstrel
Being an entertainer is the only life you have ever known. You feel free when your hands hold an instrument. Your life is one of silver tongues, lots of fun, and the sweet sound of coins - a life worth living. You traveled with caravans, warbands, and merchants, entertaining and annoying your way up and down the Silk Road.

Tools: One musical instrument, disguise kit
Skills: Sleight of Hand, Performance
Equipment: A hunter's trap, a staff, cook's utensils, tinderbox, traveler's clothes, a pouch containing 5 gp.

Feature: Musical Ear
You immediately recognize a song, the story it tells through the music, where it comes from, which era it belonged to, and you can memorize the singer's voice. You can set the mood in regular taverns, inns and places like alehouses according to your desire at your GM's discretion.

Dancer
Everyone has their own way of expressing themselves. Maybe you feel like yourself when you dance, or maybe you do it just for the money. You have the body of an acrobat and the ear of a musician.

Tools: A musical instrument, weaver's tools
Skills: Acrobatics, Performance
Equipment: Clothing appropriate for the dancing type, a red scarf,

Feature: Show Business
You know the corrupt people in show business and are able to reach any people in the gray areas of society.

Tradesman of Fars
Every town, every city, every great kingdom needs one thing more than soldiers. You are that thing, crafting and building greatness - for the right price of course. You have traveled the lands of Fars, seen many empires and sultanates and learned many of the crafts practiced there.

Tools: An artisan's tools of your choice
Language: One of your choice
Skills: Insight or Investigation, Persuasion
Equipment: Artisan's tools, a small hammer and nails, a bedroll, traveler's clothes, a belt pouch containing 15 gp.

Feature: Tradesman
Local salesmen are inclined to give you a discount and you immediately know if simple sellers are trying to deceive you.

Wanderer
You feel free under the blue sky. You want to sleep under the night sky. This lifestyle is tiring, but you have no shackles holding you down. You carry your home with you wherever you go.

Tools: Herbalism Kit
Skills: Medicine, Survival
Equipment: An old prayer book or parchments, a staff, traveler's clothes, a belt pouch containing 5 gp.

Feature: Mystery of the Lands
You know the surrounding areas, towns, cities, and their culture as well as their religions, myths, folktales, and more. Most foreign places welcome you as a traveler and a hermit, rather than an outsider and a stranger.

Asilzâde
Nobility is power in this world. Your name carries some weight even if your family has fallen from grace. By mere luck or divine plan, it does not matter: you were born to lead.

Tools: a gaming set or a musical instrument
Language: One of your choice
Skills: History, Intimidation
Equipment: A set of fine clothes, an object proving your noble birth, a simple weapon with ornaments, a belt pouch containing 25 gp.

Feature: High Contact
You can call for a rendezvous with the high officials, other nobles, governors and generals in the area more easily than the unwashed folk.

Ghulam
You were a slave soldier, now freed by your means, or your masters. Forged by hardships, sharpened like a deadly blade. Now you control your own destiny. Your sword is finally yours to command.

Tools: none
Language: One of your choice
Skills: Athletics, Insight
Equipment: A set of fine clothes from your old masters, a book of lore or poetry, a belt pouch containing 20 gp.

Feature: Seasoned Warrior
You immediately recognize the potential and experience in a fellow warrior you encounter. Also, experienced eyes notice that you are more than a standard soldier.

Your Journey

This section is optional. These are not rules meant to be followed letter by letter but are inspirational hooks that we hope will spark some great ideas for player characters. It is worth noting that we purposefully did not put gameplay heavy choices into these tables, including races and classes. Roll, read or ignore these tables as you wish when you are making a new character to start your adventure in the world of Historica Arcanum. We recommend that you give luck and fate a chance; after all, we don't get to decide where we will start our journey in the real world.

Origins: These tables will give you information about your birth, childhood, and family. Also, there is one special table about the beliefs of your childhood community.

Personal Decisions: These tables will give information about your adventurer background, your class, your past education and your profession if you have any.

Life Experiences: In this section you will learn about your character's past deeds and experiences. Results may spark new ideas about ideology, life goals, phobias, or even deep personal traits.

Supplementary Tables: These tables are here to support main tables.

ORIGINS

1. Your Birthplace

d100	Location
0 - 40	Your family house
41 - 50	Home of a relative or family friend
51 - 55	Garrison
56 - 57	In the middle of a battlefield
58 - 63	Cart or Wagon
64 - 66	Barn, shed, or other outbuilding
67 - 70	Under the stars
71 - 76	Field
77 - 79	Forest
80 - 82	Religious site
83 - 85	Alley or street
85 - 89	Ship
90	Prisoner camp
91 - 93	Brothel
94	Laboratory
95 - 96	Sewer
97	A Government building
98	Graveyard
99	Old Ruins
100	Al - Ghaib

2. Your Family

d100	Location
1 - 5	You have no family
6 - 30	Close relatives
31 - 36	Distant relatives
36 - 40	Adoptive Family
41 - 43	Taken as a servant of a local merchant/lord
44 - 45	Picked to be trained as a mercenary or soldier from birth
46 - 62	Single Mother
63 - 79	Single Father
80 - 100	Mother and Father

2a. Absent Parent

d6	Fate
1	Your parent died.
2	Your parent was imprisoned.
3	Your parent abandoned you.
4	Your parent was exiled.
5	Your parent is working in a city far away and sends you money.
6	Your parent disappeared to an unknown fate.

2b. Siblings

d6	Siblings
1	None
2	1d4 -1 (minimum one)
3	1d4 +1
4	1d4 +2
5	1d6 +2
6	1d8 +2

2c. Occupation of Your Family

d20	Occupation*
1	Manual laborer (-25)
2	Farmer or Herder
3	Hunter or Trapper
4	Criminal
5	Entertainer
6	Artisan (+10)
7	Academic (+5)
8	Merchant (+25)
9	Clergy
10	Politician (+15)
11	Soldier
12	High Ranking Bureaucrat (+20)
13	Raider (+1)
14	Sailor
15	Bounty Hunter (+5)
16	Physician (+7)
17	Caravan Guard
18	Fisherman
19	Beggar (-50)
20	Lord or Governor (+50)

*If there is any modifier next to your result, add this modifier to the **Lifestyle** table below.

2d. Life Style of Your Family

d100	Lifestyle*
Below 10	Wretched (Start without your starting gold but with an Inspiration)
11 - 20	Squalid
21 - 40	Poor
41 - 60	Modest
61 - 80	Comfortable
81 - 90	Wealthy (Start with 15 more gold)
91 - 120	Aristocratic (Start with additional 30 gp and a Riding Horse
Above 120	Exceptionally Aristocratic (Start with additional 50 gp, a Riding Horse and a servant*)

*Your result from the Lifestyle table will be relevant when rolling for the Past Education table at the section below.

3. Your Strings to the Arcanum

d100	Your Involvement
1 - 30	You come from a community which doesn't believe in any kind of magic.
31 - 69	You come from a community which believes in the supernatural as much as any other. Their belief is usually superstitious and far from the truth.
70 - 84	You come from a community which somehow knows there are things beyond the veil of mortal eyes. Perhaps some in the community have access to the simplest of spells - but they most certainly keep their gift or curse out of sight.
85 - 94	You come from a community which has experienced something supernatural. They may have felt the power of Al-Ghaib firsthand, encountered some monstrous adversaries or allies, or hosted people of some arcane prowess in the ages past.
95 - 99	You come from a community which not only knows the arcane arts, but harnesses its powers somehow.*
100	You come from a community which devoted itself to search and investigate powers of arcane, dark arts, or that of Al-Ghaib. This adventure is your fate, there is no doubt about that.**

* When rolling for life experiences, roll one extra. This extra must be an Arcane Event.
** When rolling for life experiences, roll one extra. This extra must be a Catastrophic Arcane Event.

PERSONAL DECISIONS

1. Your Past Education

Education is a key factor in your life's journey. The World of Historica Arcanum is a magical and fantastic place, sure. But this world is rooted in real history. Getting a proper education is rare and really valuable.

d6	Your Past Education
1	You have little to no education.
2	Your only way of education is from an apprenticeship at an early age / Gain a tool proficiency.
3	You are educated enough through unorthodox ways (Strangers, your family, community you live in, random books that you find) / Gain a musical instrument or a game set proficiency.
4	You got an appropriate education from an institution of learning like a university or a madrasah (Your family lifestyle must be Modest at least) / Gain a language proficiency.
5	You are well educated thanks to private tutors (Your Family lifestyle must be Comfortable at least) / Gain two language proficiencies.
6	You are exceptionally well educated. A royal academy or a true master taught you the secrets of this world. (Your family lifestyle must be Aristocratic at least. However, if your Intelligence score is 15 or more, this doesn't matter at all.) / Gain a language and a skill proficiency. This skill must be an Intelligence check.

2. Your Background

2a. Khorasan Guide

d6	You became a khorasan guide because...
1	You always had an interest in different cultures. You love to interact with outsiders.
2	You just needed the money.
3	You love the region you live in and see this job as an opportunity to travel.
4	You always had an interest in maps and wanted to become a cartographer.
5	You hate being in cities.
6	You think that this job makes you free.

2b. Nakhchivan

d6	You became a nakhchivan because...
1	You love the thrill of hunting.
2	You come from a family of hunters.
3	You were starving, you had to learn. You did what you must to survive.
4	Your family moved away from cities, you had to adapt to your new environment.
5	You found purpose by bringing down dangerous animals and keeping the roads safe.
6	You met an old hunter who taught you everything.

2c. Caravan Guard

d6	You became a caravan guard because...
1	You joined the city guards to help them protect your city from dangers.
2	You were forced to become a guard by a local lord.
3	You came from a family of martial lineage.
4	You love violence. This job is far safer than being a raider.
5	You wanted to become an adventurer. This is a good place to start.
6	Raiders ravaged your homeland; it was your duty to pick up a sword.

2d. Âlim

d6	You became an âlim because...
1	Your curiosity knows no boundaries.
2	You wanted to be a teacher.
3	You discovered some ancient text by luck. This experience awakened a hunger for knowledge within you.
4	You wanted to earn respect.
5	You believe that power comes from knowledge.
6	You think that within library walls you are safe.

2e. Outcast

d6	You became an outcast because...
1	You committed a shameful crime. You had to run from disgrace.
2	You murdered someone. You had no choice but run.
3	You despise civilization. You hate cities. You don't like people.
4	You were exiled because of a crime you didn't commit.
5	After a great tragedy, you retreated to the wilderness.
6	Your family was outcast.

2f. Minstrel

d6	You became a minstrel because...
1	You come from a family of entertainers.
2	You ran away from home to follow a minstrel troupe.
3	You saw a bard perform once, and you knew from that moment this is your destiny.
4	You love fame and money.
5	A traveling minstrel took you in as her apprentice.
6	You think that reality is boring. Songs and stories are way better.

2g. Dancer

d6	You became a dancer because...
1	Dance is your passion, the only way to express yourself.
2	You are a con artist. This is the act you put on.
3	You are as energetic as a rabbit that was recently hit by a shocking grasp spell.
4	You are a natural talent.
5	One of your parents was a dancer.
6	You love the outfit. This is your only excuse to put it on.

2h. Tradesman of Fars

d6	You became a tradesman because...
1	You come from a lineage specifically known for their mastery over a craft.
2	This job pays really well if you are good at it.
3	You were taken by a great craftsman as an apprentice when you were a child.
4	Crafting things with your hands is like therapy to you.
5	You were always good with your hands, so you took the opportunity to learn a trade.
6	You wanted to get away from your home situation and start a new life.

2i. Wanderer

d6	You became a wanderer because...
1	You find your inner peace in isolation.
2	Your enemies are looking for you. You need to travel.
3	You lost everything.
4	Society's decadence disgusted you, so you decided to leave it behind.
5	You are running from your own violent past.
6	This is the only life you knew. You found no reason to settle.

2j. Asilzâde

d6	You became an asilzâde because...
1	You come from an old and storied family.
2	Your family name has been disgraced, and you intend to clear your name.
3	Your father earned your title recently.
4	You come from a family of great generals and warriors.
5	You come from an old and forgotten dynasty.
6	You hope to increase your family's power and influence.

2k. Ghulam

d6	You became a ghulam because...
1	You were taken by the raiders and sold.
2	You had a cruel master, you had to kill him to be free.
3	You had a kind master, he set you free.
4	Your family thought that this could be a better fate for you.
5	You are a prodigy in combat. This was your destiny.
6	You hate it with every inch of your body. Kind or cruel, all shackles must be shattered.

3. Your Profession

Not everyone has a profession. However, if you use Historica Arcanum's profession system, your occupation is an essential aspect of your life journey. Professions are like backgrounds, except that they allow you more gameplay options and a better way to spend your downtime!

3a. Grave Robber

d4	You became a grave robber because...
1	This land is ravaged by war. This is a profitable profession.
2	Death always amuses you. In graveyards you feel at home.
3	You are like an archeologist, but in a different way.
4	You think that this is an adventurous and eventful life. Old ruins, tomb raiding and ancient artifacts...

3b. Oracle

d4	You became an oracle because...
1	This is in your blood. There have always been oracles in your bloodline.
2	Prophecies always amused you. You learnt the ways of divination through study.
3	You like to impress people. You like to command respect.
4	You think that you are chosen by a great calling. This is your fate.

3c. Herbalist

d4	You became a herbalist because...
1	A great herbalist took you in as his apprentice.
2	You have a talent for herbalism. You don't know why.
3	You think that it is your duty to heal.
4	You always wanted to become an alchemist. This looks like a good place to start.

3d. Tinker

d4	You became a tinker because...
1	Machines and contraptions always fascinated you.
2	You met a tinker when you were a child. You were impressed by little mechanical toys.
3	You or someone really close to you needed some kind of prosthetics.
4	You hear designs and see projects in your dreams.

3e. Beast Tamer

d4	You became a beast tamer because...
1	You are always more comfortable around beasts than humans.
2	You come from a family with tradition and talent about horse breeding.
3	You found a little wolf cub when you were a child. You two practically grew together.
4	You try to learn from animals. You think that this perfects your fighting style.

3f. Smuggler

d4	You became a smuggler because...
1	You think that this line of business is very profitable.
2	You have no respect for law, especially if that law was written by a rich lord.
3	You deliver the needs of people for a reasonable price.
4	Why not? You are really good at it after all.

3g. Reverend

d4	You became a reverend because...
1	You think this is a really effective way to help those in need.
2	You find purpose in this life.
3	You want the power over simple folk that comes with it.
4	You believe some higher power chose you.

3h. Merchant

d4	You became a merchant because...
1	This is the most viable path to power for a lowborn.
2	You come from a merchant family. You inherited the business from your father.
3	You have many debts to pay.
4	You think that this is a service to common people.

4. Your Subclass Options

Clerics, Sorcerers, and Warlocks get their subclasses at the start of their journeys. We thought it would be good to provide a few unique tables for those who need to make decisions from the beginning, although the sub-class preferences of other classes will be shaped during their travels.

1a. Chaos Domain Cleric

d6	You became a Chaos Domain Cleric because...
1	You sought purpose in life. You found your answers in uncertain and changing ways of chaos.
2	You discovered an ancient text belonging to a forgotten god.
3	You were mentored about the ways of chaos by another cleric.
4	You wanted to be a cleric of some sort of orderly power. At one point, you changed.
5	You were a member of an unusual religious order.
6	You were normal until that stormy night. That night, an otherworldly voice spoke to you in your dreams.

1b. Blood of the Forebears Sorcerer

d6	You became a Blood of the Forebears Sorcerer because...
1	You are a descendant of a great warrior. She killed a mighty monster single handedly.
2	You are a descendant of a great archer. He could hit a small target across a big lake.
3	You are a descendant of a great oracle. She foresaw a great calamity.
4	You are a descendant of a master trickster. He saved his city using his wits eons ago.
5	You don't know who your ancestors were.
6	You believe that you are a descendant of demi-gods.

1c. Underground Patron Warlock

d6	You became an Underground Patron Warlock because...
1	You saw a face in a bonfire. It talked to you with a crackling voice.
2	You were given a choice between death and power. You chose the latter.
3	You don't remember how you gained these powers.
4	You made your pact to save someone dear to you.
5	You sought this power for years. Now you have been rewarded for your troubles.
6	Your parents made the deal for you. You didn't even get to choose.

LIFE EXPERIENCES

You are an adventurer. Regardless of your age, you experienced some unusual stuff for sure. However, as you grow older and travel around, your experience of this extraordinary world widens.

Life Events by Age

d100	Current Age	Life Events*
01 - 20	20 years or younger	1
21 - 59	21 - 30 years	1d4+1
60 - 69	31 - 40 years	1d6+1
70 - 89	41 - 50 years	1d8+1
90 - 99	51 - 60 years	1d10+1
00	61 years or older	1d12+1

***Choose one of the options below**

Well Traveled: You traveled a lot. Seen many places, met many people. Roll one more Life Event.

Deep Rooted: You worked and struggled in the same place for years. Start your adventure with extra 15 gp.

Life Events Table

d20	Life Event
1	You suffered a tragedy. Roll on the Tragedies table.
2	You gained a bit of good fortune. Roll on the Fortunes table.
3	You committed a crime or were wrongly accused of a crime. Roll on the Crimes table. Also, roll a d6; if the result is even, you committed that crime, if the result is odd, you were accused of it wrongly.
4	You encountered something magical. Roll on the Arcane Events table.
5	You met someone important, like a governor or general. This character has a friendly attitude towards you. The GM shall decide who this important figure is.
6	You met someone important, like a governor or general. This character has a hostile attitude towards you. The GM shall decide who this important figure is.
7	You made a friend of an Adventurer. This character will come to your aid if needed. The GM shall decide who this adventurer is.
8	You made an enemy of an Adventurer. This character will try to attack you or undermine your work. The GM shall decide who this adventurer is.
9	You fought in a battle. Roll on the Battles table.
10	You met a historical persona of your time. Roll on the Historical Personae table.
11	You lost something or someone important. Work with your GM to decide what it is.
12	You fell in love or even married once. If you get this option more than once, you can reroll or you can say that you have a child.
13	You witnessed something horrible. Work with your GM and gain one more flaw.
14	You witnessed something heartwarming. Start your journey with inspiration.
15	You spend a lot of time playing games at various inns. Gain proficiency with a game set.
16	You spend time working on a ship for a time. Gain proficiency in sea vehicles.
17	You spend time working as a messenger for a time. Gain proficiency in land vehicles.
18	Throughout your life, you always felt like you were being followed.
19	At some point in your life, your religious faith changed completely.
20	You have a secret: a grim one... Tell this secret to your GM and only to your GM.

SUPPLEMENTARY TABLES

These tables add details to many of the results on the life events table.

1. Arcane Events

d8	Arcane Events
1	You were charmed by magic once. Your memories are still fuzzy.
2	You saw a mage conjure some kind of otherworldly entity.
3	You witnessed a magical healing spell. You saw an arm regrow in seconds.
4	You encountered an invisible creature.
5	You drank a potion. Your GM chooses which potion that was.
6	You found a magical item and successfully used it, but you lost it afterwards.
7	You saw someone possessed by a lesser djinn.
8	Roll again from the Catastrophic Arcane Events table.

2. Catastrophic Arcane Events

d4	Catastrophic Arcane Events
1	You saw a powerful djinn. It destroyed a town in seconds. You have a scar that never heals from that day.
2	You witnessed a powerful magic being cast by a wizard. The spell rebound was terrible: there were bodies everywhere.
3	You saw a portal leading to Al-Ghaib. Just by looking through it, you fell into madness. This madness lasted for 1 whole year. You have no memory of that time.
4	You died. It makes no sense that you still draw breath. What happened?

3. Battles

d10	Battles
1	You fought against bandits and nearly lost. You have a scar to show for it.
2	It was a big battle. You lost. You nearly died.
3	You lived in a city under siege for months.
4	You were taken as a prisoner of war.
5	Glorious victory! You took the day. You are a war hero.
6	You escaped from the battlefield, some say fled.
7	You fought in a lot of battles. Then you took an arrow in the knee.
8	Your side won, but at what cost?
9	You lost all of your companions and friends that terrible day.
10	You survived the battle, but you still have nightmares.

4. Crimes

d10	Crimes
1	Murder
2	Theft
3	Defeatism
4	Assault
5	Smuggling
6	Desertion
7	Extortion
8	Spying
9	Tax Evasion
10	Insulting a Noble

5. Fortunes

d10	Fortunes
1	You found a spell scroll containing a cantrip. (GM chooses)
2	You found a treasure map to a forgotten temple.
3	You were given a riding horse.
4	You found a pouch containing 5 gp and 10 sp.
5	You were given a martial weapon by a soldier.
6	You performed a task for a local lord. He gave you a golden ring.
7	A friendly bard gifted you a potion of healing.
8	A friendly scribe gifted you a book of lore.
9	You offered your water to an elderly man. Turns out he was rich. He gave you a camel.
10	You found a locked ornate box. You don't have the key.

6. Historical Personae

d6	Historical Personae
1	You met one of the great physicians of your time.
2	You met one of the great philosophers of your time.
3	You met one of the great swordmasters of your time.
4	You met one of the great poets of your time.
5	You met one of the great musicians of your time.
6	You met one of the great sect leaders of your time.

7. Tragedies

d10	Tragedies
1	A close friend died. You blame yourself for it.
2	You lost all of your belongings because of a natural disaster.
3	You lost your loved ones due to a disease.
4	War ravaged your town. It was razed to the ground.
5	A lover disappeared without a trace.
6	Your friends of old hate you for a legitimate reason. You are ashamed of something.
7	You lost 1d4 of your fingers in an accident or conflict.
8	You nearly died of a disease. You have recovered, but all of your hair is ashen white.
9	You are cursed by a witch. You cannot remember your dreams.
10	You had to kill one of your friends as mercy.

Running a Story in the Silk Road



The oldest route in the world stands watch over the heart of civilization. The oldest walls are encircled by the believers chanting the oldest prayers. Wise men fix their gazes upon the watchful stars. Two brothers stand proudly and embrace the legacy of their roots and of these lands, that they were once strangers in. They wear the crowns of the caliphs, the great sultans, and mighty conquerors. The shahs of old, the great prophet himself, even the mighty kings that sat upon the ziggurats smile on them.

Kingdoms rise and fall, empires shine and wane... Names change, but the core remains the same: The Silk Road passes through here and brings the riches of the east, its language, and culture.

Two brothers called Tughril and Chagri established a great empire in the land once ruled by great shahs and satraps, by fulfilling the tradition of the steppes and honoring great brothers who ruled empires together before them. Like Bumin and Istemi, like Bilge Kagan and Kul Tegin, they ruled together without falling into the oldest trap since the beginning of time: sibling rivalry. They united many banners around them and, as rulers of the Seljuk Empire, laid the foundation for a great civilization which fused the culture of the steppes together with the rich cultures of Persia and Arabia.

During this civilization, there was a flourishing of great scholars, talented poets, excellent politicians, and incredible soldiers. Religions have been shaped here and changed the world. Now, the Islamic world is ruled from here. Steppe hordes fix their gazes upon these lands, hoping to gain their endless riches and control the Silk Road. The sultans and beys of the kingdoms now strive to keep Tughril and Chagri's legacy alive.

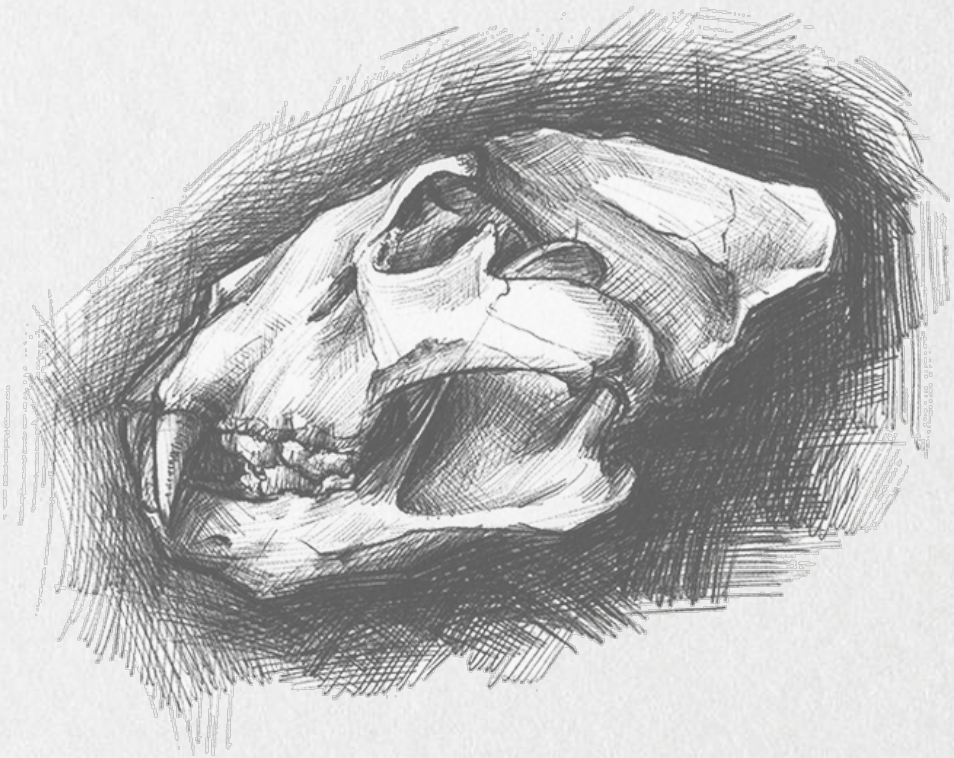
Nevertheless, all are trying to achieve the same thing: Play their part, for better or worse, in the story of the

Silk Road, the greatest and richest route in the world.

Arcane & Divine Matters

Most of the common folk along the Silk Road may believe in the existence of magic due to bed time stories, shamans, seers, and other folktales. However, most of them don't know about the actual spellcasters and arcane matters that live in the world.

Magic is rare.	As it is in the City of Crescent, magic is considered rare in the Silk Road as well. Spellcasters can't be found in every corner, magical monsters are a rare sight, and magical items are hard to find.
Magic is hidden.	There are spellcasters, magical monsters, and arcane humanoid species throughout the Silk Road, but they remain discreet. There are many districts in big cities and villages among the wilderness where humanoid species live.
Magic is punishing.	All magic users and arcane researchers are aware that spell rebound is real, and the cost of spellcasting may be harsh and even deadly. Especially in the arcane circles of the House of Wisdom, they discuss this matter frequently.
Divine matters are unknown.	Everyone is entitled to their own beliefs. One's ability to harness divine power doesn't have to prove or confute a religion or a belief. Spellcasting may be achieved through a belief, but the power is usually about that person's studies and mind.
Monsters are hidden or dwell among the common folk.	Monsters hide in the wild or disguise themselves in the dark corners through their shape changing abilities, spellcasting or other talents. Some hide under your beds, live in your stories or plot their triumph through sinister means.



Non-Human Races

As magic plays a crucial role in the universe of Historica Arcanum, the non-human races hold significant importance. Players have the option to select a non-human race as their character, and they may also come across NPCs belonging to these races.

The purpose of this table is to provide guidance on how to disguise oneself in a city, town, or caravanserai, as well as to aid the GM in creating non-human NPCs, societies, and other related concepts, including non-human races.

How to Disguise?

Elf / Half-elf	Usually keeping the ears hidden is more than enough; however, some of them try to use makeup and similar substances to avoid the gaze of the common folk.
Dwarf	Dwarves are usually considered "shorter" people when encountered by common folk; thus, they blend easily. They are encountered more often than other non-human races.
Halfling	Halflings usually pass themselves off as children among the common folk and act like really short humans that are born this way. They don't arouse suspicion and fear like a tiefling or an orc might. And they do one thing better than most: Being ignored by the taller folk.
Orc / Half-orc	Orcs who don't attempt to move stealthily through a busy city may encounter difficulties due to their distinctive features such as tusks and fangs. They typically conceal these attributes by wearing heavy cloaks and garments that obscure their appearance. It is not uncommon for orcs to hide their faces, as it helps them blend in with the human-dominated populace. Half-orcs, on the other hand, may find it easier to move unnoticed than their full-blooded counterparts, as their fangs are less prominent.
Gnome	Like halflings, gnomes easily sneak around. As their facial structures register as more "non-human" than halflings, they count on their talents and arts as ways of distracting others. Their access to innate spells like illusions make it easier for them. They also act like they are struck by a disease to prevent further suspicion when their illusions fail.
Dragonborn	Dragonborns, with their scaly, dragon-like skin, require more extensive means of concealment than any other race. They rely heavily on masks, cloaks, and magical items to disguise themselves. They try to pass themselves off as individuals suffering from a skin disease to avoid drawing attention. Furthermore, the GM may permit a dragonborn character to start with the Amulet of Adam and Eve, a powerful magical item that provides its wearer with a range of beneficial effects.
Tiefling	The tails and colorful skin of a tiefling can evoke suspicion and supernatural fear among the common people of the Silk Road. As a result, tieflings often take great care to disguise themselves effectively. In addition, the GM may allow a tiefling to start with the Amulet of Adam and Eve.

Secluded Streets and Districts in Cities	They typically reside in destitute and rudimentary areas adjacent to major cities, carving out their own distinct districts where a majority of the non-human population dwells.	It usually requires a DC 13 Intelligence (Investigation) or Wisdom (Insight or Perception) check to determine a district that belongs to non-humans. Most districts have signs here and there in Thieves' Cant to explain the situation.
Secluded Settlements in Wilderness	Certain forests, deserts, valleys, and coastal areas provide secluded and hidden locations where many non-humans seek refuge to lead peaceful lives away from the cities. To deceive tax collectors and other officials, humans may reside among them and dabble in the arcane arts. Furthermore, outposts and watchtowers serve as warnings for incoming strangers.	The tracks of such a settlement can be distinguished by a DC 15 Wisdom (Survival) check.
Among Us	Some of them choose to live, work, love, eat, and marry among the humans by disguises or other methods. It is easier for dwarves, halflings, and elves to live like this.	These individuals' detection varies depending on the quality of disguise and usage of arcane methods. Usually the difficulty is not lower than 10.
Nomadic Lifestyle	Some don't stay in one place for too long and are always on the move. They work as sellswords, caravan guides, foresters, explorers, hunters, and many different professions.	It usually depends on the individual's ability to disguise to determine whether they are non-human or not.

Notes on Religions & Divine Powers

In the Historica Arcanum Universe, real world religions can be encountered in every corner of the Silk Road. There are many mosques, churches, synagogues, pagan shrines, ancient temples, and holy sites scattered around it. Belief is a normal part of most people's lives, and it holds an important place in the culture and psyche of people. Some claim that they harness their powers through their beliefs, oaths, deities, gods, entities, and patrons. There are many people who are called clerics, druids, rangers, and paladins. There are even warlocks, who claim to channel their power through a pact with an otherworldly entity.

All these are true. They truly believe that their power comes from a higher or deeper place, and they have a strong proof by achieving amazing and unbelievable feats in front of your eyes. This raises the question: are religions real?

Answers pertaining to the existence or nature of higher powers in the Historica Arcanum universe are inherently unknowable. Such beliefs are personal matters, influenced by one's individual faith, values, and spirituality. Magical and divine powers are not conclusive evidence of the existence or superiority of any particular deity or higher power.

For instance, a Muslim cleric might assert that their God is the only true deity, yet they could witness another cleric from Kyoto harnessing similar powers in the name of Izanami. In the Historica Arcanum universe, divine powers are believed to be a consequence of an individual's devotion, hard work, prayer, and willpower.

When it comes to warlocks and their patrons, the matter is quite different. While the existence of divine beings like God, Zeus, Leviathan, Ishtar, or Osiris may be a matter of belief, demons, fey creatures, aberrations, celestials, djinns, and elementals are widely accepted as existing in the world. Warlocks typically form pacts with these beings, which are often of a lesser power than the divine beings mentioned previously. For example, they may make a pact with a specific succubus, a greater djinn, or a hag, depending on the nature of their powers and the terms of their agreement.

Notes on Languages

In most TTPRGs, humanoids have languages based on their cultures, and other races largely speak the same language, such as Elves speak Elvish. However, on the Silk Road, humans speak a variety of different languages, and fantasy tongues such as Elvish, Giant and Orc don't exist. To address this issue, the following table can be used:

Common	By knowing Common the players know the most common tongues spoken throughout the Silk Road: Turkish, Arabic and Persian. As optional, they may take Mongolian to replace one of the languages.
Normal Languages	If players' chosen characters allow them to speak additional languages, such as Elvish, Giant, or Dwarvish, they can choose other living languages around the world. For example, Mongolian is a good choice, as they may frequently encounter Mongolian NPCs. Mandarin Chinese, Greek, Armenian, and similar tongues are also acceptable.
Exotic Languages	If you allow your players to choose exotic languages, they can learn dead and/or worldly exotic tongues such as Latin, Ancient Greek, Sumerian, and even hieroglyphs in Egypt.

As the story and setting takes place in a large geography, there can be many differences in spoken tongues and their scripts.

Tongue	Script
Turkish	Old Uyghur, Arabic, Orkhon script, Greek
Arabic	Arabic
Persian	Persian
Mongolian	Uyghur, Mongolian

The People of the Sultanate and the Caliphate

The winds that blow in the skies of the Silk Road snap taut a new flag: The sky-blue banner of the Khaganate. Due to turmoil and war that spreads like a wildfire in Central Asia, there are many people from different cultures in the heart and borders of the Silk Road.

The locals living among the Silk Road are usually of Arabic, Persian and Turkic descent.

Usually, names like these appear throughout the Silk Road:

Turkic Masculine Names*	Arda, Ayaz, Ayhan, Bilge, Bora, Doğa, Demir, Engin, Erkut, Gökalp, Giray, İlber, İnal, Kaya, Korkut, Oğuz, Sarp, Taner, Talay.
Turkic Feminine Names*	Aysu, Bengi, Damla, Dolunay, Elçin, Esin, Gizem, Ilgın, İlay, İmge, İlbilge
Arabic Masculine Names**	Adem, Akif, Bahri, Bashir, Fuad, Haldun, Hamza, Jubayr, Kadir, Labib, Mahmud, Muhsin, Nusret, Omar, Shakir, Talal, Zafer
Arabic Feminine Names**	Amina, Bushra, Dina, Esma, Farida, Hafsa, Nafisa, Nayla, Rabia, Sabiha, Yasmin, Zehra
Persian Male Names**	Ahura, Bahman, Bashir, Farhad, Ervin, Hormuz, Rustam, Mahan, Merzban, Ramin
Persian Female Names**	Amaya, Anahita, Banu, Donya, Farideh, Golnaz, Leila, Maryam, Parisa, Parvin, Reyhan, Roya, Yasmin

*Names are given in modern Turkish rules and Latin alphabet. Also, Muslim Turks use Arabic and Persian rooted names. Refer to **Historica Arcanum: The City of Crescent: Running a Story in Istanbul (page 20).**
**These names are actually written in different alphabets and Latinized.

Common Folk of the Sultanate

Common folk of the Sultanate are mostly Turks, Arabs, Mongols and Persians. Here are some common features:

- Common beliefs are Tengrism and Islam, as well as Christian minorities.
- They hardly know anything about real magic in the game. Although they have stories, folktales and myths about magical creatures and magicians.
- Most of them attend "mekteps," which are schools in mosque complexes, and most Muslims learn to read the Quran.
- As it is common along the Silk Road for many merchants to stop in cities, the region has a rich cultural background. This means that many locals have a basic understanding of other familiar languages and most of them know both Turkish and Arabic.
- Due to the Mongolian incursion, the Road's economy crumbled and many refugees took shelter in Samarkand and other big cities from the steppes, although many of them were refused entrance to the cities.

Military of the Sultanate

The Sultanate's military heavily relies on two main aspects: The Turkomans that fight in the traditional style of the steppes, and the Ghilman, the organized army. Aside from these, there are also seasonal levies gathered from country-side villages, farms, and towns.

Turkoman Soldiers	Usually wearing light armor, mostly mounted on strong and agile horses. They rely on their talent for horseback archery and their mounted tactics rely heavily on fast movements.
Ghilman Forces	The plural of Ghulam is Ghilman. Ghulam refers to a soldier who was once a captive or a slave but was granted freedom in exchange for joining the army. They receive excellent military training, and, as free men, they are able to marry, own land, and even become heirs to their masters. Ghilman typically wear medium or heavy armor and excel in mounted fighting.
Seasonal Levies	Levy soldiers are usually gathered by emirs and other local lords. They are usually armed with shields, spears, and any armor they are granted or find.

Due to the feudal structure of the Sultanate, many emirs command their own armies. Sultan Malik-shah's efforts to centralize his empire resulted in a strong central army, but the downfall of the empire also laid the ground for the strengthening of local emirs. Turkoman forces usually dwell in border territories, and Ghilman forces protect the core lands.

Highborn of Sultanate

Nobles of the Silk Road are usually of Turkic descent and come from Seljuk, Kara-Khanid, Ghaznavid, or another Turkic state's bloodline. There are also Persian local landlords from earlier centuries and kingdoms such as Samanids and Sassanids. They were rich before the war, but most of them either paid a heavy fee to the Mongolians or lost their lands entirely. There are some common features that can be observed among the highborn:

- Most of them are literate and have high influence in the area. Due to their education, most of them have general knowledge in many areas: science, war, geography, and more.
- Turkish nobles are skilled commanders who often lead their own cavalry forces. Some also command groups of Ghilman soldiers, while others rely on the fighting skills of their Turkoman tribesmen.
- Some of the nobles may possess knowledge on arcane matters within their own circles, families, or among their servants. They may require assistance with arcane tasks and may have come across magic items in the past.
- Most of them, especially Persians, are interested in poetry, philosophy, history and similar subjects. It is not uncommon to see a beg or a local emir becoming a poet. Literary arts are especially rich among the Silk Road.
- Around Samarkand, some of them think that the Khaganate's influence and rule will cease eventually, thus consolidating their power. Some are already plotting their rebellion against the Khaganate's rule.
- Around Merv, emirs are usually rich merchants and capable orators. They usually own a great deal of land and trade caravans.
- Around Isfahan, emirs usually make up the core commanding officers of the current Sultan Jalal and have military experience.
- Around Baghdad, emirs are usually loyal to the Caliph and most have scholarly backgrounds, education in the House of Wisdom.

The Titles Among the Sultanate

Title	Meaning
Sultan	An Arabic word coming from "to rule," Sultan means "the one has sovereignty." The Caliph blesses the sultans so that they can rule their country.
Khatun	Originally meant the queen and the wife of Khagan, Khatun became a title to define royal women of the courts.
Banu	Originally meant "lady" in Persian, it became the title to define daughters and sisters of the Sultan.
Emir	Equivalent to feudal lords, it comes from the Arabic word "to command."
Beg	Equivalent to lords in nomadic cultures, mostly the leaders of Turkomans.
Shah	The Persian equivalent of king. It is usually an old title, not used any more, but Sultan Jalal uses it as "the king of Khwarizm" which is "Khwarizmshah."
Tegin	The Turkish equivalent of "prince." It is usually used as a nickname among the highborns of Turks to denote nobility.
Imam	The priests in mosques. They are respected among society. They conduct the prayers after ezan, teach the local kids how to read the Quran and guide the people spiritually.

What Did They Wear?

Hijab	The old, usually religious headwear. Peasant women living in the outskirts of big cities usually wear a non-religious and more colorful head attire to protect their hair from sun and dirt.
Sarik	Many officials, merchants, and other members of society wear sariks as headwear. A sarik is made up of several pieces of cloth wrapped around the head, and its color can signify different aspects of society. For example, white sariks are commonly worn by the clergy.
Shalvar	The long-legged traditional clothing preferred by both men and women. It is baggy and long.
Turban	Traditional headwear of the middle and upper classes. There are many colors and types, often used for a sense of fashion.
Veil (Peche)	Many women preferred transparent veils when going out. This traditional outfit holds an important place in Turkish culture. Many different colors and types were preferred by the women.

The People of the Khaganate

The east of the Silk Road has fallen to the Mongolians, and therefore horsemasters of the steppes are roaming around the Road to ensure security and peace among their expanding empire. Most of the people from the Khaganate are soldiers in the command of great commander Hulagu and serve to reach the outskirts of civilization. They settle in the lands conquered and initiate sovereignty under the blue sky banner.

Most of the Khaganate consists of Mongolians, but there are many Turkic, Persian, and East Asian minorities among the horde and ruling caste.

It is important to highlight that the Khaganate is a horde and they usually depend on a nomadic lifestyle. Most of them know how to ride a horse, travel long distances and survive in the wilderness.

Mongolian Masculine Names	Altan, Batu, Erdene, Genghis, Möngke, Chagatai, Guyuk, Orus, Chappar, Kaidu
Mongolian Feminine Names	Bolorma, Enkhtuya, Khutulun, Mönkhtsetseg, Torgene, Aysu, Kökochin, Eshil
Mandarin Masculine Names	Bingwen, Changrui, Delong, Enyu, Weiguo, Zhiming
Mandarin Feminine Names	Guiying, Mei, Mingxia, Qingling, Shujiao, Yumei

Mongolian Names are Latinized and originally written in Uyghur, Mongolian and other scripts.

Mandarin Names are Latinized and originally written in Han characters.

Common Folk of the Khaganate

- Most are armed with at least a Steppe Bow* and are proficient with it. Most of them carry spears or javelins as melee weapons as well.
- Most of them consider themselves as Tengrist.
- Most of them have horses and excel at riding them.
- Most of them may respect natural and primal magicians such as shamans or druids, but they fear arcane means. Still, most of them have never actually seen the magic in our game but believe in their priest or shaman's power to see the future or guide them to prosperity.

*Check out below for the **Armors & Weapons** section later in this chapter.

Military of the Khaganate

The military of the Khaganate relied on mounted warriors, local captives and mostly East Asian engineers that were responsible for sieges.

- A good deal of them have at least riding horses and/or armored horses.
- All of them are lightly armored, proficient in Steppe Bows and excel at horse riding and horseback archery.
- Most of them are disciplined soldiers and respect the chain of command. They also respect the ability to fight.
- Engineers usually excel at mathematics and have a good deal of knowledge and experience on sieges.
- They hold a tight grip on the common folk of newly conquered states and cities in order to secure stability.

Highborn of the Khaganate

Individuals who are considered highborn in the Khaganate are typically tribal chiefs, and their relatives reside in Mongolia. After Genghis Khan established the empire, he appointed many officials, including generals, commanders, and governors. The generals who conquered distant lands also followed this practice and established numerous noble positions among the strata.

- They are usually commanders of some sorts, either leading a cavalry unit or governing a captured town.
- They are mostly educated in warfare, diplomacy, and foreign languages. Most of them speak Arabic and Turkish in addition to their mother tongues.
- Some of them are foreigners, such as Uyghurs, Jurchens, Chinese, Sogdians and more; they could have risen the ranks until they became nobles due to their service, or they could form a bond through marriage with an important personae among the highborne caste of the Khaganate.
- They usually dress well and always carry a weapon.

Titles Among the Khaganate

Title	Meaning
Khagan	Leader of the horde and ruler of the empire. Contrary to popular belief, Genghis' official title is Khagan not Khan.
Khan	It is a word derived from Khagan. It is usually used by the leaders of countries, becoming the equivalent of kings, usually signifying the lesser kings that serve a Khagan. For example, Hulagu, Batu, Chagatai and similar commanders were considered Khans, eventually leading their own countries while a Khagan ruled the empire from Mongolia.
Begüm/Behi	Title used for the wife of the Khagan.
Gonji	Title used for noble women, princesses, and relatives of the Khagan.
Chor	A military title used by commanders.
Noyon	A governor of a state, meaning "King of a State," usually the leader of vassal states.
Jonon	The crown prince.
Cherbi	A title used by the royal guards of the empire.
A-ge	A title used by the highborns, meaning the son of a noble.

What did they wear?

They usually chose outfits that fit their nomadic lifestyle, accustomed to long distance travels, battles and horse riding. Leather, wool, and silk are highly used in clothes, with silk usually representing wealth and nobility. Feathers of eagles in headwears signified military, royalty, or a similar caste.

Börk	The usual headwear among the common folk. A feather on it usually means a commander in the military.
Kaftan	A coat with a long sleeve adorned with many threads and colors, it is usually designed to keep the cold away.
Fur	Fur coats were designed to offer protection in cold weather.
Leather Trousers	The best wear for horse riding, trousers were invented in steppe culture to simplify mounting and dismounting and improve effectiveness while riding.

The Religion from the Eurasian Steppes - Tengrism

Imagine a vast, open plain under a clear *eternal* blue sky. In the distance, snow-capped mountains rise up to meet the vast blue, and herds of wild horses and yaks roam the grasslands. In the center of this marvel, a group of elderly nomads gather to offer their gratitude to Tengri, the sky deity, asking for blessings and guidance, and the signs of war. The air is filled with sounds of chanting and the gentle clanging of bells, drums as the people seek to connect with Mother Earth and the celestial power of Tengri.

Tengrism is a belief system that took its roots from the vast plains of **Central Asia** and blossomed with the great empires on the steppes. Seeing the sky itself as the deity "Kök Tengri," who governs the cosmos, **Turks** and **Mongols** of Central Asia believed that many gods and goddesses came from the sky.

Tengri is the first Turkish word that is recorded in history through Chinese sources, and it literally means *blue*. "Kök Tengri" is the full name of the deity and directly means *blue sky*.

Tengrism is a paganic and practical religion. The shamans called "*kam*" or "*baksi*" are the reverends of society and serve as seers, advisors, guides, healers and spiritual leaders. They are seen as the bridge between the dead and the living. They guide the deceased souls to the afterlife and heal the sickly by exorcizing evil spirits.

Here are some examples on Tengrism and their religious practices that can be applied to the game:

Name	Description	Effect
Saban-toyu	It's a **Harvest Festival** that celebrates the beginning of summer that usually starts at the end of April. Everyone brings their products, such as hunting meats, harvested goods, and drinks.	If the leading shaman succeeds on a spellcasting ability check (DC 10), every participant receives 1d4 temporary hit points and has advantage on saving throws against diseases.
Koru-bozumu	A gathering festival in the **beginning of the summer**. Nomads celebrate their settling in the summer lands and feast among the long grasses.	All participants gain 1d4 temporary hit points.
Kar-yağımı	Nomads celebrate the **first snow** by gathering around a fire and telling stories.	All participants have advantage on Constitution saving throws in the extreme cold for the next week.
Pastırma Şenliği/Kaz-toyu	A festival designed to **prepare for harsh winters**. Nomads gather around and prepare salted and dried meats, and help the ones in need.	All participants have advantage on the next saving throw against being exhausted. For the next week, when they finish a long rest, they reduce 2 levels of exhaustion instead of 1.
Kımız Şenliği	**Kimiz Festival**. It is celebrated around June. Kimiz is an alcoholic beverage made of horse milk, and Turks believe that it is very healthy.	If the leading shaman succeeds on a DC 10 spellcasting ability check, all participants have advantage on saving throws against being poisoned and have resistance against poison damage. It lasts for a day.
Yoğurt Şenliği	**Yoghurt Festival**. Usually celebrated around the end of August. Milk is used to make yoghurt, and everyone shares a cup of it together.	If the leading shaman succeeds on a DC 10 spellcasting ability check, all participants lose their mundane diseases and have advantage on saving throws against diseases for a day.
Av Şenliği	**Hunting Festival**. It is also used as a military exercise. Usually deer, elk, wild horses, or savage animals that are a threat are hunted and hunted goods are given to soldiers and their families.	If the leading commander succeeds on a DC 10 ability check determined by the GM (could be a Charisma, Strength, or an Intelligence check, or something else entirely), the participants' max HP increases by 1d4-1, minimum of 1 (Participants that have proficiency in martial weapons). This bonus lasts for a month and these humanoids can't benefit from this festival for the duration.

If there are clerics and paladins that are in circle with Tengrism, they may be in the service of deities below:

Ülgen	God of stars and order. *Portfolio:* Light, War, Stars, Order, Tempest, Sky
Umay	Goddess of fertility, beauty, and earth *Portfolio:* Life, Nature, Peace, Creation, Birth
Erlik	God of the underworld. *Portfolio:* Fire, Grave, Forge, War, Light
Mergen	God of wisdom. *Portfolio:* Arcana, Knowledge, Light, Wisdom, Nature
Kızagan	God of war. *Portfolio:* War, Forge, Tempest, Conquest
Kuyash	God of sun. *Portfolio:* Sun, Light, Nature, Fire

Visitors from All Over the World

A thread of silk that was woven by a sturdy worker from Beijing may find itself in Aleppo. A trinket made by a wise artisan in Tibet may travel all the way through Anatolia. A merchant that opened their eyes on the desolate steppes of Manchuria, may yet live to behold the beauties of Constantinople.

The Silk Road is the greatest trade route around the world, and the civilizations that line its route are at the heights of their powers . It starts in the Song Dynasty of China, travels the Eurasian steppes, enters the cradle of civilization, Mesopotamia, and then reaches the borders of Europe. It attracts all kinds of people, offering them a marvelous journey.

Who are these visitors?

Anatolia	They are coming from the Sultanate of Rum or the Roman Empire.
Europe	There are many possibilities if the visitors are from Europe, such as the Kingdom of France, Holy Roman Empire, Italian cities, Iberian duchies, holy orders, The Papal State, and more.
Andalusia	The Caliphate in the Iberian Peninsula is struggling with an internal conflict and fighting against the Reconquista initiated by the Christian Iberian lords and kings. It serves as another home for scholarship and science; there may be many visitors from there.
East Asia	They may come from the Song Dynasty of China, steppes of Manchuria, mountains of Tibet and even the islands where the daimyos of Japan dwell or the lands of India, which are a source of much arcane knowledge, artifacts, and power.
Caucasus and Beyond	The steppes above the Black Sea host many hordes, kingdoms and wondrous lands, such as Kingdom of Georgia, remnants of the Khazarian Empire, Pecheneqs, Khanate of the Chagatai and other hordes. There may be many visitors from these lands.
North Africa	The Mamluks in Egypt, the corsairs of the Barbary Coast, Morocco, Tunisia and other realms in North Africa are mostly Muslim lands and they have many ties in Baghdad and the lands beyond.
West Africa	It is rumored that the richest man that ever lived in the world was the king of Mali: Mansa Musa. His empire contacted many countries beyond Africa, and his merchants traveled all the way through the Silk Road.

Anatolian Visitors:

- Most of them are Turks, Greeks, Armenians, and Kurds.
- They may be merchants, mercenaries, priests, envoys, exiles, pilgrims or scholars. They may be running away from the Fourth Crusade, Rum-Roman Conflict, Internal Conflicts of the Sultanate of Rum, they may want to visit the holy lands, they may serve as spies from the Sultanate, may be traders that bring European goods to Mesopotamia, and more.
- They may bring tomes, books, fish, wheat, flour, wool, and similar goods from their lands.

European Visitors:

- Most of them are French, German, Iberian, British, Polish, Slavs and Italian. There may even be Danes and Norwegians.
- They may be trading, joining the Crusades, visiting the holy lands, running away from European countries, converting to Islam, serving as missionaries, and more. They may be knights, priests, merchants, exiles, pilgrims, missionaries, mercenaries, crusaders, holy order members, envoys, and more.
- They may bring weapons, silver, tin, and similar goods from their lands.

Andalusian Visitors:

- Most of them are Arabs, Berbers, Africans and Iberians.
- They may be on military duty, spies from the Mamluks, traders, pirates, sailors and have other occupations. They may be running away from the Reconquista, serving as envoys between two Caliphs.
- They may bring tomes, books, fish, ship parts, wool and similar items.

South, Central, and East Asian Visitors:

- Most of them are Chinese, Tibetan, Mongolian, Uyghur, Indonesian, or Indians.
- They may be wandering the far reaches of the Silk Roads, escorting trade caravans as guards, guides or merchants, travelers to distant lands, and exiles from their homelands.
- They may bring exotic items, spices, early versions of gunpowder, exotic weapons, and similar items.

Visitors from Caucasus and Beyond:

- They are from Crimea, Kiev, Atil, Moscow, Baltic Coast, Kingdom of Georgia, coasts of the Caspian Sea and similar settlements north of the Black Sea.
- They may be running from the horde, migrating into more prosperous lands, trading along the Caspian Sea and more.
- They may bring weapons, quality ammunition, wool, fish and similar items with them.

North African Visitors:

- They are from Morocco, Algeria, Tunisia, or Egypt. Egypt is especially important due to being under Mamluk control, and there may be many visitors from the Sultanate of the Mamluks.
- They may act as scouts, spies, priests, immigrants, envoys, merchants, or messengers. They may be bringing important news from the Sultanate, going to Samarkand to fight against the Khaganate, trading along Syria and Mesapotomia, and more.
- They may bring ship parts, quality weapons, tomes and similar goods.

West African Visitors:

- They are from the Mali Empire, Timbuktu, Ghana, Sosso, and similar countries.
- They may be traveling to see the holy lands, running from internal conflicts, trading through the Sahara, coming on behalf of Mansa Musa, and many other reasons.
- They may be bringing ivory, exotic gems, weapons, exotic fruits, and many different goods.

Armors & Weapons

Weapons

Name	Cost	Damage	Weight	Property	Type
Steppe Bow	40 gp	1d6 piercing	1 lb.	Ammunition (range 120/500), Mounted (1d8), two handed	Martial
Steppe Kargi	5 gp	1d6 piercing	1 lb.	Finesse, Thrown (range 20/60), Mounted 1d8.	Simple
Hanchar	2 gp	1d4 slashing	1 lb.	Finesse, Light, Handy.	Simple
Shamshir	25 gp	1d6 slashing	2 lb.	Finesse, Light.	Simple
Yatagan	15 gp	1d8 slashing	3 lb.	Versatile (1d10), Handy.	
Katana	75 gp	1d8 slashing	3 lb.	Balanced.	Martial
Wakizashi	50 gp	1d6 slashing	1 lb.	Handy, Finesse.	Martial
Push Dagger	75 gp	1d4 piercing	1 lb.	Swift, Light.	Martial
Najhak	50 gp	1d8 bludgeoning.	1 lb.	Mounted (1d10). Handy	Martial

Mounted. This weapon can be used on mounts. If the user is proficient then the damage die becomes the designated amount in the paranthesis.
Balanced. When you roll 1 on a damage roll, you can reroll it but must take the second roll.
Handy. You can choose to deal piercing damage.

Armors

Armor	Cost	Armor Class	Special Effect	Str	Stealth	Weight
Leather Kaftan (Light Armor)	75 gp	12 + Dexterity modifier	-1 damage from ranged weapons	-	Normal	13 lb.
Leather Börk (Heavy Armor)	50 gp	-	-1 damage from melee weapons.	11	Normal	3 lb.
Steppe Leather Armor (Light Armor)	45 gp	11 + Dexterity modifier	Advantage on checks and saving throws made to avoid fall from a mount.	-	Normal	10 lb.
Silk Robe (Light Armor)	75 gp	13	-	-	Normal	5 lb.
Seljuk Mail Armor (Heavy Armor)	150 gp	16	-	15	Normal	30 lb.
Royal Khwarazm Armor (Heavy Armor)	100 gp	15	-	13	Normal	45 lb.
Ghulam Armor (Heavy Armor)	500 gp	17	-	15	Disadv.	50 lb.
Turkoman Armor (Medium Armor)	125 gp	13 + Dex (max 2)	-1 damage from ranged weapons	-	Normal	35 lb.

Samarkand
Crossroads of the Empires

The vivid colors, enticing scents, and inspiring beauty of Samarkand draw visitors from all over the Silk Road. Samarkand, a key city of the ancient Silk Road, is a hub of scientific innovation during the Islamic Golden Age, where scholars and intellectuals from all over the world gather to exchange knowledge and ideas.

The city's unique cultural blend is a testament to its history, where Persian culture and various nomadic traditions intersect and feed off each other. The streets bustle with life as merchants from every corner of the world peddle their wares, while the sounds of prayer echo throughout the city's numerous mosques.

Samarkand is nestled within the vast sultanate of Sultan Jalal ad-Din, a powerful ruler whose realm stretches across the vast expanse of Central Asia. However, recent events have shaken the city to its core. The forces of the Khaganate, a nomadic empire that has been rapidly expanding its territory in recent years, have besieged and captured the city, leaving it ravaged and war-torn.

The once-peaceful streets are now littered with rubble and debris, a stark reminder of the brutal conflict that has ravaged the city. The people of Samarkand fought valiantly against the invaders, but their resistance only served to enrage the Khaganate, leading to even more destruction and bloodshed.
Despite the chaos and devastation that now grips the city, there are still glimmers of hope to be found amidst the darkness. The people of Samarkand are resilient, and they refuse to let the invaders break their spirit. They band together to rebuild their shattered homes and businesses, determined to restore their city to its former glory.

As the dust settles and the smoke clears, the people of Samarkand look towards a future that is uncertain, but filled with possibilities. They know that their beloved city may never be the same again, but they also know that its unique blend of culture and history will endure, inspiring generations to come.

Culture

Samarkand stands in between the Eurasian steppes and Persian lands. There are many Turks, Persians, and Mongolians, as well as Sogdians and Arabs. Islam and Tengrism can be encountered among the population.

The balance between nomadic culture and sedentism has always been important for the Turks in the past centuries, a state of affairs that has been complicated by the adoption of Islam. Their earlier religion, Tengrism, was born out of the nomadic lifestyle and was a useful belief system for a people on the move. While some Turks maintain their nomadic way of life, some have been actively trying to embrace a more settled existence away from the barren landscape of the steppe. The settled life was not possible in Eurasian steppes, so they migrated to western lands and eventually came to Persia, the Caucasus, and Anatolia. As they adapted to a settled culture, they converted to Islam and, in time, established great sultanates under the Islamic banner. However, there are many Turkomans, Uyghurs, Kipchaks, Pechenegs, Khazars and many other tribes that still won't leave their nomadic roots.

Samarkand's nomadic population frequently came by the city to engage in commercial activity, either trading the wool and livestock they gathered or the plunder they collected during raiding seasons. Settled folk that do not live in the city come to the city to trade their wheat, wool, hay, fruits and similar agricultural goods.

There are some important aspects to both cultures:

Nomadic Culture	Settled Culture
Horses are really important for individuals. They are needed in most scenarios: Traveling, settling in new places, migrating, running away from enemies, engaging in raids. Horse culture gives nomads a "freedom" over the lands. Some families have two or three horses for each person.	Sheep, goats, and similar herd animals may prove to be more central in people's lives than horses. Horses are, of course, used frequently, but it is unusual for a person to have more than one horse. They are not an essential part of one's life.
Usually nomads are trained in the use of a bow, riding a horse, and raising livestock. They can serve as soldiers easily.	They are usually not trained in the use of arms. They are recruited as their lords in times of need with minimal training. They know how to tend a farm, or work in other professions.
They usually live in tents that are easy to take down and erect. They live in different lands in summers and winters.	They usually live in wooden or stone houses and if possible, behind strong walls.
Turks and Mongolians are usually Tengrist.	Most of them are usually Muslim, Christian, Jewish, or Zoroastrian.

Laws of the City

Depending on the tone of the campaign, Samarkand can be in two conditions broadly: Invaded by the Khaganate or not.

Before the Khaganate's invasion the city was ruled by the Kara-Khanids and by their Khan: Uthman ibn Ibrahim.

Uthman ibn Ibrahim was killed by Hulagu himself during the city's conquest. He was a brave soldier and a talented commander. He wanted Kara-Khanids to regain their power, and before the rise of the Khaganate, he had made a lot of preparation and established new ways to overcome the economic and internal hardships the Kara-Khanid Khanate was facing. When he ascended to the throne of Samarkand, corruption and rot and bribery were common practice in the courts, palace and soldiers. He fought against all those corrupt institutions, officers, merchants, city guards and tax-evaders. Unfortunately, his days came to a bitter end when he faced the blue-sky banners from the Central Asian steppes.

If a game is set before the invasion of the Khaganate, Uthman can be portrayed as the ruler who is trying to cleanse the city, sometimes with cruel methods, in order to bring down internal enemies within the walls.

After the Khaganate's invasion, Hulagu appointed **Kaidu** as the governor of the city.

Kaidu is a cousin of Ogedei Khagan and Hulagu Khan. He was a notable officer during his youth and was a trusted advisor to Batu Khan. He is a cruel and powerful horsemaster who fell from grace after the death of Ogedei. He was favored by Ogedei and had problems with the current khatun-regent Toregene and her nieces' actions. When Ogedei fell ill, Kaidu was ordered to march with Hulagu to Persian lands and Hulagu left him to rule in Samarkand in his stead.

*Kaidu has a niece named **Od Sarnai** (meaning starlight in Mongolian). She has healing powers and is a respected physician in Ordu-baliq, the Khaganate's capital. She has become disgraced and earned a bad name for her clan Barlas due to not being able to save a princess during childbirth. She and her child **Bars** were separated as a punishment. She wants to reestablish the clan's name in high places and wants to be reunited with her child.*

She resorted to violence when the disease began in Samarkand, and she took extreme actions in order to stop the disease. Violent fires and public executions can be traced back to her. Check out the Quests section later in this chapter.



Order in the city is kept by the Khaganate's army and most of them use **Guard**, Steppe Guard or Kün Guard stat blocks, depending on the situation and the balancing of an encounter. The city guard has two notable lieutenants, one is called Batubars, and the other is called Ali Tarkan.

Batubars (Steppe Rider)

When the times of trouble hit Samarkand, Batubars was one of the riders that brought those troubles through the gates. He was born in Inner Mongolia, after the day Temujin was crowned, declared that he would take over the whole world, and took the regnal name Genghis Khan. Batubars's father, Aybak, who was a minor commander, witnessed that day and joined one of the raiding parties that scattered the regions near Samarkand. Aybak died when an arrow pierced his neck; his body was never retrieved,and Batubars was forced to join the armed forces at an early age. He trained hard during those days and swore to bring what was left of his father back home. He is a serious but decent man, with no heart to play devious games. He believes in the strength of the arms behind him rather than deception and alike.

When the Khaganate sacked Samarkand, Batubars was one of the men of the vanguard because he knew from a seer that his father's remains would be in the city. When Hulagu asked for volunteers to stay in Samarkand, he stepped up immediately, swearing fealty to the new governor Kaidu. Since that day, he escorts the patrolling riders, carries out important jobs outside the city walls often, hoping to achieve his goal.

Ali Tarkan (Steppe Rider)

Ali Tarkan, born as Ghuran, was a notable commander during the days of Genghis Khan, and he was even old then. After Genghis Khan's passing, he led raiding parties throughout the Silk Road, but one day his path crossed a group of enemies from the Caucasus, and he was mortally wounded and left to die on the spot. He opened his eyes to a beautiful view, at a hilltop not very far from where he fell. His wounds were treated and somehow he managed to survive. He was saved by a monk named Bahar, a beautiful woman who was in service to an ancient and forgotten mosque. They were in love, and Ghuran converted to Islam and took the name Ali. Then he took Bahar as his wife, and he returned to service.

When Samarkand fell, Ali Tarkan was shunned by some of high ranking officers due to his choice of belief, but governor Kaidu offered him a job near his side. Kaidu trusted Ali Tarkan's loyalty and his willpower to carry out the nastiest of orders, and he respected Ali's experience during the time of Genghis Khan. Ali Tarkan was a man of duty and he was a rational person. His decisions and actions usually made sense, but they could be seen as cruel.



Crime	Punishment
After the sun has set, individuals need to carry lanterns, torches or some other light source.	Usually a fine worth ~50 gp.
Theft	Cutting of one hand or a fine worth double the value of the stolen possessions. Minor thievery can be pardoned depending on the judge.
Murder	Punishable by death. If it was self-defense or happened due to strong provocation, a blood payment (in the form of golden coins) could be in order.
Major Crimes	Sexual assaults and similar crimes are usually punishable by death. Physical assault such as breaking limbs, torture, permanent damages and similar actions require blood payment or may be punishable by death.
Organized Crime	Punishable by death. Bodies hung around the city as an example.
Adultery	Lapidation, humiliation, or exile.
Tax evasion	Usually death by hanging by making an example out of the criminal.
Defeatism	The death penalty or exile.
Treason (Selling information to enemies, spying on for them, and similar activities)	Punishable by death.

After the Khaganate's Invasion

Crime	Punishment
After the sun has set, individuals should return to their residences immediately and should not go out.	Imprisonment or forced labor and about 50 gp payment is required, depending on the reason the individual was out at night.
Stealing a mount.	Punishable by death.
Agitation	A beating, a loaded fine, or humiliation in front of the public.
Minor Crimes	Usually forced service and serving the community.
Major Crimes	Usually punishable by death.
Conspiring against the Khaganate.	Usually punishable by death. The body is then hung in the streets as an example.

Locations

Shah-i Zinda

The necropolis that lies outside the walls of Samarkand. There are many tombs, mausoleums and nameless graves within its old and crumbling walls. Most refugees, outcasts, and opportunists wait silently in Shah-i Zinda, only to be ignored by the great city.

For further information, a map and some possible NPCs of Shah-i Zinda, check out Act I: Wuthering Clouds in Herald of Rain.

Shameat Taqtur - The Dripping Candle - شمعة تقطر

The Dripping Candle was founded by childhood friends Madhat and Ehab, who with little more than a dream and empty pockets, set out to create a refuge for travelers. As they grew older, their friends, tired of their own pursuits, began to lend a hand at the inn. Over time, the staff of the Dripping Candle became a motley crew of retired seniors, lending their experience to the daily operations.

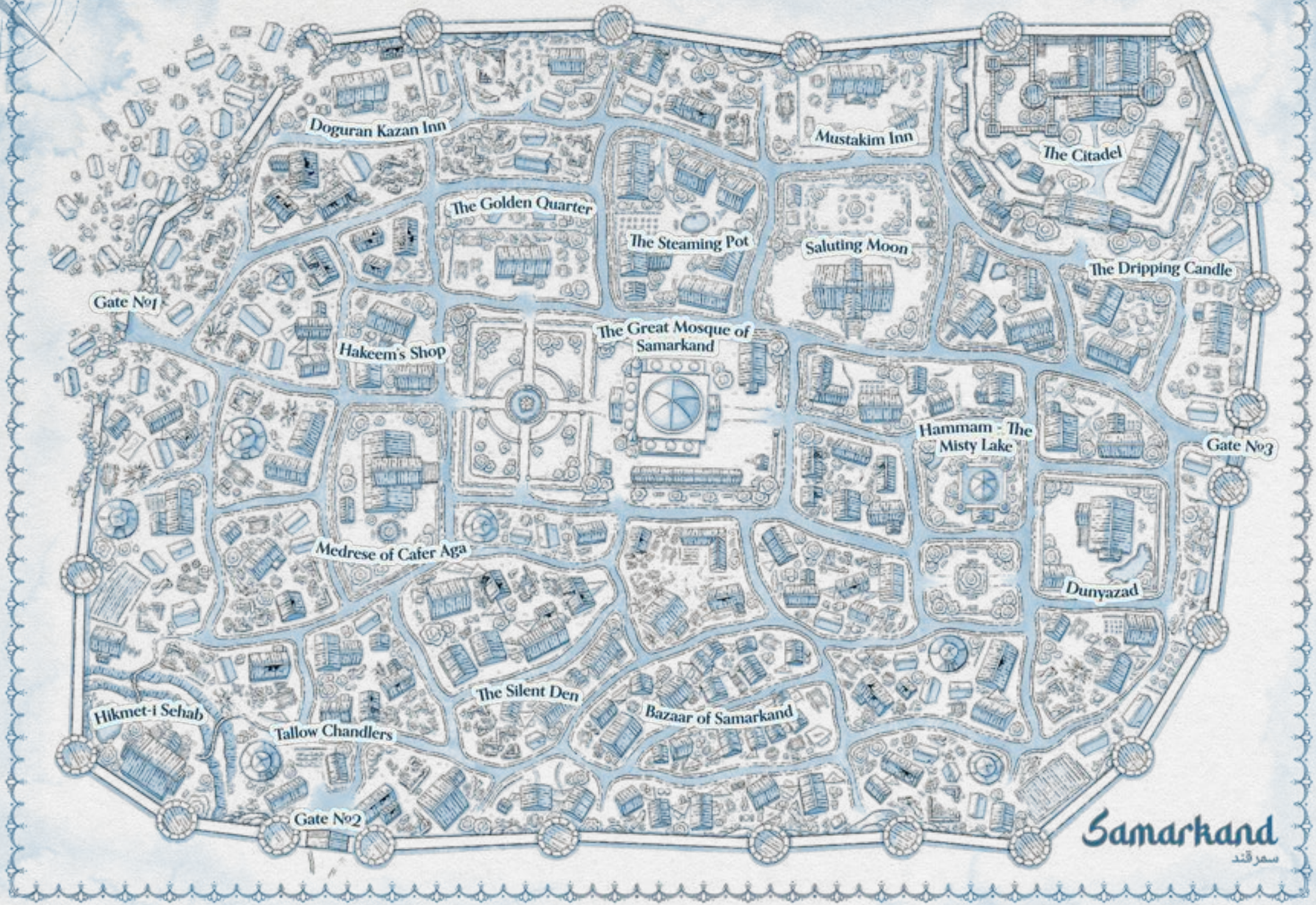
Though the service at the Dripping Candle is slow and the workers grumpy, it is renowned for its affordable prices. With rooms as cramped as a single bed, barely any privacy due to cloth dividers, and sheets that carry a lingering odor, one can spend the night for a mere silver coin.

One can encounter interesting people while staying here, as it draws the attention of many.

The Dripping Candle, as its name suggests, is a haven of light, illuminating the darkness with its thousands of flickering candles. As soon as one steps inside, the soot-covered black walls and grizzled concierge are a testament to the absence of luxury within its walls. However, for the less fortunate visitors of Samarkand, it is a great refuge.

The building is grand in size, but the rooms are cramped and stuffy, partitioned by makeshift walls that divide each space into thirds. The workers, stooped with age and slowed by time, seem to move with the deliberate pace of a clock, their every step measured and methodical. It is as if time itself stands still within the walls of the Dripping Candle, as one waits for a room to be assigned.

d6	Result
1	A thief or a conman who is currently a new star shining in their thieves' guild.
2	An elderly mercenary who is very grumpy and angry.
3	A con-artist claims to be the best fortune-teller around.
4	An actual fortune-teller with seeing powers but hiding their talents.
5	A smuggler who recently brought interesting goods.
6	A merchant who needs money immediately and gives a huge discount to anyone who buys from him. (Perhaps a masquerading merchant)


Doguran Kazan Inn
Mustakim Inn
The Citadel
The Golden Quarter
The Steaming Pot
Saluting Moon
The Dripping Candle
Gate №1
Hakeem's Shop
The Great Mosque of Samarkand
Hammam - The Misty Lake
Gate №3
Medrese of Cafer Aga
Dunyazad
The Silent Den
Bazaar of Samarkand
Hikmet-i Sehab
Tallow Chandlers
Gate №2
Samarkand
سمرقند

Rube Dhahabi - The Golden Quarter - ربع ذهبي

As you step through the gleaming entrance of the Golden Quarter, the grand lobby spreads out before you. A well-dressed busboy approaches, offering a warm welcome and a helping hand with your bags. Another attendant appears, proffering a glass of crisp cucumber water, refreshing and invigorating. The distant echoes of Mongol soldiers, garbed in traditional loincloths, returning to their rooms from the hammam below, their expressions of awe a testament to its restorative powers. The busboy guides you towards the concierge, where a smiling lady awaits to attend to your every need. Whether you seek a luxurious room to rest in, or a day of steamed indulgences and rejuvenating massages, the Golden Quarter caters to the elite ranks of Mongol soldiers and successful Samarkand merchants alike.

Ehan, a wealthy businessman of Semerkand, presides over The Golden Quarter - a luxurious inn that promises its residents a life of opulence. Known as the finest establishment in the region, it is a testament to its prestige, as it houses only the most exclusive guests. The Golden Quarter is a grand edifice, boasting five floors and 200 rooms, including opulent suites reserved for the most distinguished guests. It has become the preferred residence for high-ranking Mongol soldiers, who pay for their stay by refraining from disturbing the elite patrons who spend their time there. The Golden Quarter is renowned for its famous hammam, where whispers suggest that many crucial business dealings in Samarkand are sealed within its marble walls.



Bazaar of Samarkand

Samarkand is dotted with bustling marketplaces, where skilled artisans and merchants showcase their wares. These lively, crowded spaces are a hub of activity, as locals come to shop for the week. Remarkably, the marketplaces were spared the Mongol's destructive rampage, as the invaders valued the talents of the artisans and sought to incorporate them into their own society. Thus, the markets have served as a haven for many.

The Falcon Beak

The Bazaar of Samarkand hosts one of the most interesting thieves' guilds in the Silk Road, the Falcon Beak, where all members of the guild choose to speak through their falcon or hawk companions, using them for reconnaissance and other similar activities, even theft.

Their leader Aziz Bilal (Spy) is a mute with a limited spellcasting ability and a Rank 2 Beast Tamer (has all abilities in Rank 1 and Rank 2). They usually take jobs in the wilderness and mostly choose their targets among nobles, rich merchants and those who show cruelty to the wildlife and animals. Aziz has more than twenty thieves (Scout or Spy) at his command, most of them have the ability to talk through their tamed falcons or other flying beasts.

Alwistaria - Mor Salkım - Tailor

As you tread cautiously into the shop, a palpable stillness envelops you. The once-bustling emporium now lies barren and abandoned, a shadow of its former self. Threadbare bolts of fabric line the shelves, their vibrant hues now dulled and faded, a testament to the scarcity of recent customers. Just as you begin to wonder if the store has been completely forsaken, a curious figure emerges from the back room, her voice breaking the silence. "Oh, my! You startled me. I wasn't expecting any visitors today. How may I assist you in your search? Unfortunately, our stock is rather limited at the moment."

In the bustling streets of the neighborhood, a beacon of fashion and elegance used to shine brightly, drawing the gaze of all who passed by. Alwistaria, the renowned tailoring shop owned and operated by the masterful Naadia, was the destination of choice for those seeking the epitome of style and craftsmanship.

With her nimble fingers and keen eye for detail, Naadia brought each and every garment to life with intricate designs and masterful stitching. Her reputation as one of the region's most talented tailors was well-deserved, and her shop was the topic of conversation among every woman in town.

But what truly set Naadia and Alwistaria apart was their commitment to affordability. Naadia's designs were accessible to all, making her the go-to tailor for those looking for top-notch

craftsmanship at reasonable prices, thus making her the busiest woman in town.

The once crowded tailoring shop Alwistaria, however, fell silent after the Mongolian attacks. With no customers other than the occasional Mongolian warrior in need of repairs, Naadia's talents were left idle, waiting for better days to come. The once lively shop now stands empty and silent, a haunting reminder of the destruction wrought by the invaders.

Taher's Jewelry

Two Mongolian soldiers emerge from the jeweler's shop. They proudly display their ill-gotten gains, sparkling necklaces grasped firmly in their hands. Their laughter echoes down the empty streets as they walk away.

Inside, the shop's owner, Taher, sits behind his counter, his hands slightly shaking as he absentmindedly puts away the jewels he has just shown. He mutters to himself, "Filthy Mongols," his words barely audible. He is disheveled and defeated, a far cry from the proud and successful jeweler he once was.
As you enter the shop, Taher's eyes flicker up to meet yours, and he straightens himself immediately. "I thought they had come back," he says, a hint of fear still lingering in his voice. "Welcome! I'm sorry, I haven't seen much of anyone besides these invaders for a few days. No one really has the money or interest to buy jewelry, as you might guess." He manages a small, tired smile. "So, how may I be of service?"

Taher's jewelry business is a legacy passed down through generations of his family. From a young age, each member of the clan was taught the intricacies of crafting a necklace, polishing a ring, spotting the flaws in a diamond and all the other secrets of the trade. The family was renowned throughout the neighborhood as a trusted source for quality jewels. Taher, in particular, was known for his discretion, even serving as a de facto pawnshop for his most trustworthy customers. But his tranquil existence was shattered by the Mongol invasion. His family was brutally murdered in their home, but Taher's particular set of skills earned him a reprieve, as the invaders sought to recruit him into their ranks.

Habib's Tool Shop

As you enter the cluttered shop, Habib is busily packing away various items into large crates. "Salam, friends," he greets you. "Most of the goods have been packed up, but if there's anything that catches your eye, please do let me know." The shop is in disarray, with tools strewn haphazardly across the floor, ropes knotted together in tangles, and broken lanterns discarded to the side. "Forgive the mess," Habib says, his voice quavering. "The Mongols have deemed me more valuable in their treasure trove than as a simple shopkeeper. I must accompany them on their journey until they see fit to release me." He gestured to the items around him. "Please, take whatever you like. Money holds no value for me anymore."

Habib was a well-known and affable young man in the community, known for his ability to procure any tool or item requested. His shop was located in a bustling neighborhood where the majority of the housing converged, resulting in a large and thriving client base. However, the Mongolian invasion brought his business to a halt. With many of his clients losing their homes, and the Mongols recruiting skilled craftspeople to join their ranks, Habib found himself among those conscripted. He was ordered to pack up his shop, as much as he could, and depart with the invaders to their camp.

Horse Bazaar

The ancient horse bazaar has remained unscathed by the marauding Mongol horde. The merchants have been deemed the fortunate ones in the village, as their clientele underwent a dramatic transformation. As you wander into the makeshift stables, you are met with the sight of Mongol warriors milling about. Some peruse the available steeds, seeking new mounts for themselves, while others engage in hiring handlers for their own beasts. Stealthy figures lurk in the shadows, discreetly conducting their transactions, seeking to avoid drawing undue attention from the conquerors. The townsfolk all comport themselves with utmost decorum, hoping to evade notice from the invaders.

For generations, the Horse Bazaar of Samarkand was a stronghold of eight powerful families. Their sprawling ranches, nestled just beyond the city limits, were home to vast stables and wide open pastures where the horses roamed free. Each day, the families descended upon the bazaar, filling it with makeshift stalls and feeding stations, offering their finest steeds for sale. Buyers from near and far came to purchase the highest quality horses, but with the arrival of the Mongols, the market has shifted. Regular customers have disappeared and the conquerors purchase the horses at fire-sale prices, but the families are fortunate to have their homes and businesses untouched. They keep a low profile, but behind the scenes, they are supporting the growing rebel movement within the city, using whatever influence they still hold.

Blacksmith

The blacksmith holds the horseshoe in his hand, a look of uncertainty etched on his face as he turns to his apprentice. "I don't know, I've never made one before. Do you think it will break?"

The apprentice nods, his eyes scanning the rows of gleaming kilij swords hanging on the walls. The forge is alight with the heat of the flames and the clang of metal on metal fills the air as the two blacksmiths work tirelessly on their horseshoes.

As you approach, the blacksmiths' eyes meet yours and one of them greets you with a friendly wave. "Ah, a visitor! Welcome, welcome. Take a look around, we've got a fair selection of weapons ready for use. But if you're looking for something specific, it may take a bit longer. We're currently grappling with these peculiar horseshoes the Mongols have commissioned us to make."

For Sadaat, the blacksmith's forge had been a constant companion for as long as he can remember. Inheriting the trade from his uncle who could no longer keep up with the demands of the craft, Sadaat took on the mantle of the family's legacy.

Their shop was one of the few in the city that possessed the expertise in weapon-making, their reputation preceding them. They supplied the entire city guard and personal buyers, and their products are still sought after by the wealthy and powerful visitors of Samarkand.

Their swiftness is renowned, as most of their products were standard, ready-made kilij swords for the everyday buyer. But it is their custom-made creations that truly set them apart, it made them the talk of the town. The mere mention of their shop evokes images of masterfully crafted weapons, honed to perfection by the skilled hands of Sadaat and his team.

The Silent Den

The Silent Den, a place whispered of in hushed tones, lies nestled deep within the cavernous depths of the city's outskirts. A rugged descent down rocky stairs leads to a formidable door, revealing nothing of the decadence within. But pass through that threshold and one is greeted by a sensual feast for the senses. Beautiful women, their allure undeniable, beckon one further in. The air is thick with the heady scent of shimmering oils adorning half-naked bodies, writhing to the pulsing beat of the music emanating from a nearby stage. The den is a playground for the hedonistic, a place where inhibitions are cast aside and pleasure is the only pursuit. The muscled guards, their physiques almost otherworldly, keep watch over the revelers as they take their chosen companions to private chambers hidden deeper within the den.

The Silent Den, a place of taboo and forbidden desire, is the dirty secret that the entire community of Samarkand chooses to ignore. Wives turn a blind eye as their husbands slip away to indulge in its forbidden delights. Fathers pretend not to notice as their daughters, cast aside and desperate, seek solace within its stone walls. And the patrons of the den, lost in the heady rush of pleasure, willfully ignore the sinfulness of their actions. Even the ruthless Mongol soldiers, feared conquerors of the land, remain ignorant of the debauchery that transpires within its walls. But within the den's shadowy depths, all manner of sex workers, of every age and gender, ply their trade, offering the illicit thrill of pleasure to all who seek it. And yet, despite its sordid reputation, the den remains a place of secrecy, where whispers and secrets are traded in hushed tones, and where all know to keep their lips sealed.

Coffeehouse - The Steaming Pot Coffeehouse

As you enter the room, the familiar space that once hummed with the idle chatter of neighborhood gentlemen now hums with a different energy. The Mongol soldiers, newcomers to this place, have made it their makeshift headquarters. Faisal, the server, moves about the room with a sense of unease, his eyes scanning the maps that lay strewn across the tables, trying to make sense of their plans. A small boy scurries about, bringing tea to the soldiers and tidying up after them. From time to time, Faisal hands the boy a napkin with scribbles on it, sending him outside with a secretive air. The Mongols have commandeered a large table, turning it into a map of Semerkand, standing above it talking about their plans. Some of the soldiers play games and laugh boisterously at the nearby tables, while others huddle in quiet conversation, sharing tales of the day's patrol.

The Steaming Pot was a sanctuary for the men of the neighborhood, a place where they congregated in their spare moments to socialize, play games, gossip, and exchange unsolicited business advice. The name was fitting, for Faisal, the proprietor, kept a never-ending pot of tea steaming on the stove. The smoke from the hot tea and hookahs mingled together to create a warm, inviting atmosphere. But after the Mongol invasion, the place was transformed. The once cozy sanctuary was overrun by uniformed men, demanding tea and food, and leaving a trail of dirt and disorder in their wake. The neighborhood men were banished, no longer able to enter their beloved gathering place.

Hammam - The Misty Lake

The hammam is a sanctuary, a steamy refuge for the people of Samarkand. It is the one place where they could rest and relax, away from the constant stress of living under Mongol occupation. The Mongol soldiers, preferring the luxuries of the hammam in the Golden Quarter, leave this one alone, allowing the citizens of Samarkand to reclaim it as their own. Those who could not escape the city find solace here, seeking a semblance of normalcy in the midst of chaos. The hammam is divided by gender, with men and women occupying separate sections. The patrons walk about in their loincloths, pouring hot water over their heads from bowls and receiving massages in the middle of the hammam. A collective secret among the patrons is that anyone in need of hiding from the Mongols can find safety in the inner chambers of the hammam, paying for their protection by assisting the owner, Abbas.

The hammam is a sanctuary, tended to by Abbas, an old man whose heart had been broken by the loss of his sons in the Mongol attacks. With no one else to turn to, he returned to his profession, reopening the hammam as a safe haven for those in need. He welcomes all who sought refuge, offering them a place to hide and work in exchange for a small offering of food to keep the hammam running. In the midst of turmoil and destruction, the hammam remains a steady beacon of hope, a place where the refugees could find a sense of home.

Quests

This section is dedicated to Game Masters. It is advised that potential players should not read the Quests section.

*The quests that are presented here are designed as guidelines, hooks, and tools for potential adventures, side quests, and optional challenges set in Samarkand. Some of them can be played during our adventure, **Herald of Rain**. However, the Herald of Rain's **Samarkand** chapter heavily features a sickness that has taken over the city. The adventure's pacing may not be suitable for these quests. Some NPCs may recur in both books.*

Homesickness

*If the game follows the adventure in **Herald of Rain**, this quest can be started during the **Samarkand: Wartorn Skies** in **Act I: Wuthering Clouds**. If it is started before the disease spreads, it should be easier.*

Recommended Level for this quest is Level 2.

The half-orc **Hashem (Tribal Warrior)** has entered the city secretly. If the adventurers followed the adventure in **Herald of Rain** and agreed to bring him along, they would have already met with him and are probably on good terms. If not, Hashem enters the city through a smuggler and asks for help from the local adventurers. He will stop by most taverns and would like to hire some swords in exchange for a ruby worth 50 gp.

Hashem's mother Nursema (**Commoner**) is located in a nursery near the northern walls. If the quest takes place while the disease is raging, the nursery is full of diseased people. Otherwise, it is a nursery where prisoners are held. Nursema entered the city through illegal methods. The nursery is guarded by three **Steppe Riders** who are loyal to the Khaganate: Aykublai, Yultuz, and Chimeg. Nursema is not allowed to leave because she illegally entered the city.

Aykublai (LE): Aykublai obeys any order given by his commanders, even the cruel ones. He cares about his job and doesn't want any trouble with his commanding officers or other people in charge. He keeps a close eye on the patients at the nursery, but his gaze is mostly fixed on the ones that are dangerous. If the quest happens during the disease outbreak, Aykublai will strike anyone who touches him due to his fear of contracting the disease. He carries a potion of healing.

Yultuz (LN): Yultuz cares about order and things going smoothly. He may make compromises about small things to protect the general order. He usually deals with the paperwork. If the quest happens during the disease outbreak, Yultuz will show first symptoms and will try to kill anyone who lives in the nursery.



Chimeg (CN): Chimeg cares about his comfort and does not want to be bothered in general. He is more inclined to take bribes and is open to similar means of corruption. He protects one of the entrances and his **Ferghana Horse** is usually nearby. If the quest happens during the disease outbreak, he will try to not let anyone come near and may take drastic actions such as burning down the nursery if he gets angry enough.

Chulu (Commoner, N): Chulu has proficiency in the Medicine skill and his Wisdom is 14. He is the one taking care of the patients here. He is an elderly and weak man and depending on the adventurers' actions, he may stay quiet.

A White Canvas

Recommended Level: 2 or 3

Derya Nurperdaz (Fortune-teller, CN): Derya worked for Sefir, the antagonist of **Herald of Rain**'s first act. She didn't know that the box she delivered would spread the disease. She was only asked to place the box in a crowded street for an extraordinary fee. Due to the adventurers' potential actions in the Herald of Rain storyline, Sefir's initial plan to get rid of the Tallow Chandlers may never have been put into motion.

The Tallow Chandlers is a secret organization run by her, consisting mostly of women, and it deals with thievery, trading secrets, knowledge brokerage, and similar underground activities. As their leader, Derya is a woman of pragmatism and intrigue. She cares about the continuity of her job, the security of the women that work for her, and, of course, the coins coming in from their endeavors.

If the adventurers have met with her during the events of **Herald of Rain** (**Act I: Wuthering Cloud**, **Tallow Chandlers**), she may seek them herself or one of the women that works for her named **Asu (Spy)** could reach out to them for a job, looking for agile and strong adventurers and possible practitioners of the arcane arts.

When Asu reaches out, she will give this information to the players about the job:

- The reward is 100 gp for each adventurer.
- A woman that worked for the guild has gone missing. Her name is Seher, and one of their HQs has been destroyed, many bodies were found except hers. Four women died, and they think that Seher was taken.
- There are horrible markings on the walls of the HQ as well as a strong smell of roses.



- They need to find Seher and bring back to safety if she is still alive.

Seher (Spy) has interesting arcane abilities that are connected with fortune telling and divination. Apart from usual crystal or hand fortunes, she can draw the future or the past on empty pages. When she has an object from a person (the object must be precious to them), she can concentrate for 10 minutes and spends this time drawing pictures that reveal hidden truths about her subjects. She is the main source of information for Tallow Chandlers, and Derya cares about her deeply, both on a personal level and from a professional perspective. Seher actually has the abilities of a Siyah Qalam (Black Pen) (Check out The Black Canvas of Fararood part in the Wilderness section for further information about them).

One of the members, Shahzaman (Siyah Qalam Master), discovered her abilities and offered her the opportunity to come with him to their base and hone her abilities. He gave her some quests firsthand to test her abilities. During the quests, Seher fell victim to her curiosity and stole a small trinket from Shahzaman and used it for a drawing. Unbeknownst to her, Black Pens' drawings could actually come true and she created a half-daeva during the process. The Half-daeva panicked and rampaged the building, killing four women from the Tallow Chandlers. She got away from the half-daeva and is looking for Shahzaman to escape the city.

The half-daeva acts like it owes Seher its life and has promised to guard her no matter the cost.

If the adventurers take the quest, they will be escorted to the HQ. It is a small building with two separate rooms, mostly used as storage. Seher had her personal room in here. There, Derya will be waiting for them and will emphasize Seher's importance to their organization. She may even subtly threaten the party if she doesn't like their attitude.

An investigation in the HQ reveals the following (Higher DCs also reveals information on earlier checks as well. For example, if an adventurer scores 17 in an Arcana check, they will learn both DC 10 Arcana and DC 15 Arcana results.):

- **DC 10 Intelligence (Investigation):** There was a large creature in the building, and it used claws and possibly some sort of magic that includes fire. There is a note that partially survived, revealing three locations and three dates:

  - A flask of Chinese liquor that is half drunk by a woman that don't drink anymore / The Dripping Candle
  - A shovel that belonged to a man who buried his love / The Steaming Pot
  - An arrowhead from a warrior who hunts during the full moon / Horse Bazaar

- **DC 10 Intelligence (Arcana):** The creature mostly used magical fire, and there are hints that it could be a fiendish creature. However, the smell of roses does not fit a usual fiendish creature's description.

- **DC 15 Intelligence (Investigation):** There are traces of gold on the ground, and some of the bodies' finger tips. The creature may be using bludgeoning weapons, somehow golden.

- **DC 15 Intelligence (Arcana):** Gold, flame, and rose together usually means an underground Zoroastrianist cult. It could be their doing.

- **DC 20 Intelligence (Investigation):** There is a drawing in a place that could easily evade ordinary eyes. It depicts a magnificent drawing: a woman (Seher) is receiving flowers from a man with different colored eyes on the back of a creature that is made of gold.

- **DC 20 Intelligence (Arcana):** Gold, flame, and rose don't actually add up together, but gold is usually associated with daevas, fiendish creatures from Zorostrianist cults. The creature that was here could be a **half-daeva**. The creature in the drawing, the adventurer surmises, is a **half-daeva**.

Dripping Candle: Seher and Shahzaman traveled here together and they found a Chinese merchant from Beijing named Lin Yue (**Commoner**). She lost her husband while traveling, and she had a first-class liquor from their home they promised to drink when they reached Constantinople. Seher convinced her to share the bottle to move on and be free, and they drank all of it together. Seher then stole the bottle. Lin Yue didn't act on it even though she realized it.

Lin Yue can be found there. She can be persuaded (DC 10 Charisma) to talk about this event and will remember that Seher and Shahzaman talked about a "garden with roses," and also a Turkoman woman came looking for her and quickly left when she learned all.

The Steaming Pot: Seher traveled here alone and found Richard (**Knight**), an old crusader that returned to the Silk Road to bury his wife. He was captured during a raid conducted by the Khaganate and gained his freedom around Samarkand. Seher tells a story of losing a lover and asks if she can use the shovel when she also finds his body. Richard gives her the shovel.

Richard can be found in the Steaming Pot during the day. He will be reluctant to share Seher's story if he deems the adventurers untrustworthy. If the adventurers reveal that they are doing this for the coinage, he will refuse to cooperate. Otherwise, he can be persuaded or deceived: a successful DC 13 Charisma check (Persuasion, Deception, or Intimidation) is required to coax Richard to tell the story. He recalls Seher talking about "the garden near the hammam" (Any local would point out the garden near the Misty Lake) and will also talk about a Turkoman woman who came and asked about Seher. Richard didn't tell her anything.

The Horse Bazaar: Seher and Shahzaman traveled here together. Seher found a female **Steppe Rider** named Aygüzel, a horse trader and a strong warrior. As a very old tradition, Aygüzel and other Turkomans go raiding when it is the full moon. While she was distracted, Seher stole a single arrow from her quiver, thinking it would not be an important loss for the warrior. However, Aygüzel was furious, because it was a gift from her late mother and decided to track Seher down once she noticed this thievery. Her companion Temur (Steppe Guard) stayed behind to deal with the trade.

Other people in the horse bazaar could point out Temur, as he has seen the girl the adventurer may ask about. Temur will be reluctant to share the information, as he believes the adventurers could pose a threat to Aygüzel. He must be intimidated (DC 13 Charisma) to talk. He may resort to violence if necessary, or could try to run away if too intimidated.

The Misty Lake: From morning to evening, Aygüzel will wait for Seher to come here. In the evening Seher will arrive looking for a smuggler to smuggle her out of the city. If not interrupted, Seher will be attacked by Aygüzel and will be taken as a hostage. In ten minutes, Shahzaman will arrive.

Conclusions:

- If Aygüzel is stopped without violence, she can be convinced to let go of the situation, which will require a DC 15 Charisma (Persuasion) check.
- Seher is indecisive about whether she wants to go or not. The adventurers may have an impact on her decision.
- Shahzaman will ask the adventurers to stay quiet about this, as he doesn't want enemies in Samarkand. He will tell the truth about Seher's abilities, and he believes they are being put to bad use. If they let this go, he will award each of them with a Blank Page of Black Pen. Check out the Items section for further information.
- If the adventurers successfully lie about the situation to Derya, she will not pay them and will be disappointed but will not hold any grudges. If she discovers they are being untruthful, she may want retaliation.

Ashes to Ashes

Recommended Level: 3

*Governor Kaidu's niece **Od Sarnai (Steppe Shaman)** started to wage war against the disease using her own techniques. She and Kaidu disagreed vehemently with each other on the correct approach to combating disease until it reached a point that Od Sarnai felt she had to go against her uncle's wishes and rebel. Od Sarnai commands six **Kün Guards** and two **Steppe Raiders**, and her lieutenant is a Steppe Rider named **Chagatai (LN)**. She and her soldiers have started to burn down buildings with still living infected people inside, trying to slow down the disease. In addition, they have been burning buildings with libraries and collections of books and manuscripts. Od Sarnai is gathering information on a ritual that could put an end to the disease. The fires they started help cover up her trail.*

She is a healer wishing to reunite with her child. By eliminating the disease, she believes that she is fulfilling her duty as a healer and will convince Hulagu Khan that she has repented for her sins. She does not care if she does horrible things in the furtherance of this goal.

A building adjacent to the adventurers has caught fire, and the resulting chaos has disrupted the adventurer's sleep just before dawn. This particular incident differs from the usual fires that occur in the city since the Khaganate's forces have intervened to combat the disease in accordance with their protocols. In this instance, the Khaganate's men are attempting to contain the spreading fire. More fires and other events are to happen in the upcoming days, typically occurring at dawn.

The First Building: The burned building was mostly abandoned, and upon investigation of the ruins, it was discovered that at least fifteen people had perished in the fire. However, an elderly woman named Hatice was the only survivor, and she barely made it out alive. Unfortunately, Hatice will hold the adventurers responsible for the blaze, but due to her advanced age and confused state, her accusation won't immediately lead to the persecution of the adventurers. Nevertheless, the adventurers will need to take action to clear their names. The city guard Batubars will approach them and ask for their assistance in identifying the individual(s) responsible for the fires that have been occurring in the city.

If the adventurers investigate the building themselves and talk to neighbors and nearby shop-owners (DC 11 Intelligence or Charisma checks - proper skill or tool proficiencies may apply for different situations), they will gather the following information:

- A woman and her soldiers brought many people with them to the building this morning. She left with three little boys, ages ranging from 8-12 (Od

Sarnai rescued the children, even though they carry the disease. She believes they will be cured once she is successful).

- The building belonged to an arcane researcher before he perished without an heir years ago.
- The books appear to have been taken before the fire. Some believe that the woman took the books.

If the adventurers investigate the premises and ask locals, they learn about some buildings that contain small libraries and interesting books. This part may take longer at the discretion of the GM, by letting adventurers conduct research with their abilities, contacts, and expertise. For instance, a rogue might try to use an underground contact like Tallow Chandlers to gain information.

Second Building: The building is an old inn-turned-infirmary with an owner called **Qasim (Thug, NE)**. He is known as a greedy man and turned the disease into a business by hiring healers and blackmailing them into working for him. He hired two **Steppe Raiders** as bodyguards and over the years he gathered a small library with important books. Od Sarnai will target this building.

Third Building: An elderly woman named Hafiza (**Commoner**) lives here. She hosts many sick people and tries to treat them. She shares her food and water supplies and makes a point of being with dying people in their last moments. Her late husband was a librarian and copied many books, so she holds onto them as important keepsakes. Od Sarnai will attempt to set the building on fire on the third day's dawn to reclaim the books.

The Ritual: Od Sarnai must sacrifice three of her most loyal men and use their blood in the ritual with one of the sick people's tears. Combining the mixture with spices, herbs, and correct words found in the books, she aims to cleanse the city. Unbeknownst to her, it will summon a Malkus Shade.

The ritual takes place near the Doguran Kazan, at the top of the nearest tower, during a new moon. If the ritual is not prevented, spell rebound will hurt the city in a way determined by the GM.



Isfahan
Jewel of the Realm

Isfahan, the capital of the Sultanate, where mighty sultans once reigned, the brightest jewel of the silk road. Nestled amid ancient mountains and the birthplace of civilization, this city echoes with the power of the past. The Ashina bloodline, nomadic conquerors, raised their crescent flag and forged the Seljuk Empire. Now, the throne belongs to the Khwarazmians, and their fearless ruler, Sultan Jalal ad-Din Menguberdi “God-given” Khwarazm-Shah, sits upon it.

Isfahan teems with life, a hub of bustling activity where the warrior culture still thrives. Mercenaries and soldiers strut through the streets, reminding all who witness their presence of the city's storied history.

In Isfahan, Persian and Islamic art unite in a breathtaking display of grandeur. Its majestic boulevards, covered bridges, and palaces are adorned with intricate tilework, while its mosques and minarets soar towards the heavens. The city's storied past is on full display in its historical buildings, monuments, paintings, and artifacts, earning it the Persian proverb: "Isfahan is half of the world."

At the heart of the city lies a magnificent square, north of the main courtyard, the Maydān-e Shāh. The northern border of this square is marked by the Great Mosque of Isfahan, a true masterpiece of architecture. At the southern end of the square stands the Mosque of Ali, a testament to the city's enduring legacy of beauty and splendor.

Isfahan is a city of ceaseless action, where intricate plans and unbreakable brotherhoods reign supreme. The air is electric with excitement, and you can feel the pulse of the city as you stroll through its bustling streets. Everyone has somewhere to be, and they're in a hurry to get there.

As the sun sets, the tempo of the city begins to change. Crowds of people relax and unwind, eagerly anticipating the feasts that await them at home or taking refuge in taverns where they can smoke away the worries of the day. Here, they are treated to the mesmerizing movements of belly dancers and happily become lost in the magic of the night.

Life in Isfahan can be tough, but as the night descends, the people find solace in each other's company, their spirits lifted by the promise of a new day to come.

Culture

Isfahan, the city of the Sultan, is a place of warlords and armies, where glory reigns supreme. This emphasis on protection creates ample opportunity for mercenaries to find work within its walls. Yet this city is not solely defined by its military presence. Its people are immersed in the arts and culture, infused with a warrior spirit, keeping alive the three century old spirit of the Seljuk Empire and heritage of the sultan of sultans Malik-shah I.

As an important stop on the Silk Road, Isfahan welcomes merchants from near and far, who bring with them a rich tapestry of cultural and artistic influences. The result is a city where creativity and combat coexist, giving rise to a unique and vibrant community unlike any other.



Some notable aspects of Isfahan's culture can be seen below:

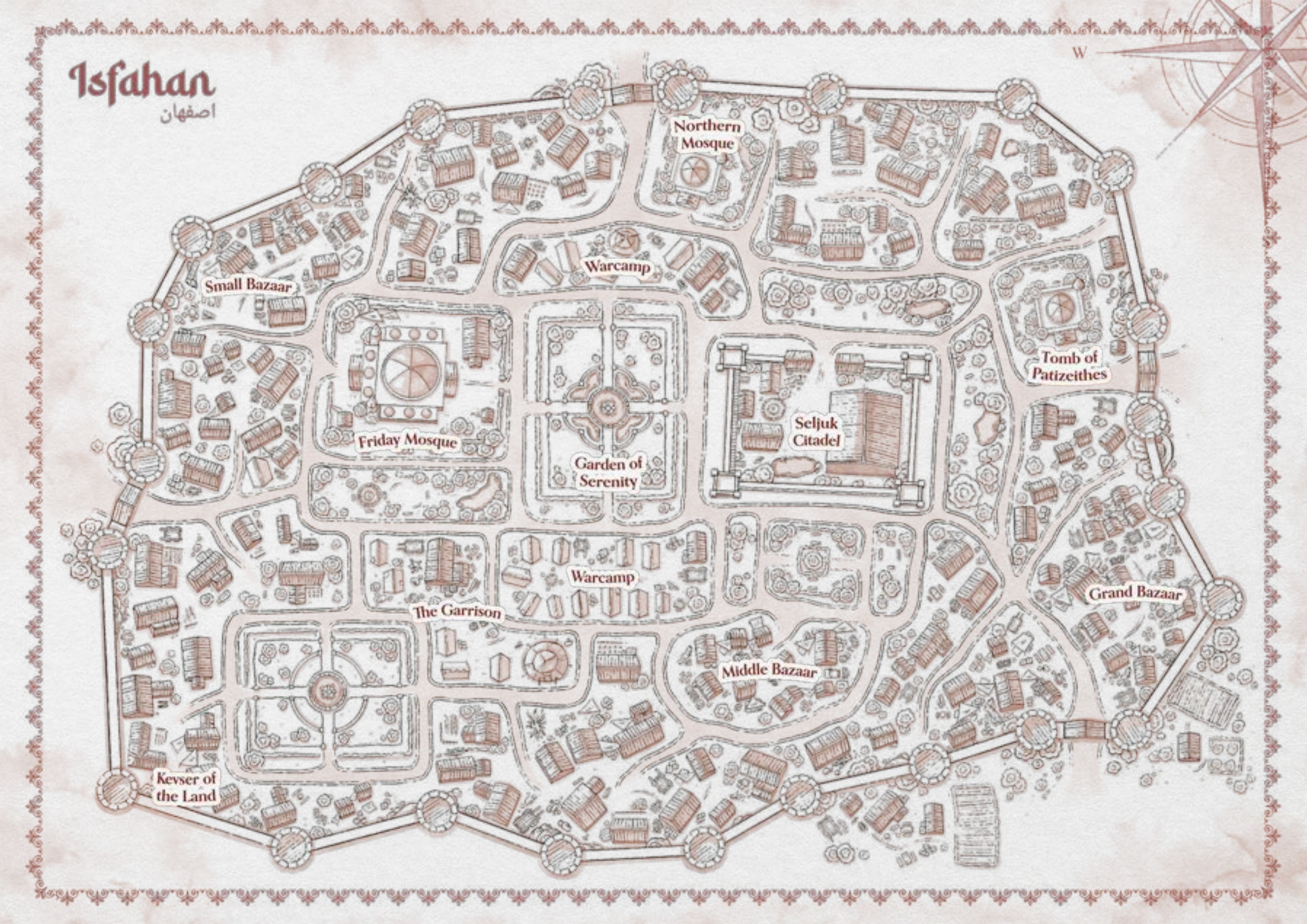
The people are quite militaristic.	Most of them may be proficient in bows and swords, and some commoners may have 13 Strength (or Dexterity) or higher.
They have a deep respect for the Sultanate and the bravery of Sultan Jalal.	As a result, in times of need, they are ready to pick up arms, and when they can see or hear the Sultan, they have advantage on saving throws related to fear.
The locals are very traditionalist. They don't like change.	As a result, they are very strict on traditions, rules and usually don't bend them with sweet talk or money. Bribery is very frowned upon.
They are very defensive to newcomers who meddle with the order of the city.	As a result, the adventurers must do additional tasks or favors to gain the trust of the locals.
They are very skeptical of those who come from the Khaganate.	If the adventurers have origins that can be traced to the Khaganate, they might well be looked upon with suspicion until they have gained the trust of the locals.

Laws of the City

As the protectors of order in the city, many soldiers of the Sultanate act as city guards, and there are two notable commanders among them:

Ismail Tugrul (Ghulam Guard with Plate Armor and Shield)

As a young boy, Ismail Tugrul was plucked from his village and drilled into being a soldier. Despite being similar to many youths like him, the Emir Abu Farhad saw something special in Ismail Tugrul and took him under his wing. The Emir lavished attention on Ismail Tugrul, teaching him about politics, finance, and the ways of the world. He even referred to Ismail Tugrul as "son" in private, a term of endearment he never used with his own offspring. Tragically, the Emir's own son squandered the gifts his father gave him, getting mixed up with an underground organization and landing himself in jail. In response, the Emir sent him away and confided in Ismail Tugrul, telling


Isfahan
اصفهان
W
Northern Mosque
Warcamp
Small Bazaar
Tomb of Patizeithes
Friday Mosque
Garden of Serenity
Seljuk Citadel
Warcamp
Grand Bazaar
The Garrison
Middle Bazaar
Kevser of the Land

him repeatedly that if there was to be an heir, it would be him. Determined to live up to the Emir's high expectations, Ismail Tugrul worked tirelessly to become a respected and high-ranking officer. As the Emir grew older and sicker, it became clear that the day of his passing was fast approaching. One small illness was enough to end him, so he was locked behind a closed door in a sanitary environment, and his orders were delivered only through Ismail Tugrul or his caregiver.

Yasin Buraq (Ghulam Guard)

Yasin Buraq came from humble beginnings and struggled to make a name for himself in the city guard. As he rose through the ranks, he realized that in order to continue his ascent, he needed strong connections to those in power. However, his peers were all from wealthy and influential families, advantages he didn't have. Frustrated, Yasin Buraq began seeking alternative paths to success. If he couldn't achieve respect through hard work and dedication, he would at least ensure his financial security. He formed connections with anyone who could help him, including religious leaders and members of underground societies and criminal groups. Along with some of his fellow officers, Yasin Buraq accepted bribes to turn a blind eye to wrongdoing and, in some cases, even participated in illegal activities for the right price.

Since the arrival of Sultan Jalal in recent years, Isfahan has become a different place, and Yasin Buraq has had to change his ways. Sultan Jalal is not a forgiving sovereign, so Yasin Buraq adapted: he has become discreet and very careful in the way he manages his affairs. He has organized many children and teenagers in underground businesses and makes his profit through it, while keeping a healthy distance from the dirty work at all times.

Apart from usual rules, these can be listed to represent the law in Isfahan:

Crime	Punishment
Bribery	Exile or death penalty
Defeatism	Exile
Refusing the join the military or keeping their relatives, sons and neighbors from joining	Death penalty
Espionage	Death penalty
Insult to the forebears or traditions (This is not an official crime, it is more of an unnamed rule of the locals)	Usually exclusion from society rather than an official punishment.
Deserting the army	Death penalty for the whole family



Locations

The Shut Eye - Aighlaq Aleayn - اغلق العين

The Shut Eye has become a bustling hub of activity, teeming with a constant influx of refugees seeking sanctuary in the city. Amidst this chaotic tide of humanity, the opulent establishment has thrived, catering to the wealthy and elite, who seek out its lavish accommodations and luxurious amenities. Meanwhile, the less fortunate, buoyed by the generosity of the town's residents, find solace in the hotel's commodious dormitories, where they huddle together in great numbers. The meager funds pooled together by the locals are sufficient to provide these weary travelers with a month's worth of shelter and sustenance, offering a glimmer of hope in their time of need.

The lounge area is a hive of activity, swarming with soldiers with an insatiable hunger for information. Each refugee is a potential source, a potential link in the chain of intelligence they so desperately sought. Meanwhile, stacks of clothing loom in the background, a testament to the town's compassion and generosity. Amidst these mountains of fabric, weary refugees huddle together, sifting through the offerings in search of something that might fit them. Beyond this scene, a few soldiers flit in and out of the rooms, their gaze sharp and calculating as they survey the able-bodied men and women, assessing them for their worth as potential soldiers.

The Shut Eye Inn has long reigned as one of Isfahan's most esteemed establishments, renowned for its opulent clientele and delectable cuisine. A hub of social activity, the lounge area brimmed with bustling energy, playing host to business meetings and joyous celebrations alike. Meanwhile, the hotel's expansive amenities offered a comfortable haven for a multitude of guests, capable of accommodating even the most discerning of travelers.

Under the capable leadership of its owner, Akif, and a dedicated team of fifty employees, The Shut Eye Inn shone as one of Isfahan's most coveted gems. But as war ravaged the land and refugees flooded the city, the hotel's exclusive clientele began to dwindle. In a gesture of remarkable kindness, Akif struck a deal with the city's wealthy business owners to sponsor as many refugees as possible, offering them a haven within the walls of The Shut Eye. Though this move could have spelled disaster for his business, Akif refused to turn a blind eye to those in need. Instead, he mobilized his resources, dedicating an entire floor to dormitory-style accommodations for the displaced, all for a fraction of the usual price. In doing so, he proved that true hospitality transcends the bounds of mere luxury, and that compassion knows no boundaries.

Mothers Inn

As you step into Mothers Inn, the stunning architecture and vibrant atmosphere transport you to a bygone era of wonder and enchantment. Amidst the lively throngs, it's easy to forget the harsh realities of war that plague the Silk Road. Here, people revel in business meetings, extravagant dates, and grand celebrations, basking in the blissful ignorance of their privileged lives.

Yet even amidst the revelry, one can't help but notice the multitude of faces, each seeking refuge and sanctuary within the inn's welcoming walls. Wealthy guests, flanked by their entourages of guards, are whisked away to the uppermost floors, where opulent suites await. Meanwhile, some of the less fortunate make their way downstairs, settling into modest but relatively safe accommodations. All around, guests wander in and out of their rooms, savoring the serene tranquility that only Mothers Inn can provide.

Nestled within the sprawling borders of Isfahan lies the grandiose Mothers Inn, a majestic caravanserai boasting hundreds of rooms and a multitude of restaurants housed within its towering walls. As one approaches the building's entrance, a bustling scene unfolds before them, with small eateries scattered about like jewels, drawing in both curious travelers and savvy locals alike. It is truly a sight to behold, a testament to the city's rich history and vibrant culture.

As you step away from the bustling throngs below and make your way inside, a serene calm envelops you, beckoning you deeper into the inn's inner sanctum. Divided into distinct sections, the inn offers a range of accommodations to suit every guest's needs. At the top of the building, thirty lavish suites await, reserved for only the most discerning of patrons. Meanwhile, the other two floors boast a series of cozy living quarters, each capable of comfortably housing up to three guests at a time. Rich, vibrant tapestries adorn the walls, and pristine, crisp linens lend an air of comfort and familiarity, evoking the feeling of a true home away from home.

Beneath the main floors lies yet another section of the inn, reserved for dormitories where larger groups can reside together, sharing communal toilets and other amenities at a fraction of the cost of their counterparts upstairs. It's a practical and budget-friendly option for those seeking a comfortable stay without breaking the bank, and one that allows even more travelers to experience the warmth and hospitality of Mothers Inn.

Small Bazaar

The Small Bazaar of Isfahan usually houses more of the “illegal” organizations and shops in Isfahan. There are many taverns where alcoholic beverages are sold secretly (only secretly when city guards roam the streets) and black markets usually can be found here.



Hanchar-i Pas (The Rotten Blades)

A thieves' guild that has its roots in the small bazaar and usually protects the local shops and small merchant guilds through stealing from the wealthy merchants. Their leader is **Mewlod** (Spy) and there are many thugs and scouts at his disposal. They are usually loved by the community and Mewlod is keeping the boys that are loyal to him away from the war. He hired a healer woman (**Acolyte**) named **Zarife** and they cut a finger (usually the little finger) from the boys so that they won't be enlisted by the city guards to the army.

They also take contracts when the price is right, such as thievery, murder, smuggling and intimidation. But they usually don't kill women, children and the poor.

Khinjar's atmosphere resembles that of an armory. Frequented mostly by the soldiers and arms dealers, the tavern reeks of beer and testosterone. From one corner comes the sweet voice of the bard singing of heroic tales. From another, the small squeaks of the women paid to entertain the hungry urges of the men who long for a gentle touch...and some more. Behind the room sits Shakir, the owner of Khinjar, an old foot soldier who was famed for killing an assassin aiming straight for the Khan. Even in his soldiering days, he was known for finding the best beer in the region they were battling in. When he lost a foot during his station, he decided that this skill of his might come in handy one day. Now he sits in that corner, talking about his soldiering days to anyone willing to listen.

Khinjar - The Dagger - خنجر

Khinjar is a relatively small tavern compared to the other ones in Isfahan. It is well-suited for people looking to exchange war memories or hire mercenaries. It consists of a wide hall with scattered tables all around it. A bar sits right at the middle back side, visible from every corner. A back door leads to the cellar downstairs, this is where Shakir keeps his beer, liquor, money, and more.

Shakir is a bit too trusting towards his friends and usually gets in trouble for doing so. He has a pure heart and usually believes when people are kind to him. Usually the local thieves around the area such as Basim, Nejla and Tufan (all 3 use **Bandit Captain** stat block) take care of him.

Khinjar is also famous for its wrestling days and the tiny copper "cups" that Shakir makes as trophies for the winner. The cups have a curved blade with a kef خ symbol carved on it. The winners usually store them as momentos.

The bard strums on his guitar as he sings a lively tune. The women join him on the dance floor to show off their talents. All the men are clapping as they sip on their drinks. At the back of the tavern, you can see men sitting in groups playing a game intently. This is a quieter section where it is evident that a lot of money is at stake. Bartender Omar is serving people more beer and raki as he slips playing stones to some discreetly. Through the back, you catch a glimpse of a closed off room where the real game is surely happening. A small child is left at the door whispering to the bodyguards inside the happenings of the tavern. Beautiful women step in and out of the room carrying more drinks and some white powder that looks quite suspicious.

The Qaf

The Tavern was passed down to Omar through the generations. It is one of the oldest taverns in the city. While sketchier or more extravagant options opened up one by one, his regulars never stopped filling up



the joint. It is one of the most comfortable places to drink and socialize for the people of Samarkand. The Tavern consists of a large lounge space with a stage and dancing area to the right and 15 tables to the left. 5 of these tables are used to play games in and the other are for the folk who want to enjoy a simple yet quality ale. A door behind the bar leads to the kitchen and Omar's tiny office. His sister Amani prepares mezzes to serve the guests. A small door covered with a heavy velvet curtain leads to a large room with 3 playing tables. Here is where the magic happens. The powerful folk who frequent the Tavern come here to gamble discreetly. Omar gains twice what he makes each night from the entrance fees only.

Soul's Rest

The pathway leading up to the Tavern is quite rocky and hard to navigate, but your ears catch the faint tones of music caught in the sweet wind brushing up against your cheeks. People kept talking about this place as a hidden treasure. Well, it was hidden all right! At the top of the hill, you are climbing, and you can see a building made of immense rocks. When you knock on the door, an ethereal face welcomes you. It's the keeper, Djamila. She is in her nicest cloaks, and she gestures for you to enter. You find yourself stepping down to a garden where lovely silk diwans are sprawled around. Peaceful music fills your ears. The smell of the incense Djamila is burning overwhelms your senses. You can see people drinking the most extravagant beverages. It feels as though you have stepped into a little piece of heaven.

Djamila is known around the city for her magical potions. Though the magic here is questionable, her colorful cocktails and culinary marvels impress everyone who steps into her tavern. This is a place where everyone can find themselves a spot. Djamila, having traveled the world and learning intricate recipes for her drinks and foods, welcomes everyone, poor or rich, to dine at her establishment. She often talks about how poor she has been before and how glad she would have been to taste such marvels. Not many understand her small portions and shimmery drinks, though. One can find more spiritual people frequenting this place. Every night after closing, she welcomes the poor to feast for free on any leftovers of that day.

Grand Bazaar of Isfahan

Painter's Atelier

As soon as you enter the atelier, a blob of paint flies across the room and splashes onto a canvas. "Oh, so sorry. I wasn't expecting anyone." A man emerges from the far corner of the atelier, holding a pouch dripping with green paint. "You almost got hit there," he chuckles. "I was trying something experimental. Adwin, the resident artist of this atelier." He holds out his hand to shake yours.

The Atelier is a chaotic mess. The last time it was tidied up was before Adwin bought the place. There are unfinished paintings and maps everywhere. Adwin keeps the special orders in a tightly closed room where no paint residue from his experiments can sully them. The atelier is made up of five rooms. The back section is Adwin's living quarters. He has a room and a kitchen for himself. At the front of the atelier is the large workshop area, a storage room and the private atelier for his orders.



Clothing Store/Tailor

The store is separated into two sides. In one, a group of ladies are looking and touching a pile of fabrics, trying to decide what their next dress should be made out of. A clerk is bringing them coffee and water. You can see the finished dresses on display. The back corner of the shop is covered in clothing still in process. In the other section a couple of men are waiting to get their measurements. The shop owner, Raafe, is chatting them up trying to convince them to add a jacket to prepare for cold days.

Raafe's shop has been known to produce almost any style of clothing throughout the city. The elaborate costumes would cost a lot of money, but day-to-day clothing can range in prices depending on the fabric you choose. Raafe and his nieces take about 3 days to fit an outfit to one's body. The shop is separated into genders for the comfort of their customers. His nieces take care of the female customers while he looks after the male section.

Zuhair's Smithing Services

As you cross the threshold of the local blacksmith shop, you enter a realm of chaos. The workshop is ablaze with activity, and the air is thick with the sound of clanging metal. An old man, once a stalwart figure, now weathered with age, presides over the commotion. He barks commands at his hapless apprentices who cower in fear at his feet. "Do you have any idea how many orders we have to fulfill today? And yet you blunder a simple blade! Imbeciles, all of you!"

Despite the pandemonium, finished products gleam in the corner, waiting to be claimed by their rightful owners. Amidst the frenzy, Zuhair, the proprietor, notices your arrival. "Dear Lord, new patrons! Welcome, welcome! How may we be of service to you?"

Zuhair, a seasoned blacksmith, has been the driving force behind his flourishing business since his thirties. When he took over the reins of the shop from his aged predecessor, he transformed it into a bustling hub for soldiers and wanderers alike, seeking to upgrade their weapons or acquire new ones.

His reputation soared when he introduced his signature service of silvering swords, which commanded a hefty price of 100 gp. Word of his craft spread like wildfire, and he became a well-known name among the town's inhabitants.

Recent events, however, have catapulted Zuhair's popularity to unprecedented heights. With the steady stream of soldiers, mercenaries, and refugees arriving in Isfahan, his shop has become a hotspot for those seeking to arm themselves for the unpredictable times ahead. Zuhair's expertise is now in greater demand than ever before.

The Shining Armor

The Shining Armor proves to be diminutive in size, with its furnishings and equipment scarcely reaching the height of an average human's hips. Western swords of all makes and models are proudly displayed on the walls, including exotic blades adorned with precious jewels from far-off lands.

As you peruse the collection, a short and furry figure stumbles out from the back room, struggling to carry a massive longsword twice his own size. "Greetings, gentlemen. I am Igor, the proprietor of this modest establishment. How may I be of assistance to you?"



Igor, a descendant of the legendary Scandinavian dwarves, arrived in Isfahan as a young child, accompanying his merchant father on his travels. Growing up under the care of his step-mother and her family of expert blacksmiths, Igor inherited their passion for the craft.

His father, recognizing Igor's keen interest in weaponry, would often bring back unique and exotic weapons from his travels. Igor would then study these weapons, attempting to recreate them with his own hands. As he honed his skills, he eventually ventured out on his own and established The Shining Armor, a shop that boasts an impressive collection of weapons from distant lands.

The Shining Armor also offers exclusive deals on magical items, making it a popular destination for those seeking powerful and rare artifacts. Despite its small size, the shop has garnered a reputation for excellence, thanks to Igor's unwavering dedication to his craft.

Royal Clippers

As you enter the hallowed doors of Royal Clippers, a welcoming smile greets you at the front counter. Your eyes catch a glimpse of a few cloaked individuals heading towards the back rooms. After stating your desired service, the receptionist assigns you a room name, and the back doors swing open to reveal a long, winding corridor that seems to stretch on endlessly. The corridor is lined with small rooms, each just large enough to accommodate a single customer and their hairdresser. You notice that as people emerge from these rooms, they are all enveloped in the concealing folds of their cloaks.

As you make your way down the corridor, the hushed sound of snipping scissors and whispered conversations drifts through the air. The corridor eventually culminates in a staircase that leads upwards. Despite the ever-present air of secrecy, the atmosphere of Royal Clippers is surprisingly relaxed, with the sound of gentle music and the occasional contented sigh emanating from the individual rooms.

Royal Clippers is a fascinating place, owing to the expertise of its owner, Farwa, in catering to a diverse and predominantly non-human clientele. The salon is partitioned into discreet rooms, ensuring that no two customers ever catch sight of each other during their visits. Most patrons enter and exit the establishment with their cloaks wrapped tightly around them, concealing their true identities.

Tieflings, their horns cleverly disguised with hair and cloth, emerge from the salon looking unrecognizable even to their closest acquaintances. Elves have their hair pulled tight over their ears, obscuring any giveaway signs of their heritage. Humans, too, seek out Royal Clippers, some for a simple trim, and others seeking to transform their appearance entirely.

As Farwa moves from room to room, she keeps a watchful eye over her staff, many of whom are non-humans themselves. She assists with braiding hair or



even extracting teeth, but mostly she serves as the calm and reassuring presence that her customers rely on to maintain their disguises.

Farwa's expertise and discretion has made her the undisputed boss of Royal Clippers, and the only one who knows the true identities of her diverse clientele.

Mercenary HQ - Flock of Eyes

At the very edge of Isfahan, concealed within the sandy dunes, lies a hidden sanctuary: the gathering place of the notorious mercenary band known as the Flock of Eyes. At first glance, their encampment may seem unremarkable - almost blending into the environment with its neutral beige hue and weathered appearance. But as you draw closer, you begin to appreciate the true scale and grandeur of the structure before you.

The encampment is a marvel of engineering, comprised of a multitude of tents and pavilions woven together in an intricate tapestry of shelter and refuge. The individual tents seem to have been marinated for years in the harsh desert sun, their frayed edges and faded colors betraying countless seasons of use. But upon entering the encampment, a whole new world unfolds before your eyes.

The interior of the encampment is a bustling hub of activity, alive with the sounds of soldiers and mercenaries going about their daily business. There are makeshift markets and shops, with vendors hawking their wares and trading goods with one another. You can smell the savory aromas of cooking fires, and hear the strains of music and laughter carried on the wind.

As you step inside, a kaleidoscope of colors and textures greet you. Elaborate tapestries adorn the walls and hookahs bubble away, their intricate designs mesmerizing. The armory, tucked away at the back, is a treasure trove of weapons and equipment, each one telling a story of its own.

Here, the faces of every race, human and non-human, come together in perfect harmony, working towards a common goal. Amidst the discussions of war, death, and conquest, a strange sense of tranquility pervades the air, making you feel oddly at ease amidst the chaos.

Flock of Eyes headquarters is an architectural marvel of the desert, standing tall like a three-story palace, crafted entirely from interwoven tents adorned with intricate designs. A few wooden beams provide support to the otherwise soft and flexible walls.

At the highest level, the executive branch plots their next move, surrounding a vast map of the Silk Roads. The second floor, serving as living quarters, is limited but still accommodates everyone who cannot secure a place within the city walls.

The entrance level of the tented building is a bustling hub, where people from all walks of life can come together to meet and mingle. Amidst the colorful tapestries and vibrant decor, makeshift shops offer a variety of food and supplies, while comfortable diwans provide the perfect setting for socializing and exchanging information. It is a melting pot of cultures and languages, with the air filled with the scent of spices and the sound of lively conversation.



Mercenary HQ - Church of Silence

As you step inside the Church of Silence, the first thing that strikes you is the stark contrast between the exterior and interior. The once holy space now hums with frenetic energy. The walls, adorned with tattered tapestries and makeshift weaponry, serve as a reminder of the battle-hardened soldiers that call this place home.

The pews have been pushed to the side to make room for a hodgepodge of furniture, including comfortable diwans, rickety tables, and stools. The space is bathed in a warm orange glow, emanating from the flickering candles and the sputtering fire pit. The smell of roasting meat, mingling with the sweet scent of burning incense, wafts through the air.

Despite the chaos and clatter, there is a sense of harmony and order here. The mercenaries engage in animated conversation, sharing tales of conquest and survival.

The homeless, too, find refuge here. They sit huddled in corners, clutching warm bowls of food, their eyes darting around, ever watchful. They are an integral part of this community, providing invaluable intel on the surrounding areas and keeping a lookout for any potential threats.

In this Church of Silence, where chaos reigns supreme, an unlikely alliance thrives, bound together by a shared sense of purpose and a deep-rooted sense of brotherhood.

The Church of Silence is a cacophonous hub of activity. Once a holy sanctuary, it now serves as the epicenter for a band of mercenaries seeking refuge from the chaotic world outside. The church sits in a deserted corner of Isfahan, its surroundings charred by the raging flames of a past inferno. Abandoned by most, only a few destitute souls remained, seeking shelter in the dilapidated homes now reduced to ash.

Here, amidst the rubble and ruin, an unlikely alliance of warriors from disparate faiths found a home. A haven that brought hope to the hopeless and shelter to the lost. They found solace in each other's company, united by a common cause.

But it was the vagrants and homeless that roamed these deserted streets that held the key to their survival. In a mutually beneficial exchange, the mercenaries provide food and care to these forsaken souls, and in turn, the downtrodden serve as the eyes and ears for these vigilant protectors of this barren land.

Quests

The Hand of the Princess

Recommended Level 5

Near the Garden of Serenity, a lot of refugees that have been accepted by the Sultanate gather. Only the ones that are able to fight and their families are accepted into the city. There are many tents set up for the families near the warcamps.

Daughter of Sultan Jalal ad-Din, the princess **Turkan Banu**, has a gentle heart and is sensitive to the needs of the common folk. She frequently leaves the Seljuk Citadel in disguise and helps out the locals. She has been trained in combat by **Timur Malik**, one of her fathers most trusted generals (Check out the **Characters** section in **Herald of Rain** for further information about Timur Malik). She also has a keen interest in arcane matters. Her magic is a blend of magic, music channeled through her beautiful singing voice. She has a secret lover in the city named Orus (**Steppe Rider**) and she leaves the palace in secret to meet with him. Orus is from the Khaganate and a spy that works for the governor Kaidu of Samarkand. Since he witnessed the fall of Samarkand he has been questioning his loyalty, and when he fell in love with the princess, he started to leak information to her.

Turkan Banu

Medium humanoid (human), neutral good

Armor Class 15 (Leather Kaftan)
Hit Points 55 (10d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +5, Int +4, Cha +5
Skills Acrobatics +5, Insight +3, Perception +3, Deception +5, Persuasion +5, History +4
Languages Turkish, Arabic, Persian, Mongolian
Senses Passive Perception 13
Challenge 3 (700 XP)
Proficiency Bonus +2

Lightfeet. Turkan Banu can move in difficult as normal if she does not attack that turn.

Sneak Attack. Turkan Banu deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the princess that isn't incapacitated and the princess doesn't have disadvantage on the attack roll.

Voice of the Princess. When Turkan Banu casts an enchantment spell or a spell that includes the charm of a creature, she can force the creature to make the saving throw with disadvantage. Once she uses this feature, she can't do so again until she finishes a long rest.

Spellcasting. She can cast these spells using Charisma as her spellcasting ability modifier (+5 to hit, spell save DC 13):

At will: *vicious mockery, shillelagh, guidance, friends*
1/day (each): *command, charm person, heroism, hold person, suggestion*

Actions

Multiattack. She makes two attacks with her hanchar.

Hanchar. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

The princess and Orus will be in the middle of an altercation between two groups of refugees. It is actually a ruse by the spies of the Khaganate, as a method of punishment for Orus. Their main goal is to kidnap the princess, use her as a leverage against the Sultan and kill Orus during the process, as his betrayal has been discovered by their leader.

There are six **steppe raiders** among the crowd waiting for an opportunity. The adventurer with the highest passive Perception notices the strange movements in the mob and that they are targeting a woman and a man, using the strife between the refugees as a disguise. If the adventurers do not intervene, Orus will be wounded, the princess will escape, and the spies will try to run away. The city guards will catch Orus and one of the spies and jail them.

If the adventurers intervene, they can choose to change the outcome according to their desire and rolls. In this case, the city guards will arrest the spies from the Khaganate and most of the refugees including Orus. If they do, the princess will ask the adventurers to save Orus and if necessary she will reveal her identity as the daughter of Sultan Jalal. (If the game follows the adventure in Herald of Rain, the adventurers most likely will meet with the Sultan) The princess will also realize a very important trinket of hers is missing and was probably taken by the spies.

If the adventurers do not intervene, the princess may find them while searching for people that might be able to save her lover and retrieve the item she has lost, as the adventurers most likely made a name for themselves during their early adventures.

Orus will be imprisoned within the Ersan-i Shehir, and Yasin Buraq will appoint two **guards** as his watchers and will be around to question the spies and Orus. The adventurers can bribe or convince him to release Orus with a DC 12 Charisma (Persuasion) check. Orus will be grateful towards the adventurers once he is free.

He will offer to kill the spymaster in Isfahan, named **Künbars** (uses **Ghulam Veteran** statblock). Künbars was a soldier in Jalal ad-Din's father's reign but switched sides when he was taken captive during the fall of Otrar.
Their hiding place can also be found by examining other spies' bodies if they are killed, because they carry one of the cups that were made in the Khinjar. The location can also be learned by making the spies talk if they are captured with a successful DC 10 Charisma (Persuasion or Intimidation) check.

Spy Hideout: This is a single basement (50 x 60 ft) under a tavern called The Khinjar. It has two entrances, one to the back alley and one to the Khinjar's first floor. Künbars deceived the owner Shakir thinking that he would use this place for "his friends to stay until they got back on their feet," and it works as the base for the spies. There are multiple desks and other furniture containing documents and weapons. The door that faces the alley contains a trap mechanism that both warns other spies of, and deals damage to, any intruders.

The Entrance Trap: It is embedded in the walls near the door. There is a string made of silk that hangs from the door's roof and is hard to notice at first glance; on a DC 14 Wisdom (Persuasion) check, or passive Perception of 14 or higher, the players will notice the string. If one pulls the string two times, waits for a second and then pulls it again one time, the trap is deactivated for 10 minutes (DC 15 Wisdom (Perception) check to detect the trap, and DC 15 Intelligence (Investigation) check to disarm it.) Otherwise, if the door is opened, creatures within 20 ft. are affected by the gas the trap produces: Roll 11d8: The total determines how many creatures can be affected. Start with the creature with the lowest hit points. If the creature's hit points are equal or lower than the total, it is put to sleep for the next 10 minutes, or it takes damage. Creatures with fey ancestry are immune to this effect. If the creature with the lowest hit points is forced to sleep, subtract its hit points from the total and move on to the next creature with lowest hit points and so on.

Also, the mechanism makes the sound of a very high whistle, which the spies' ears are accustomed to. Each spy within 300 ft. would hear the whistle. The spies inside also take ready action to whoever enters the door and throw daggers at the intruder.

There are at least 6 Steppe Riders (or 6 Spies) and Künbars inside. If the adventurers seek the help of Orus, four of the spies will be sleeping and Künbars can be surprised. 250 gp worth of jewelry can be found here.

Künbars sold Turkan Banu's item to a shaman in the morning (The shaman can be found in the quest called **The Blunt End**). After the events, Turkan Banu awards the party with proper common or uncommon magic items, mostly consumables: such as scrolls, potions of healings, and other potions and she will ask their assistance in locating the item the shaman sold. The item is a ring inherited from the founder of the Seljuk Empire's sultan-consort: **Altun Jan Khatun**.

If Künbars was taken alive, the information about the shaman can be revealed through interrogation (DC 15 Charisma check, tool or skill proficiencies may apply depending on the GM):

- The shaman seemed to hate the Sultanate very much.
- He came from Ötüken, the holy capital of the Tengrists.
- He seemed to have many dirt, leaves, soil and similar natural remnants in his hair, on his clothes and possessions. Künbars believes that he lives underground but is not sure where.
- His name is Koraltan, and he has friends around the bazaars, especially with the blacksmiths.

The Blunt End

Recommended Level 5-6.

The shaman Koraltan conducted a ritual by using the **Ring of Altun Jan Khatun**, taking an ember from the forge of Zuhair, a cup of rainwater from the most recent storm above Isfahan, the hammer of the most talented blacksmith, a symbolic object that is known by everyone in the city (an eagle statue in the Small Square), and the blessing of an enemy, who was a fallen soul to the blade of the Sultanate who was executed by Sultan Jalal for cowardice.

The ritual makes the swords blunt, the arrowheads useless and degrades the quality of materials. The blacksmiths and soldiers around the area ask the adventurers for help, as many believe that some sort of nazar (evil eye) must be at work here. If the adventurers completed the quest above, the princess will be suspicious of the shaman. Use the **Steppe Shaman** statblock for **Koraltan**, with the ability of a Level 4 druid's Wild Shape. If not, Ismail Tugrul will ask for their help, as the researchers and hodjas from the medreses and mosques are clueless how to solve this curse.

This ritual happened beneath the main courtyard of the Friday Mosque of Isfahan. The oldest tree hides an entrance in its hollow to a small catacomb beneath; a successful DC 13 Wisdom (Perception) check or passive Perception of 13 or higher will find the entrance. The mosque was built on an old pagan temple, but the catacomb has remained undetected by the Muslims. If the shrine in which the ritual takes place is broken, the curse is lifted. The catacomb is one big corridor 25 ft. wide and 120 ft. long; the walls are carved to accommodate tombs.

Inside the catacomb, the shaman can use the catacomb as his lair. On initiative count 20, the shaman rolls a d6. On a roll of 6, he summons a **poltergeist** to fight by his side. During the first combat of a day, in the first round, he can summon the monster without making a roll.

The adventurers can find out that blacksmiths Zuhair and Igor reported that their best hammers were stolen and *disappeared* into thin air from their shops, although there are no signs of forced entry and the forge has many other more valuable tools that could have been taken. In truth, the shaman stole the hammers using his Wild Shape abilities.

The city guards report that the eagle statue in the Small Square was stolen and two drunk men claim that they saw a **black bear** take it and head north, to the garrison or the Friday Mosque (It was actually the shaman with his Wild Shape abilities). Investigation or asking around (DC 10 Charisma or Intelligence) the area confirms there was a strange man that was seen near the mosque but was never seen leaving the area.

An imam from a small mosque in the northern neighborhood also reports that a grave in the cemetery has been dug up. The grave belonged to a man named Basri, who was executed by Sultan Jalal himself. One of the hands from the dead body is now missing. The shaman dug up the grave and took the finger.

Ring of Altun Jan Khatun
Wondrous item, Rare (requires attunement)

Once worn by the legendary Khatun of the Seljuks, this ring contains the essences of Altun Jan's souls and experiences, as well as her powers.

This magic ring has a voice that can be heard in the mind by the wearer who is attuned. One can ask three questions that must be answered by a short phrase or a sentence. In times of danger, the ring warns its wearer and thus, gives advantage on initiative checks.

In addition, while a creature is attuned to the ring, it is under the effects of protection from evil and good and death ward spells. If either of one is dispelled, they will be recast at dawn.

Lost Trail

A group of scouts that were monitoring the Khaganate's movement near Atashgah didn't report in time. The adventurers will be contacted because no physical trail was found. One of the scouts had a specific item, an adorned **longbow** that was brought by a western merchant. Ismail Tugrul will propose to the party a suitable reward: arcane secrets that lie in the citadel. The citadel's vault contains spell scrolls (maximum 3rd level), +1 *wand of the war mage*, *brooch of shielding*, *lantern of revealing* and a *pearl of power*. Ismail Tugrul will let them take one of the spell scrolls before setting out on the quest at the orders of Timur Malik. The locate object scroll is one of the spell scrolls in the vault and can be used by adventurers to locate the longbow of the missing scout if it is cast near Atashgah.

To motivate the players, one of the missing scouts could be a friend of one of the adventurers. This scout party met its end due to the adorned longbow. It is actually a +1 longbow with a curse placed on it by a Night Hag coven near Atashgah. The bow contains a devil spirit which was put there by the hags, and the scout who carried it went mad after a few days and slayed all his comrades.

Using magic or investigating the area near Atashgah with expert eyes–a DC 15 Wisdom (Survival) check–enables the adventurers to find the missing soldier. The soldier is unconscious and wounded. There are several claw marks on his body. He doesn't remember a thing, but investigating the area (DC 11 Intelligence or Wisdom check, proper proficiencies may apply) will reveal the tracks that lead to the missing party. Speaking to the dead, or a successful DC 13 Intelligence (Investigation) check while inspecting the

area will reveal that the surviving scout killed them all. The longbow is also found in the area. Identifying it will reveal there was a devil's spirit inside, but now it is empty. Casting the identify spell on the surviving soldier will reveal the presence of the devil.

The night hags are hiding in the city, among the shadows of the Small Bazaar, and using a small abandoned house as a base. They are disguising themselves as a family of three: A grandmother, a mother, and a daughter. Their location can be tracked by following the trace of people having bad nightmares. The hags' house contains 250 gp worth of jewelry and 4 rare potions.



Merv
Lands of the Spring

Nestled in the heart of the civilization of the Silk Road, Merv shimmers like a mirage, a bustling city of trade, science, and wealth. Its grand walls, tall and strong, stand as a testament to its enduring power and status as a hub of commerce and innovation. Ruled by Hur-Shah, brother of Sultan Jalal, Merv is a city of contrasts, where ancient tradition meets modern progress, where the air is alive with the sounds of haggling merchants and the chatter of learned scholars.

At the heart of Merv lies its famed bazaar, a labyrinthine maze of winding alleys and bustling squares, where exotic goods from far-flung lands are traded day and night. Here, the scent of spices fills the air, and the vibrant colors of silks and precious stones dazzle the eyes. Yet beyond the clamor of the marketplace, Merv is a city of culture and refinement. Its libraries are renowned throughout the world, attracting the brightest minds and fostering a spirit of intellectual inquiry that has flourished for centuries, only to be surpassed by the mighty House of Wisdom in Baghdad.

And when the sun sets over Merv, the city comes alive with the sounds of music and revelry. Its festivals are legendary, drawing crowds from all corners of the world to celebrate the joys of life and the spirit of unity that binds all people together. From the pounding rhythms of the drums to the sweet melodies of the lute, the air is alive with the magic of Merv, a city that has stood the test of time and continues to thrive as a beacon of hope and prosperity in a world of constant change.

Hur-Shah is actually very sick since last year with a tragic sickness concerning his lungs. That's why he is not around and does not show face. His wife Nurhuma and his son-in-law Sami Walid are competing against who the next ruler should be.

Culture

Amidst the bustle of the Silk Road lies Merv, a city of trade and celebration. Its populace enjoys a level of prosperity that outshines many of its counterparts along the route. The majority of its inhabitants are Turks, Arabs, and Persians, united by their shared Islamic faith.

Merv's prosperity is driven by its shrewd approach to taxation, with low rates levied on traders and personal caravan fleets belonging to emirs. This has paved the way for enterprising emirs to become wealthy entrepreneurs over time. Local merchants have also benefited greatly from the city's affluence, reaping the rewards of its bustling trade and wealth.

Notable aspects of Merv's culture can be listed like this:

A good proportion of the population is literate.	As a result, most of Merv's Commoners can have 12 Intelligence.
Poetry and drawing miniatures are common among the population.	Some Commoners of the population may have 13 Charisma and proficiencies in some skills related to it.
The guards are paid well due to the increasing wealth of the city.	Guards' loyalty may depend on the depth of one's wallet.
Fashion is quite important among the upper classes, and the kind of fabrics they are wearing indicates their social standings.	Fine clothes may be more expensive due to this and many NPCs may judge the characters according to their clothes. There may be advantages or disadvantages on certain rolls at your discretion.
The city has faced many invasions and survived through bribing the invaders.	As a result, most of the population believe that wealth can solve many things. This causes corruption among the officials.

Laws of the City

Salih b. Abbas (Ghulam Guard)

Salih's towering presence is felt among the people of Merv. His muscles ripple with strength. Despite his intimidating physique, his reputation as a diplomat precedes him, his silver tongue ensuring his success. When he first started out as a soldier, he was hired by Inel-Pars as a personal guard after his success during Sultan Jalal's campaigns, a job that brought him both respect and wealth. Slowly, he rose through the ranks until he became a trusted figure for all emirs and gained the control over the gates of Merv. He carries a tulpar as a sigil on his head and when asked what it represents, his response is "the will to be free and strength to keep fighting." He believes he is one of the most capable men in all of Merv.

Rasim - (Ghulam Guard)

Rasim remembers fondly the days when he was the most powerful and influential guard in all of Merv. Time has worn him down, making him tired and sluggish, as newer guards have taken over his former position. What pains him most is the sight of these young men, who rule the city with their questionable morals, breaking the strict rules that he always held dear. It angers him to see that in the pursuit of wealth, all sense of right and wrong has been abandoned by those around him.

In addition to the usual rules, these can be listed to represent the law in Merv.

Crime	Punishment
Backbiting/ Whistleblowing/ Exposing people's secrets, dirt, and similar activities	Usually exclusion from society until trust is regained.
Smuggling	Heavy fine (~100gp) or amputating a hand.
Disturbing public order	Imprisonment.
Warmongering	Heavy fine (~70 gp), exile, or imprisonment.
Violence with weapons	Heavy fine (~120 gp) or exile.
Disrespect to superior officers	Heavy fine (~50 gp).

Locations

The awe-inspiring city of Merv salutes the golden sunrise. The shimmering dawn matches the city's radiance. It is the last beacon before setting foot on the endless steppes to the north and east, the last place before entering the eternal dominion of the blue sky. Influence of the steppes and Persian culture mend together beautifully in Merv.

Al Ganima

As you step inside, the spacious lounge area greets you with a warm embrace, inviting you to sit back and relax. The guests here are indulging in the pleasures of smoking shisha and conducting important business meetings, while others wait eagerly for their rooms to be prepared.

Downstairs, the bathhouse awaits, adorned with intricate blue mosaics and offering a space for guests to rest and rejuvenate. Al Ganima, without a doubt, is the most luxurious place in all ofAl Ganima.

If the group hasn't been able to score an invite from neighborly town folk, the best place to spend the night in Merv is the Al Ganima. There are 14 rooms to choose from and a great collection of wealthy guests to become acquainted with. Al Ganima is one of the more expensive choices because of the amenities it provides. The rooms are well-kept and luxurious, the lounge area is wide, colorful, and entertaining with the occasional singers performing at night. The coffeehouse outside provides one with breakfast in the morning and great coffee all through the day. Al Ganima is in the heart of the city center and a walking distance to the major sights of the city. There is a stable for guests to leave their horses or camels. Downstairs, next to the hammam there is a small hallway that houses 5 more rooms for the servants of the guests to sleep in. Unfortunately, the rooms aren't as luxurious as the ones above. The Innkeeper Servet stops by the inn once in a while to check out how everything is going. The guests are taken care of by his right hand, Abbas.

Al Ganima derives its name from Servet, the owner, who named it after his grandfather's successful plundering of an ancient tomb site. This event earned his grandfather considerable wealth, which enabled Servet to purchase and establish the inn. "Ganima" is an Arabic word meaning "plunder" and "treasure."

Occasionally, Abbas organizes a competition on certain nights and rewards the winners with old coins that appear ancient and are often in a state of decay. According to rumors, these coins have the ability to bring good luck.

d6	The Competition
1	Knife Throwing
2	Arm Wrestling
3	Poetry
4	Beauty
5	Endurance (Holding the Liquor)
6	Mangala (a board game)

The Olden Coin
Wondrous item, uncommon

Depending on the material and condition it grants different effects to its owner.

Copper (common): The user gets +1 to the first skill check they make after every dawn.
Iron (uncommon): The user gets +3 to the first skill check they make after every dawn.
Steel (rare): The user gets advantage on the first skill check they make after every dawn.
Obsidian (very rare): The user gains one inspiration point after every dawn, if they don't have it already.

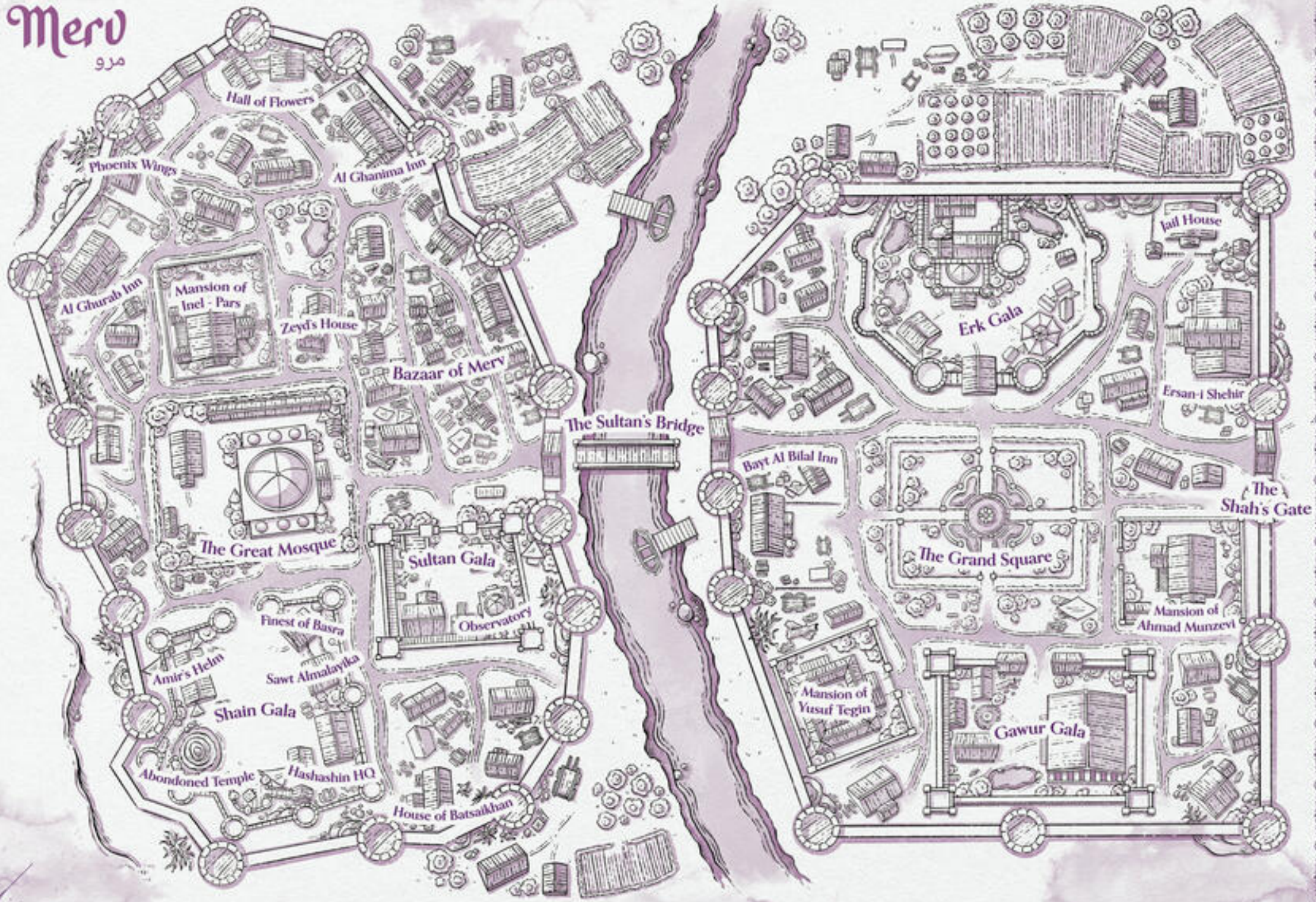
Bayt al Bilal - Bilal's House - بيت بلال

The Bayt al Bilal stands amidst the bustling streets of the city, its doors inviting all who seek shelter. Upon entering, the sound of Bilal's angry voice can be heard, scolding his son Baki for his lack of attentiveness. Despite the poor service, the inn itself appears decently maintained.

Baki approaches, offering a key in exchange for a few silver coins. "Welcome to the Bayt al Bilal," he says with a lack of enthusiasm. "We have rooms for four people. May your stay be enjoyable." It is clear that he has repeated this phrase countless times before, with no true feeling behind the words.

The lounge area holds desks and stools, but they remain unused, as the guests seem to care little for comfort. The rooms, though cramped and smelling slightly foul, are situated in a safe neighborhood, and that is of utmost importance to those who stay within these walls. Luxury is of little concern in this humble inn.

Bayt al Bilal (Bilal's House) is run by him and his son. This is a grand mansion that used to be their home when Bilal's father was one of the richest merchants in Merv. When he passed away and Bilal tried to continue the business he found himself lacking the people skills to be a successful merchant. Instead, he turned his family room into an inn for travelers. Bayt al Bilal has 10 rooms available with 4 beds in each room. It has a small lounge area that used to be the living room where people can eat. Bilal and his family live in the basement part of the house. Bayt al Bilal


Merv
مرو
Hall of Flowers
Phoenix Wings
Al Ghanima Inn
Al Ghurab Inn
Mansion of Inel - Pars
Zeyd's House
Bazaar of Mery
The Sultan's Bridge
Jail House
Erk Gala
Ersan-i Shehir
Bayt Al Bilal Inn
The Shah's Gate
The Great Mosque
Sultan Gala
The Grand Square
Finest of Basra
Observatory
Mansion of Ahmad Munzevi
Amir's Helm
Sawt Almalaykа
Mansion of Yusuf Tegin
Shain Gala
Gawur Gala
Abondoned Temple
Hashashin HQ
House of Batsaikhan
N
E



offers a safe place to sleep and a homey environment. It is in a busy part of town where the travelers usually hang around.

It is usually protected by two men: Aybars from Khazaria and Cemil from Anatolia (Both are **Kün Guards**)

Alghurab - The Crow - الغراب

In the outskirts of the city, Alghurab is a haven for the downtrodden and the desperate. Known for its cheap rooms and seedy gambling nights, the inn is a place where people come to lose themselves and their troubles.

As you enter the lounge, you are greeted by the innkeeper, Fathi, who offers you a choice between rooms upstairs or a seat at the gambling tables. You make your way up the creaky stairs and find a bed among the crowded, musty rooms.

Despite the shabby state of the inn, you are grateful for the shelter it provides. As you lay down to sleep, the sounds of gambling and laughter drift up from the lounge below, a reminder of the precariousness of life in the city. But for now, you have a roof over your head and a place to rest.

In the shadows of the city, Alghurab lurks like a dark secret. Nestled in a neighborhood that even the bravest of Merv's citizens avoid, the inn is a place of violence and desperation. In the lounge, vicious fights break out on a daily basis, and the stench of sweat and fear hangs heavy in the air.

Despite its reputation, the inn offers beds at prices too cheap to pass up, and so the poorest of travelers find themselves here, huddled together in crowded rooms. In the back, locked rooms offer privacy for those willing to pay extra for their "private business dealings." And among the squalor, there are 15 rooms with 8 beds each, offering at least a temporary respite from the violence outside.

Yet even in this place of misery, there is a sense of camaraderie. Those who find themselves at Alghurab may be down on their luck, but they are not alone in their struggle. Here, they can find a sense of belonging, however fleeting, among others who understand their plight.

Amir's Helm

In the shadows of the city, where the social standing of its inhabitants sinks to its lowest depths, a nightly chaos unfolds. At the stroke of midnight, the district comes alive, with people flocking to the one street that houses the infamous taverns of Merv.

A faint music emanating from the inns beckons those waiting in line, eager to be among the lucky ones to gain entrance to the taverns. For some, the line itself is entertainment enough, as they watch the others jostle and push for a chance to get in. But for those who do make it inside, they are guaranteed a night they will never forget...or perhaps remember, depending on how deep they lose themselves in the debauchery within.

A strict dress code is enforced at the taverns, with attendees encouraged to wear as little as possible. As you step inside, a thick musky smell fills your nostrils and an unfamiliar music assaults your ears. Everywhere you look, people are dancing - if you can call it that. Some faces are familiar, belonging to the most respected members of Merv society, now flaunting their bare chests and throwing themselves into the atmosphere. Thick green smoke from the pipes intoxicates anyone who breathes it in, adding to the already dizzying effects of the night.

It is definitely a night to remember, if you can manage to hold onto your memories. But for those who give themselves over to the chaos, they may find themselves lost in the haze of smoke and music, never to return to the world of the sober and respectable again.

In the heart of the city, there is a tavern on a thin, closed-off street that is filled to the brim with people eager to enter. Inside, three floors offer a variety of entertainment, including a grand dance floor, private boxes, and exotic dancers. It is a place of revelry and excess, where inhibitions are abandoned and anything goes. For one night, the elite and the outcasts come together, united in their desire for escape and pleasure.

Sawt Almalayika - Voice of Angels - صوت الملائكة

Sawt Almalayika is where the crème de la crème of Merv spends their evenings. Each night fancy carriages line the streets carrying their even fancier patrons. They step out, wearing their finest clothes and wave their carriages away to await their return in the nearby field with the rest of the help. Inside is a feast of colors, odors, and sounds. The sweet smell coming from the hookahs entraps you while the glamorous outfits worn by the beautiful servants makes you giddy with laughter. As you sit in your diwan and eat the finest of foods, the namesake of the tavern enters the stage. Ishtar, the beautiful daughter of the tavern keeper Talat, is wearing a vibrant dress adorned with small coins. The orchestra starts up a tune and Ishtar follows soon after with her angelic voice. Night after night, the elite of Merv come to hear her voice and bathe in her beauty.

Sawt Almalayika was an old temple, refurbished to be a deluxe tavern. When one enters through the gates, they are welcomed with a small pathway. Here the servants pick up their coats and show them to their seats in the back garden. The garden is full of rare colorful plants, remnants of the old temple. It is adorned by extravagant clothes hanging from the trees. Small candles hanging in between the trees light up the place. Comfortable diwans welcome the guests and the most beautiful girls in Merv are chosen to be the servers. Inside the old rock building is where the magic happens. The best cooks in all of Merv work here to make intricate delicacies. A stage is set at the far back, and the orchestra plays slow music as they wait for Ishtar to grace the stage.

Finest of Basra

The entrance to the salon is guarded by a man who carefully scrutinizes your attire, assessing whether you are worthy to enter this exclusive establishment. He hesitates before granting you passage, clearly wary of outsiders. You make your way down the dimly lit corridor, the anticipation building within you.

As you enter the salon, your eyes are immediately drawn to the marble stands, each one displaying a beautiful woman and handsome men clad in sheer, transparent clothing that leaves little to the imagination. Well-dressed men and women mill about, admiring the people on display as if they were works of art. Whispered conversations can be heard as patrons choose their companions and disappear into luxurious chambers for their private trysts.

The Brothel was founded by one of the old slave traders who used to work in the slave markets, Aamil. After coming to some money, he decided that the filthy atmosphere of the slave markets wasn't fit for the elite customer base he was seeking. Thus, he decided to convert one of his homes into a luxurious brothel only a few can afford. Influenced by his travels to Smyrna, he dressed the girls as though they were Greek goddesses, posing as if they were classical statues. The girls who were looking to walk the night all hoped for a place in The Brothel because Aamil looked after each of his girls like the precious jewels they were. They are well-fed, healthy, and comfortable. However, only the finest are chosen to be a part of his establishment.

Phoenix Wings

As you turn left from the crowded street, the sounds of the city fade away, replaced by the melodies and laughter emanating from the houses that line the street. Lanterns cast a warm glow, illuminating the way. From the windows above, prostitutes drop their handkerchiefs, beckoning you to retrieve them. If they are available, they signal their availability by changing the color of their lanterns to a fiery red.

This street is known for its many brothels, and men can be seen lined up at their doors, eager for the pleasures that await within. Some girls play music at the entrance, enticing potential clients with a glimpse of what lies within. The air is thick with anticipation and desire

The street is run by a local gang known as The Tulpars. They own the entire block and gather people from all over town, regardless of age or gender, to sell their bodies. As the leader of The Tulpars, Tariq, constantly reminds his followers, "Every seller has a buyer." Tariq is the son of one of the city's notables who works for Emir Erboz, and their close ties with the government make The Tulpars' business endeavors much easier.

There are eight houses on the street, each adorned with the hung clothes of the ladies who live inside. A child sits on each doorstep, collecting payment from the clients. Tariq's men can be seen walking up and down the street, ready to intervene in case of danger. As the women grow older, they are given the task of cleaning ladies and live in small rooms in the basement. Each lady sleeps where they serve, and during slow mornings, they are known to gather for crowded breakfasts filled with laughter and gossip.

Hall of Flowers

A sweet, intoxicating aroma catches your attention, drawing you closer to its source. You see a girl holding a basket of flowers, giggling and waving them around. Before you can approach her, a man beats you to it and approaches from behind. She hands him a rose and takes his hand, leading him towards a small flower shop.

They disappear inside, and you get the feeling that the man is not interested in the flowers at all. They make their way through the beautiful bouquets, the girl nodding to the old lady behind the counter. The old lady opens a small door behind her, and the couple disappears through it. As you look around, you see many other men being lured into the flower shop, entranced by the pretty blooms and the gentle touch of the girl's hand.

Abal worked her whole life in one of the brothels on The Tulpars' street. As she grew older and her beauty faded, she knew she had to retire. Yet deep down, she felt she had more to offer than just cooking or cleaning for the same brothel she had given her life to. Therefore, she ran away and spent half her day helping an old, sickly woman run a flower shop. When the old woman passed away, Abal took over the shop and house to do what she knew best: sell flowers and run a brothel. However, without connections to high-ranking people, running such a clandestine establishment is not possible. Abal knew the girls deserved a better life than what Tariq could offer. As she named each girl after a flower, she discovered an intricate operation. She has five small, shabby rooms behind her flower shop that she allows the girls to use to conduct their business, while she sells her flowers and collects her commission.

Bazaar of Merv

Grocers

As you make your way down the street, a man's voice can be heard yelling at the passersby. But as you draw closer, you see that he is merely trying to sell his produce. He jumps up onto a table, holding two carrots in his hands and shaking them at the people who are watching. "These are the finest carrots you will ever taste in all your days!" he exclaims.

While he captures everyone's attention, you notice a group of people carrying large boxes. They try to enter through the tight door, but in their haste, they crash the boxes and a pouch falls to the ground. They enter without noticing, and you catch a glimpse of the shimmering white powder spilling out onto the floor.

Tamir runs the biggest food store in all of Merv. The locals and many big restaurants prefer to buy from him because he has access to the best produce. However, the secret to his success is unknown to his buyers. They assume that his excitement, shouting, and occasional dancing contribute to his success, but the truth is more sinister. Tamir procures a special powder that, when mixed with liquid and injected into food, makes it delicious and highly addictive. Anyone who tries Tamir's product always comes back for more.

The people living near the shop began to notice that they were getting fatter by the day. The success of his business inspired Tamir to sell more dangerous products, such as opioids and magical potions, to anyone willing to pay the price.

Blacksmith

Two small boys can be seen carrying a sword that is twice the size of their bodies. They struggle and grunt, but they manage to put it onto the carriage of a wealthy merchant. The merchant shakes the hand of their father, smiling victoriously. Ikram, the owner, strokes the head of his older son as they step back inside their shop.

As you look inside, you can see all sorts of weaponry hanging on the walls. Further down a corridor is where their workshop is located. The younger of the boys sits at the counter, bored and waiting for a customer.

Ikram is one of the best blacksmiths to ever live in Merv. He moved here some years ago and never talks about his past to anyone. But his fine craftsmanship and kind demeanor eased the folk into embracing him as one of their own. Yet there are still rumors that he fled a war-torn country where he learned all his skills and people are still looking for him. He laughs at these accusations, though no one is entirely sure if they are true or not.

Cartographer

You are greeted with an organized mess as you step into the store. You can hear something moving about hurriedly somewhere, but the huge piles of papers block your view. After a few seconds a faint voice follows the rustling "I'll be there in a second! I lost my glasses again." Yasin steps out of one the piles in a way you cannot fathom possible. "I may have lost them for good this time." The glasses are right next to you sitting on a book. "Are you looking for any specific maps, dear sirs? I have almost everything... somewhere here." He chuckles as he looks around the shop.

Yasin is the only cartographer in town, which makes him quite in demand. For this reason, and a bit because of his personality, his shop is constantly in a state of chaos. He can provide one with any map they are looking for. Sometimes even old books and letters come to his possession. He will find you whatever you are looking for. It will just take him some time.

Butcher

The store has the heavy stench of blood and offal hanging in its air. You can catch a whiff of the animals as the door in the back opens, and Naail steps out to greet you. He shows you the fresh meat he just prepared and gives you tips on how to cook it properly. From the cracked open door, you can see big chunks of meat hanging from the ceiling. Some look very suspicious, but it can't be anything other than cattle, right?

Naail and a local boy, Hussein, work in the butcher shop together. Naail is an old soldier who worked as a cook during his service. When he returned home, he took over his uncle's butcher shop and hired Hussein to help out in the place. The shop consists of three sections: a small shed where they take in the livestock and prepare the meat; another colder chamber where they hang their meat; and the front of the store where they serve their customers.

Barber

Inside the barber shop feels like a small, chaotic coffee house. People are chatting together while the barbers tend to their hair. Some are being dumped into the water in front of them, some are having their beards shaved. One of the barbers is pulling out a customer's tooth. It's not the most sanitized environment, but it's the best they seem to get.

The barber shop is a meeting place for men in the neighborhood. Some even go there just to chat up with their friends. The barber Hamid is the source of gossip among the men of the city. He is known to easily gather every piece of information from the mouths of whomever is sitting in his seat that day.

Spice Shop

Stepping into the store, you smell a jamboree of spices. With a small itch to your nose from all the small particles floating around in the air, you find yourself among the many customers of Sabri. He is selling a big satchel full of salt to an old lady.

Sabri is business partners with one of the biggest caravan owners of Merv. As the caravan ventures off to their destination, they pick up tons of spices for Sabri to sell in his little shop. No one in the city has as wide a range of spices as his shop. He also stores some special ingredients for his exclusive customers.

Locksmith

You are welcomed by an empty shop. As you walk around to find someone, you hear furniture being pulled behind the counter. Someone climbs up a stool and welcomes you. For a second you cannot tell if it's a grown man or a small child. His voice is equally high pitched as his body is small. "Did you need a key? How can I help?"





Elaf is the owner of the locksmith shop. The shop was passed down to him from his father after he and Elaf's brother passed away in a horrible fire. He always worked with his father as an errand boy. The shop was supposed to pass down to his brother because of Elaf's unfortunate size, but he proved to his family that he was up to the task after he took over the business. The shop consists of a small room where Elaf has his tools. The back door opens up to the house he shares with his mother.

Carpenter

You catch Reza, who, after a hard day's work, is polishing the handles of a chair he was commissioned to make for the mayor. "Welcome friends. Have a look around, please. If you have anything yoı want specially made, we can talk about an arrangement. The furniture in that corner is already spoken for." He goes back to his work as you look around. You can see intricate wardrobes and wooden tables with lion's head carvings.

The carpenter shop has two sections: one is where Reza stores his tools and wood; the other is the atelier section where people can come look at his furniture and watch him perform his magic.

Ersan-i Shehir (Town Hall)

The Ersan-i Shehir acts as the Town Hall and is one of the biggest buildings in town. It means "the place where the elders and the wise ones of the city gather."

As you enter the building, there is a small rush at the entrance. It looks like a farmer is not too happy with the way his trial has turned out. Inside is crowded with town folk. You can see a few guards sitting aside, drinking tea and gossiping. A few men are awaiting their trial while in a heated argument with what it seems to be their lawyer. A couple of government officials are exchanging some papers and walking to their offices. Well dressed people are gathered in front of a room. A meeting will begin any minute now.

Town Hall is where all the legal happenings take place in Merv. The town officials have regular meetings in their lounge, discussing the bigger issues the town is facing while the other rooms are reserved for offices and courtrooms. People all over town come here to plead their cases and fill out important documents they might not understand on their own. There are 4 guards on every floor. Though they don't seem to be very effective. The building has 3 floors. The big salon where the government officials gather is on the top floor, away from all the ruckus. The offices are on the second and third floors, while the courtrooms are mostly on the first floor.

Abandoned Temple (Great Temple of the Divine Dark)

The temple is lit up by hundreds of candles placed on the walls in a straight line. The minute you enter the Temple, you get a whiff of a very sweet flower. You later realize it's the incense they burn at every corner of the room. There are men wearing very plain, modest clothing. They gather the poor from one side of the room leading them inside to serve them some food. While the believers hold one candle in their hands and a piece of dirt in the other praying to their gods. It's not as crowded as the mosques people frequent, but the Temple has enough visitors to keep it from shutting down.

The Temple is where the believers of the Divine Dark find themselves praying. They keep their operations hidden in this abandoned temple, opening their doors only to those that come in peace. The whole place is lit with dim candles to envelop one in the purity of darkness. The visitors pray as they blow out the candles, causing more darkness to fall upon the Temple as the visits increase.

Another entrance to the side opens up to their communal dining hall where the priests and the poor eat their meals together. A small corner of the temple is reserved for confessions, while from time to time people come to sing hymns with their community in the honor of their creator.

There are mostly 4 acolytes in the temple. Their only wish is to be left alone and not to intervene with the great wars of the outside world. The leader is a priest named Sadık Alim. He is a kind man and usually offers selfless acts towards those who can't defend themselves, such as infants and little children. He is usually outside, gathering food and other supplies for the children and other believers of his community. He has a policy of no possession other than his spellcasting focus, a valued book that he shows to noone and his simple clothes. There are rumors going on within the city about Sadık. Some believe that he was from a noble family up north, very rich. He turned his back on his family because they committed a terrible crime. It is rumored that Sadık turned them into the local Khazarian commander.

Jailhouse

A warden welcomes you with a sour face. "What's your purpose for visiting?" he asks with a bored voice. You can hear the inmates talking inside. Some are singing, and some are fighting. At the corner of the jailhouse, a few tied-up men are waiting to be processed.

The jailhouse consists of two floors. On the first floor, there is the entrance hall where the newcomers get processed and the visitors wait to meet their loved ones. Another room opens up to the meeting hall where every Friday inmates get to see their families. The far back of the entrance leads to a set of stairs that goes below ground where the cells are. Here is where inmates are locked up. There are 40 cells with 4 beds in each one. Inmates get to roam around in a large hall where a small gleam of sunlight enters through the skylight.

Physician

"Get in, get in. But don't get too comfortable, we barely have any room left. See those seats right there? You can sit and wait. I'll tell you when you'll be up. It might take a while, though." The old lady points at two chairs worn down by time. There are sick people everywhere waiting their turn to see the town doctor. Being in this crowd alone might get you sick, but no one seems to care. The door opens up and a man steps out. "Send someone in please."

Hakeem was sent to study with the great thinkers of his time. He was most interested in medicine. His sickly sister would fall ill quite often, and no one seemed to figure out why. When he finished his education and came back to his hometown, not only did he cure his sister, he also opened up a clinic to spread wellness. Everyone heard about his healing hands, and the lines kept growing outside his clinic each day.

The clinic is a big building that used to be an inn. Hakeem instead changed the rooms to have sick beds for four patients in each room. The clinic has 10 rooms to host the patients. On the ground floor, there is a large waiting room and Hakeem's examining room.

Coffeehouse

The sound of shuffling cards and thick-mustached men slurping on their coffee weave through the atmosphere. A thick cloud of sheesha and the sour smell of sweat hovers below your nose. A hurried man, Yunus, glances toward you and gives you a small nod while serving more coffee to the gentlemen at the playing tables. The tables seem to be overflowing not only with the players but the neighborhood folk who came down to watch them. It seems the second men are done with their daily duties, they find themselves here, playing games and chatting with their friends.

Yunus runs the coffeehouse with his father Talat. It is a large hall with a small bar area where Yunus prepares tea, coffee, and sheeshas. The rest of the hall is filled with tables surrounded by men playing all sorts of games. Some tables are gambling small amounts of money. The demographic that frequents this establishment is usually the middle to lower-class citizens of Merv. The retired men come as soon as they have their breakfasts because this is often the most exciting part of their day.

Quests

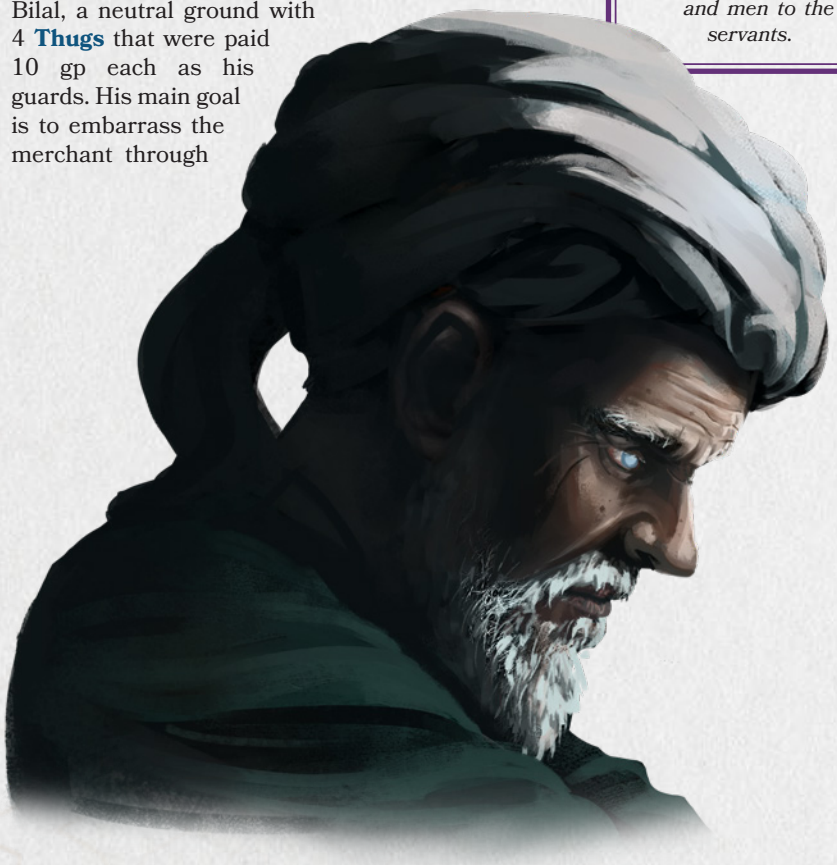
Stolen Dignity

Recommended Level 3-4

The adventurers receive a visit from a housemaid who works for one of the wealthiest merchants in town. She informs them that if they can handle the matter discreetly, the merchant has a job for them. Upon visiting the merchant's workshop, they find him visibly distressed. His name is Erhan (uses **Noble** statblock) and he is an elderly man. He reveals that he had been transporting a vital item between cities, which he had just approved for transport the day before. However, when the cargo left his office with the guards and headed towards his business partners in Baghdad, it was stopped at the city border, and the contents were stolen. The news was delivered by a young child, but the identity of the thief remains unknown. The thief (uses **Assassin** statblock) is demanding an exorbitant sum of money to return the item.

The merchant offers the adventurers a substantial portion of his commission if they can retrieve the stolen item. The item is actually medicine that cures "problems that may occur in bed." The thief demands 500 gp, but Erhan can only provide them 200 gp. He begs the adventurers to solve this, and he will reward them handsomely by giving them very precious gems (each worth 50 gp). He doesn't want to lose more coins to that petty thief.

The thief wants to meet at Bayt al Bilal, a neutral ground with 4 **Thugs** that were paid 10 gp each as his guards. His main goal is to embarrass the merchant through this event by making sure the people at the inn hear all about it and eventually spread the rumor. He once worked for him and was humiliated by him. He won't accept the 200 gp payment.



Bodyguard Request

Recommended Level 4-5

This quest may take place during **Herald of Rain**'s **Act II: The First Drop** storyline. In that storyline Merv's peace and order is threatened by a Hashashin named **Kafender Japeth**. The quest could be started on the **Second Day of Festival**, the evening of the assassination attempt on Ahmad Münzevi.

The following information can be revealed immediately to the players:

Erboz, the youngest of twelve siblings, had to carve his own path to prosperity. From a young age, he worked with local caravan owners, eventually taking over the business from a trusted mentor. To the citizens of Merv, Erboz is a respected member of society and a businessman of whom his family can be proud.

Further investigation may reveal these pieces of information:

Erboz had a secret source of wealth and power: he trafficked humans. When his caravan stopped near poor villages, he would convince some villagers to join them, and when the Mongols attacked and refugees fled their lands, Erboz saw an opportunity to profit off their desperation, selling poor souls to brothels and men to the service industry as indentured servants.

A list is hung on the main square of Merv on the body of a murdered emir. The list contains names and times for the emirs in the city. One of the threatened emirs is called **Emir Erboz (Noble with 20 HP)**
Emir Erboz approaches the adventurers and offers a tremendous amount of coins (the amount may depend on the players, but at least 1000 gp total) for his own protection. He wants adventurers to forget about other emirs and must keep him alive. He will double the amount when this assassin is captured, and he is once more safe.

If not following the storyline in Herald of Rain, Emir Erboz will want the adventurers to protect him against a Hashashin Master that threatened his enterprise because he refused to share information. The adventurers are tasked with protecting the emir in a location they deem appropriate. One of emir's men is actually a Hashashin Fedayee, and the Hashashin Master and 2 Hashashin Disciples will strike in three days. (Depending on the party's power level, there can be more or fewer Hashashin)

Toss a Coin

Recommended Level: Any. As this is a light hearted quest, this quest could be played by any party.

During the festival of Eid of Ramadan, the city of Merv hosts many events to entertain the crowd. One such event is organized by a local merchant with a reward of 250 gp for the winner in each category: Knife Throwing, Archery, Arm Wrestling, and a call-and-response duet between talented poets and musicians.

Knife Throwing: A bard named Alazhan (uses **Spy** statblock) is the center of attention for this contest. To defeat him, an adventurer must make an attack roll with a dagger and must hit AC 24. Alazhan actually cheats his way with a magical dagger. A DC 15 Intelligence (Arcana or Investigation) or Wisdom (Perception or Insight) makes adventurers suspicious of cheating.

Archery: Before this contest, Alazhan makes an appearance with a barrel of good quality sherbet and distributes it among the contestants. Anyone who drinks it (DC 13 Constitution saving throw) has advantage on the next three attack rolls. Its effect lasts for 10 minutes. Alazhan himself makes a score in the contest that could only be outmatched with an attack roll that hits AC 22. The property of the sherbet can be identified with a DC 13 Intelligence (Herbalism Kit or Poisoner's Kit) check or a *detect poison and disease* spell.

Arm Wrestling: Alazhan drinks a *potion of hill giant's strength* before the contest. He can be defeated in an Athletics contest. Alazhan rolls with advantage and a +5 bonus. A DC 14 Wisdom (Insight) check reveals that he shouldn't be this powerful based on his body looks.

Call-and-Response: Alazhan has +7 to his Performance checks and he makes good rhymes insulting people. He can be defeated with a Performance contest.

If Alazhan's cheats are discovered by the adventurers, he will beg for them to not announce this and let him win nonetheless. He will give them all the coins he gained; he just wants to impress a woman from the crowd who promised to have a romantic walk with him if he wins all the contests.

Baghdad
Center of Enlightenment

The city of wonders, knowledge, enlightenment, and progress - this is the city of Baghdad. The streets teem with life, the air alive with the sounds of prayer, music, and scholarly conversations as well as with the choir of many languages from around the world, including Greek, Turkish, Arabic, French, and Spanish. Everywhere you look, you can see the glimmering minarets of mosques and the domes of palaces and magnificent chambers rising into the sky, a testament to a city of wonders and science.

As one walks through the bustling markets, one can smell the spices and perfumes of the East, mingled with the scent of fresh bread and roasting meats. The vendors call out to everyone, their voices rising above the clamor of the crowds, tempting all with their wares and secrets.

Yet it is not just the sights and sounds of Baghdad that have made it a marvel; it is the people who live there. Scholars and poets, artists and musicians, merchants and craftsmen - all gathered in this great city to share their knowledge, their creativity, and their passion for life.

In the House of Wisdom, the greatest minds of the age come together to study and learn, exchanging ideas and discoveries that will shape the world for centuries to come. Here, one can find works of science, philosophy, and literature from all corners of the world, translated into Arabic and preserved for future generations.

Outside the House of Wisdom, the streets are filled with the colors and patterns of the city's art and architecture. From the intricate tile work of the mosques to the bold calligraphy of the public buildings, every surface seems to tell a story, reflecting the beauty and complexity of the Islamic world.

However, as with all great cities, there are also shadows in Baghdad. Poverty and disease are constant companions, and the threat of war and unrest always looms on the horizon. Yet even in the face of these challenges, the people of Baghdad remain resilient, drawing strength from their faith, their community, and their love for their city.

Baghdad is a city of contrasts and contradictions, a place of beauty and struggle, of hope and uncertainty. Above all, it is a city of the human spirit, a place where people from all aspects of life come together to create something greater than themselves.

Culture

Baghdad is a city steeped in culture, where its people hold a deep appreciation for the arts and the pursuit of knowledge. As technology continues to advance and learning becomes more accessible, many of its inhabitants have eagerly embraced this new frontier.

However, not everyone has been quick to adapt to this change. Some have clung tightly to the old ways, seeking to preserve what they believe to be the only viable knowledge - that which comes from religion. Despite these pockets of resistance, Baghdad remains a city of great intellectual curiosity, where the pursuit of enlightenment continues to inspire its inhabitants.

Notable aspects of Baghdad's culture can be listed like the following:

Many of the inhabitants know how to read and write.	Most commoners can be considered to have 13 Intelligence and Wisdom as well as speaking Turkish, Arabic, and Persian.
There is a wide network of artists and artisans.	Most items, objects, and services may be available in Baghdad. For example, high quality sellswords, spies, exotic goods, the finest materials, best quality art works, and even magic items.
Scientists flock to Baghdad to pursue their research.	There may be **arcane researchers** among them with limited spellcasting, as well as many **commoners** that work in libraries or live near scholarly chambers who may have proficiency in Arcana, History or a similar skill.
A large proportion of the population is very religious and conservative.	They are mostly proficient with the Religion skill. There may well be one or two clerics and even paladins around society in the dawn of discovering their power.

The Laws of the City

Mahmud Nadir (Ghulam Veteran)

Mahmud Nadir is both the luckiest and the unluckiest person one is ever likely to meet. He is painfully awkward in whatever he does, yet he has managed to solve some of the most baffling crimes in Baghdad without having any idea how he did it.

He was a clumsy, tiny little child. One day, as the recruiters came to their village to pick out boys who they would train to be soldiers, Mahmud Nadir was out strolling through the forest. His family told him to stay out of sight just in case he would be chosen. On his walk he came across a big bear who picked him as his next meal. He was able to stay a few inches out of its claws as he fled towards the village. Almost completely spent and realizing that he was not going to make it to the village before the bear caught him, he slumped against a tree. What he didn't know was that the tree had already been chopped half way through, collapsing as he leaned on it. The tree crashed down onto the bear, crushing its skull. He then ran to the village to show everyone how he killed a bear arriving just as the recruiters were leaving. Seeing the dead bear, he was instantly chosen to be a soldier. From then on everything he did went about this way. His maladroitness and misfortune was constantly covered up by the lucky saves materializing at the last minute.

Sufyan (Ghulam Veteran)

As a child, Sufyan grew up in a small village in Ghazna with his sickly father and his mother. From a young age, he learned the art of healing from his mother, who served as the village healer. Despite being shunned by some of the more religious members of the community, everyone turned to her in times of crisis. Sufyan was her faithful apprentice until he grew up and faced the bitter world's ultimate design: The war. He was captured by the Sultanate's forces and eventually rose as a Ghulam, gaining his own independence and met with a young prince of Baghdad during his service. He was honored when that young prince, son of the Caliph, offered him to join the ranks of the city guard, where he was sure he would shine with his gentle heart and strong, capable hands. The prince became the Caliph, and Sufyan slowly rose to power. He brought his mother to Baghdad and he lost her a few years later, although it was a peaceful death and she was very old. She lived very happily in her last years with her son as one of the most important figures in the greatest city in the Silk Road.

Use this for Sufyan: whenever he makes a Medicine check using healer's kit, he restores 2d4 hit points to the target. He also can use the Lay on Hands feature with a pool of 10 HP, but it doesn't work against diseases.


Baghdad
بغداد
Al-Qismet Inn
Abi Hanifa Mosque
The Bazaar of Baghdad
Bab al-Sham
The Palace
The Old Stag
Alyasamin
House of Wisdom
Barmakid Mousoleum

Apart from usual rules, these can be listed to represent the law in Baghdad:

Crime	Punishment
Ripping apart or burning a book, tome, or a similar worthy written possession.	Exile or death.
Entering a books section of a library with a lit candle or torch*	A heavy fine (~50 gp) and a ban from entering libraries.
Deliberately spreading false information and pieces of knowledge that contradict with scholarly research. For example, claiming the earth to be on the head of a giant turtle.	Usually exclusion from society.
Hiding information from authorities.	Usually death or amputation of a limb.
Thievery of a book	Amputating the hand that first touched the book.

*Check out the House of Wisdom for their special case of lighting in the libraries.

Locations

One of the tenets bestowed by the Prophet Muhammad to his followers commands: "Seek knowledge even if you have to go as far as China." This creed lies in the heart of Baghdad, as Muslim scholars are devoted to it deeply. The Sun of the enlightenment can be seen above the House of Wisdom.

The circular walls of the city stand out even miles away. Its astonishing sight reminds you this city is like no other.

Al-Qısmet (The Fortune)

The wait outside the inn doors looks like it might last a few minutes. A rather short man is trying to keep the line in order while some chat, some are distressed about waiting more than a few minutes, and some have just found small stools to sit on while they wait. When asked, the short man Kismet sighs, "It's pretty much always like this. You don't have that many options around town, and this one is the only one with good pricing and a decent level of cleanliness. I am extremely sorry to keep you waiting; if you'd like, there probably is a seat in our lounge area until the line settles." Inside looks as crowded as outside with worn-down divans scattered all around the floors. People are drinking tea and smoking, some are even painting on one side.

Sohan with his tiny son Kismet runs the Inn. This is the most crowded inn in all of Baghdad. There are about 40 rooms, and each room can house 2 people. Sohan's daughters, all on the shorter side just like their brother Kismet, run around the place doing cleaning and cooking. Unfortunately, Sohan lost his wife who lived abroad, and brought his son and four daughters with him to Baghdad to start a new life. As a family, they all are very masculine and handsome, even the daughters.

No One's Inn

As you enter the inn through its old wooden doors, you are greeted by a commotion. A man is yelling at a group of guests, practically kicking them out of the establishment. The guests gather their books from the table in the large, dim waiting area and hurry outside, muttering profanities under their breath.
The man, still yelling, rearranges the chairs that the guests had moved. "Something new every day," he says. "They barge in here with their words from Seytan and try to get into the minds of my guests. The only papers allowed here are writings of the Qur'an, you hear me? Anyone who has a problem with that can go mingle with the heretics."

He takes a deep breath, composes himself, and puts on the fakest smile imaginable. "Hello, sorry about that. I'm Eyad. How may I assist you today?"

The Inn looks ancient and perhaps it is. It has been here since the oldest living person in Baghdad can remember, and that should say a lot. The ownership of the inn passes through to the workers inside the place as the owner passes away. There are bookshelves everywhere that look like they used to be filled with a great library, but these shelves have been occupied with glasses, linens, and the guests' luggage for the better half of the last century. As they settle into their new chairs, the owners seem to pick up the same anger issues as the last one. But they know, they must, as one of the cheapest inns in town, the sort of people who occupy their not-so-neatly arranged 20 rooms are rarely innocent souls.



The Old Stag

As you approach the grand building, its open doors beckon you inside. A sweet melody fills the air, and a servant rushes over to take your bags. A small girl hops around, offering soaked towels to guests to cool themselves from the heat outside.

The lounge area is filled with people, all being served refreshments by uniformed servers. The concierge hands a key to the couple ahead of you, and a boy comes to escort them to their rooms. The luxury on display is unlike anything you have ever seen.

As you take in the sights, you notice a man peering through a cracked door, his eyes fixed on the happenings in the lobby. He seems to be waiting for someone special, his anticipation palpable.

Hassan, the owner of the inn, comes from a wealthy family that owns a significant portion of the shops and houses in Baghdad. The inn is one of their larger establishments, with the capacity to house around 120 people, making it one of the biggest inns in the city. Upon entering the inn from the front entrance, guests are greeted with luxury and opulence. But there is also a back entrance that few guests ever see, leading to a small lobby with a bored concierge named Idris, who has a reputation for having a foul mouth.

This back door opens onto a below-ground level, where less fortunate guests can find a bed among the eight other occupants of their shared room. The two sections of the inn are connected by a large corridor, accessible only to the inn's employees. These rooms serve as the kitchen, laundry room, break room, and another special room, the access to which is controlled by Hassan alone. Each night, a select group of guests enter this mysterious room, but not all of them emerge. The inn's secrets are many, and not all of them are pleasant.

The Bazaar of Baghdad

Khafi-Habr (The Invisible Ink)

You are greeted by a strong scent of the wilds, as if all the trees near the city made all their way to this shop and declared here their territory. A certain smell reminds you of the days you spent in the wilderness: A smell of wolves, like you are about to be their poor prey.

Other than that a shop of books welcomes you with a tall and strong-looking woman's dashing smile invites you in.

A bookshop in the bazaar run by a woman called Nazenin and her three brothers with customers all around the Silk Road. It is usually forbidden for a book to be carried away from the House of Wisdom and copying a book requires an incredible amount



of work. However, sometimes a book may just go missing from the libraries and somehow ends up in Nazenin's hands. Nazenin claims that all books that are left unattended in her shop belong to her.

She would sell the books for high prices in high places among other cities, usually the ones that have bad blood with the House of Wisdom. This shop is basically smuggling books out of the city and sometimes may bring a controversial book from afar for those who enjoy the risks of forbidden texts.

Nazenin and her brothers (Yalın, Habil ve Uthman) have a secret: They are cursed. While studying to copy a forbidden arcane text about the curses, Nazenin has become a Werebear and her brothers are cursed with lycanthropy and became Werewolves. They fought the curse at the beginning, but they realized the power that was given by it, so they embraced the curse and utilized its gifts.

The Divine Quill

The minute you step onto the street, you are swallowed up by the crowd. People bustle around you, discreetly showing each other their latest creations - sketches, poems, and passages from books. Street musicians weave through the crowd, collecting tips as they go.

Inside the tavern, the scene is much the same. A local orchestra is playing tonight, and the patrons are dressed in their finest attire. Cliques quickly form, with painters gathered together, charcoal pencils tucked into their belts, and poets locked in heated poetry battles. Scientists huddle around tables, deep in discussion, while a violinist chatters with the tavern bard, drawing the ire of the bartender, who hasn't played in some time.

Amid the chaos, one figure stands out - Farah, the tavern owner's daughter. She moves from table to table, greeting her guests with a lively smile and beautiful locks, the very embodiment of the tavern's lively spirit.

After her father fell ill, Farah transformed his beloved tavern into a gathering place for the intellectuals of the city and beyond. When artists and scientists visit Baghdad, they make sure to spend their evenings at the tavern, surrounded by their fellow creators.

The small, lively tavern has become the heart of the city's art scene, with artists and patrons alike flocking to its doors after the local gallery closes for the night.

Here, they drink and sketch until sunrise, reveling in the creative energy that surrounds them.

But not all of the tavern's patrons are aware of the illegal art sales that take place in its back rooms. After each gallery show, select paintings are brought to the tavern, where they are discreetly sold to buyers who have been given special gifts tucked inside their wrappings.

Sihr'ul Harika

The Tavern is like an old, familiar home, its walls adorned with tapestries and its fireplace slowly crackling. The people gathered within engaged in relaxed conversation, their worries left at the door.

From time to time, a group of excited adventurers bursts through the doors, eager for tales of adventure and excitement. But even they soon find themselves drawn in by the Tavern's peaceful atmosphere, sipping on beer and smoking hookah as they lose themselves in the warmth of the fire and the camaraderie of their fellow patrons.

The moment you stepped into the Tavern, you were overwhelmed by a sense of memory. The air was heavy with the scent of the last time you were truly happy, and the weight on your shoulders began to lift, as if all your worries had vanished.

After his wife died during childbirth, Mahir turned his family home into a laboratory, consumed by a singular desire: to find a way to bring her back. He smuggled arcane books and consulted anyone who claimed to possess powerful magic, but his efforts were in vain.

Years of failure and heartache took their toll on Mahir, and he eventually decided that he wanted nothing more than peace and laughter in his life. He transformed his laboratory into a tavern, where he could live in the upstairs quarters during the day and serve with a relaxed grin at night.

Mahir designed the tavern to be as comforting as possible, infused with the arcane powers he had learned during his research. But despite his desire for peace, he can not entirely leave his past behind. From time to time, he has been seen disappearing into the basement with books borrowed from his customers, and rumors circulate that he still conducts experiments down there.

Sahaf - Bookstore

As you step into the store, the pungent aroma of spicy food assaults your senses, nearly making you gag. Despite the strong smell, the store is impeccably clean and organized, with books neatly arranged in alphabetical order.

At first, you don't see anyone, but you sense movement in the corners of your eyes. You feel as though you are being watched, but you can't quite place the source of the gaze. The clattering of cutlery on a table breaks the silence, and a man steps forward, offering to help.

It is then that you see the eyes that have been watching you from the shadows. Two pale, almost lifeless teenagers stand at the man's side, their gazes fixed upon you. "Don't mind them. They don't speak but love to watch. You'll get used to their weirdness. If you want a specific book, just ask them: they organized the place."

Hamas has owned the bookstore for as long as anyone can remember. To the townspeople, it seems as though he has always been there, a fixture of the community.

One day, Hamas arrived at the store with two teenagers in tow, identical in appearance and introduced as his nieces. However, the girls have never been seen outside of the store, and their pale skin suggests they spend little time in the sun.

Hamas, his nieces, and the bookstore are all intertwined, with the living quarters for the family nestled in the backrooms of the store. Though they may be shrouded in mystery, they are a beloved part of the community, and the store remains a treasured destination for book lovers.

Hattat - Calligraphist

As you enter the store, you are greeted by the sight of pages drying on ropes strung from side to side. In the center of the room, a man with lips stained black by ink is engrossed in writing a name upon a parchment. "Veli has been circumcised," he mutters to himself, his movements interrupted only by the occasional unnecessary lick of his pen.

At the sound of your footsteps, the man looks up and gestures towards a clerk sitting at a nearby table. "For any orders, please speak with her," he says, his voice carrying the air of an artist at work. The clerk snorts, her sarcasm palpable. "Yes, the artist is at work. How may I help you?"

Nabiel is the go-to person for gifts, Qur'anic writings, and store signs. But he has a secret passion that he indulges in after hours. A few years ago, he met a group of friends who have since enlisted him to write special enchantments to amplify their powers.

In the shadows of the night, Nabiel puts his talents to work, crafting spells and incantations to aid his mysterious friends. Though his daytime work may be mundane, in the darkness, he dwells in the world of the arcane.

Potion Shop

As you peruse the shop, you are drawn to a colorful array of vials lining a massive cupboard. Dried herbs hang from the ceiling, ready to be used in the art of potion making. A faint melody catches your ear, and you follow the sound to a room at the back of the shop.

Inside, a woman is busy filling tiny vials with a shimmering purple goo, her movements deft and sure. "Be there in a sec!" she calls out, her voice carrying over the music.

The Potion Shop is hidden away behind an abandoned building, known only to those in the know. It is a favorite of the doctors and wizards of the city, its existence whispered from ear to ear like a secret rumor.

To the casual observer, the shop appears to be no more than a humble spice shop, its shelves lined with jars of herbs and spices. Only a recommendation from a previous, trusted customer can unlock the shop's true secrets, and reveal the potent potions and elixirs that lie within.

Under the watchful eye of the old lady who runs the shop, the Potion Shop remains a well-guarded secret, known only to those who seek out its powerful remedies.

Art Gallery & Workshop

In the far corners of the city, a hidden entrance tucked away in a discreet alleyway beckoned those in search of something hidden and wondrous. A few people huddled near the entrance, their eyes glazed over as they indulged in the sweet smoke of opium. Beneath the busy streets, the art gallery bustled with activity. A new exhibition was opening, and artists from far and wide had come to see the latest works on display. The gallery was a dim and wooden space, its walls adorned with paintings that seemed to glow with an otherworldly light.

Behind a heavy curtain, the inner chambers of the gallery lay hidden, a space where artists could work in peace and solitude. As you stepped into one of the rooms, a brush danced before your eyes, its bristles moving of their own accord as they created a masterpiece on the canvas. But when the artist spotted you, the brush fell lifeless to the ground, its yellow paint splattering across the floor.

The art gallery was founded by Matea, the aspiring artist son of an old tavern owner. After inheriting the tavern upon his father's passing, Matea was inspired to transform the space into a haven for artists. On a visit to his father's hometown of Urfa, Matea discovered that he was a descendant of the Conte de Edese, a French noble known for his love of art. His family introduced him to the French style of painting and showed him a new world of artistic possibilities. Determined to share his newfound passion with the world, Matea kicked the old-timers out of the tavern and transformed it into a storage space by day and an art gallery and workshop by night. Here, his artist friends could share their skills and knowledge with aspiring artists, and the gallery could host exhibitions and concerts for the enjoyment of all.

Blacksmith

A sword is swung with great force, slicing through the carcass that hangs from the ceiling of the blacksmith's workshop. The two onlookers clap, impressed by the weapon's sharpness and deadly accuracy. "It will kill," the blacksmith says with a smile, shaking the hand of his apprentice, who forged the sword with skill and precision.

The workshop is filled with an array of weapons from all over the world, many of which you have never seen before. Only the weapons in the cabinet seem to be for sale, and as you examine the selection, your eye is drawn to a sword tucked beneath some fabric. The sword glows with a faint blue light, as if it were waiting for its true master to claim it.

It was said that the blacksmith Laham used to forge swords for the royal family in a kingdom far, far away. This kingdom's name changes depending on whom you are getting your gossip from. He never talks about it. A few years ago, he just showed up in his late thirties and got to work. But the neighborhood welcomed him for his sunny personality and amazing selection of weaponry. Although some insist they have seen Laham delivering crates full of weapons in the dead of the night, most brush it off as another rumor.

Tailor

"He told me there was this dinner we were supposed to attend in three months, and he didn't even ask the host about the dress code," the woman says to the tailor, a note of frustration in her voice. "Oh, fucking men," the tailor mutters, his rough hands expertly pinning the woman's dress. With his tattoos and rugged appearance, he looks more like a sailor than a tailor. His two assistants hurry around him, handing him needles and measuring the woman's bust.

The room is organized and tidy, with dresses displayed on mannequins and fabrics neatly folded and stored in the back cabinet. The tailor works with skill and precision, his fingers moving quickly and deftly as he brings the woman's vision to life.



Daim was indeed a sailor once upon a time. Born and raised in the sea with his father, he decided to leave it all behind and track down his mother in the desert after suffering a horrible accident in the depths of the ocean. He took over his mothers shop but from time to time figures from his old life darken his doorstep, asking for favors and delivering certain supplies.

Tool Shop

As you stand by the door of the Tool Shop, you are struck by the strange and chaotic scene before you. The shelves are overflowing with tools of all shapes and sizes, as if a great storm has swept through the shop and scattered the wares in its wake. And yet, despite the apparent chaos, there is a strange order to it all, as if only the organizer of this confusion could decipher its meaning.

As you tentatively enter the shop, you can't help but knock over a few things - it seems impossible to avoid in this cluttered space. Suddenly, a man emerges from the back of the shop, his eyes wild with frustration. "Just fucking stay there and tell me what you want," he says, his voice harsh and impatient. "I can't clean this place up again. I already tidied three times today."

The Tool Shop is a big mess where one can find just about anything they need. From ropes and climbing gear to makeup supplies and gardening equipment. Whatever you need, Maad will find it for you. If he currently doesn't possess the item, he will find it and deliver it to you within days, even the most obscure items.

Antique Shop

The antique shop is filled with the musty smell of age, as if time itself has taken up residence within its walls. Old clothes, old furniture, and even old people can be found among the crowded shelves and cluttered displays.

At the back of the shop, an ancient couple sits, their withered bodies a testament to the passing of time. "Take a look around and shout when you find something you like," the old man wheezes, his voice barely audible over the creaking of the floorboards.

As you explore the shop, your eye is drawn to a glass container that holds an ancient-looking dagger. But before you can reach for it, you hear the sound of wheels turning and a man grunting. The old man in the wheelchair emerges from behind a table, his rheumy eyes fixed on you. "I'm sorry, sir, but that has already been bought. Let me show you our other selections," he says, his voice soft and polite despite his age and infirmity.

Lukman and his wife Leyla have realized that they had been hoarding these old pieces of furniture and antiques passed down from their families for generations. After a corridor in their house became completely inaccessible when a new table showed up from their dead aunt's place, Lukman lost it and decided to open up an antiques shop to find owners that would appreciate the heirlooms. As their customers and reputation grew, people from all over the city started to give them new antiques to sell. Now they have an extensive collection.

Alyasamin - The Jasmine

In the dead of night, a dark alleyway awakens. Men hurry through the shadows, their steps quick and furtive as they approach a door set into the wall. The alley is littered with garbage cans and abandoned furniture, a forgotten corner of the city.

The men look around nervously, trying not to be seen as they slip inside the door and disappear into the darkness. A dark corridor awaits them, the walls dripping with sour-smelling water. The men make their way carefully down the corridor, their footsteps echoing off the walls.

At the end of the corridor, a door beckons. Inside, the brothel is a lush and opulent place, filled with the finest silks and the most exotic perfumes. Beautiful women and men from far-flung lands beckon to the patrons who enter, offering them pleasures they have never known. The rooms are dark and sensual, with luxurious beds and rich tapestries covering the walls. Yet the brothel is not just a place of pleasure. For the wealthy and the powerful, it is a place to let down their guard and reveal their true natures, for better or for worse.

Alyasamin lies in the forgotten streets of Baghdad where people only enter to look for trouble. Where every other door opens to a world of illegal activities, the door of Alyasamin opens to a world of pleasures. With 40 of the most beautiful women and men of all ages in their service, this is the dream of all men walking the streets of Baghdad. The cozy, dim rooms of Alyasamin are available as long as one is able to pay.

Ersan-i Shehir (Town Hall)

In the town hall, two burly guards stand at the entrance, greeting all who came with a nod and a smile. They lead those who wish to speak with the council to the waiting area, where several anxious souls wait for their turn to be heard. One man, his face flushed with anger, scribbles frantically on a petition, his words falling like hammer blows upon the page. The box of petitions is overflowing, a testament to the frustration of the townspeople.

Through the open door of the council chamber, you catch a glimpse of the old men who hold the fate of the town in their hands. They sit upon their plush divans, puffing on fragrant shisha as they deliberate the town's affairs. A young girl dances around them, filling their cups with steaming tea, her movements a blur of motion. Despite the frustration of those waiting outside, the councilmen remain unfazed, taking their time to consider each matter with care and deliberation.

Nestled in the heart of the city, the Town Hall is a small but mighty building, a beacon of hope for the townspeople. Its doors are constantly swinging open, welcoming those who seek to voice their grievances and plead their case to the councilmen within.

The building is divided into two chambers, each serving a distinct purpose. In one, the people of the town wait endlessly, their patience tested as they await their turn to speak before the council. In the other, the tribal elders lounge upon comfortable cushions, smoking shisha and debating the important matters of the town.

The House of Wisdom

The winds blow in your direction, surround you with the awe of the magnificent tower in front of you, in the center of the round city. Its huge garden is filled with scholars, researchers, students, hodjas, and scientists. Every corner of the green carries a wisdom for those listening, an excitement of the future, a wonder that wants to explore this world and beyond.

You are absolutely sure that you can learn everything here. Every piece of information that the world possesses must be kept inside these walls. What men learned since the dawn of civilization must be found here, in written form. You feel like you stare at the mind and memory of humankind.

The House of Wisdom is the center of information, science, and enlightenment in the Silk Road. It hosts the greatest library in the world and the most capable scholars and scientists around the world. People can come here from all around the world to learn, to teach, to read and to share. There are books and tomes about almost all topics a scholar may need: From poetry to philosophy, history to biology, astronomy to religious texts.

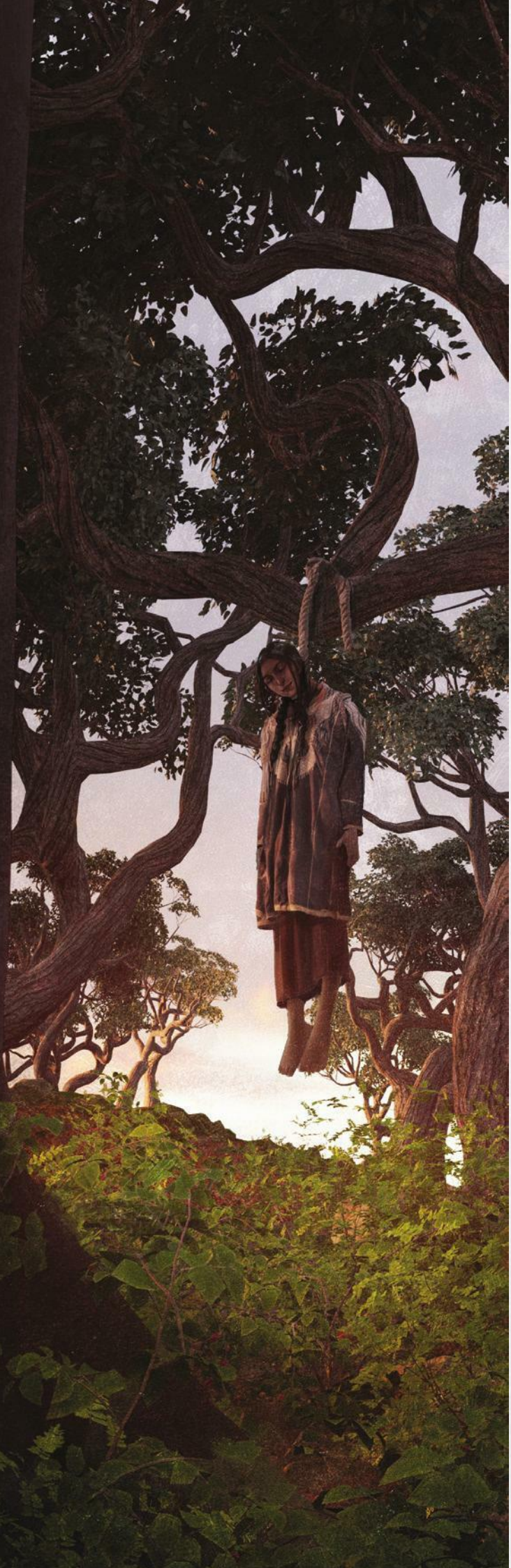
One can find no candles, torches or similar methods of light in here. It is strictly forbidden to bring fire into the library. The library is lit by lamps with fireflies inside them, creating a sight to see at night. There are also many magical lights in arcane chambers, but most common scholars are not allowed there.

Membership: Memberships are usually handled by one of the current leaders **Najm al-Din Razi** (**Sage of Baghdad**). Najm al-Din usually expects these gestures before considering a membership, usually one of them is enough:

- A generous donation to the library (500+ gp)
- A generous donation in the form of written texts that is considered a work of art or science.
- Proof of scholarly pursuits, arcane interests, literary talents or artistic virtues.
- A letter of recommendation from a member.

Non-members can only access the **Halls of Rashid** and can't borrow a book. Members may be allowed to take a book outside, only to agree to bring it back in a month. If it exceeds a month, the member will face a heavy fine (~150 gp); if it exceeds two months, the member is sentenced to death.

There are seven great floors that can be considered to open to the public, known as the Halls of Rashid, in the name of Harun al-Rashid, one of the legendary caliphs of the Abbasid Caliphate.



Halls of Rashid

30 ft. long ceilings and round walls covered with shelves that host hundreds of books, tomes and parchments in a 60 ft. radius hall. There are wooden desks, chairs, abacuses, ink pens, inkwells, spare parchments, navigator's tools, calligrapher's tools, alchemist's supplies, herbalism kit, cartographer's tools, maps, painter's supplies, tinker's tools, and similar objects, tools and items. Most desks are occupied by scholars and researchers. In some places the desks have been pulled together and a teacher is giving a lesson on some niche academic topic while the younger ones listen carefully.

Anyone who wants to conduct research here by spending at least 4 hours must succeed on a DC 12 Intelligence (Investigation) check. If they receive help from veteran scholars or other teachers during the research, or it is a group effort to find related books, it is rolled with advantage. Consult the table below to see the different availability of books from certain subjects. The DCs may be adjusted depending on the availability.

Topic	Availability
Astronomy/Astrology	Common
Mathematics/Algebra	Common
Physics/Engineering/ Architecture	Common
Chemistry/Biology	Rare
Herbalism and Plants	Common
Geography / Travel Book	Common
Medicine	Uncommon
History	Common
Religion	Common
Philosophy	Uncommon
Language	Uncommon
Dictionary	Uncommon
Occult	Very Rare
Alchemy	Rare
Magic	Very Rare
Rituals and Spell Scrolls	Legendary
Bestiary	Legendary
Necromancy	Legendary
Fiction/fairytale/fable/ story/theater/saga/ mythology and similar fictions	Common
Poetry and similar literary arts	Common
Paintings, miniatures	Common

There may be other topics that are not covered here but fit the game you want to play. The House of Wisdom can be considered a center for players with scholarly tendencies to freely conduct their research in a topic of their desire. For rarer topics, scholars from arcane chambers may be of more help.

The Memories of Alexandria

The allure of the House of Wisdom has drawn you into deep and high quality conversations, and being around the brightest minds of the realm has been intoxicating for some of you. Maybe it was a bit late that you noticed something very important: The House of Wisdom is haunted! There are ghosts and similar phantoms in almost every inch of the libraries. Most of the regular scholars and students don't seem to realize it. Only the experienced librarians, old scholars, and dwellers of the arcane business know their existence. However, they are not angry ghosts with haunting appeals and dreaded undead that terrorize the poor librarians. They are just dead scholars with unfinished business: one must never quit science.

What most people fail to realize or notice is that the House of Wisdom is very much haunted. Only the ones that encountered an incorporeal undead before, the ones with the spellcasting abilities and those that have witnessed a 3rd level spell are able to see the ghosts.

They are the ones that burned during the burnings of the Library of Alexandria centuries ago. Their spirits endured and found their way to the center of knowledge once again. In the legends, when the Caliph Mansur visited Alexandria, he had a calling from the heart to visit the ruins of the library, which no sane man ever dared to enter. There, he found hopeless and almost extinguished souls that are in the deepest stages of agony. They are called "Bitig Kül" which means "the remains/the written part of the ash" in Turkish.

They guide some scholars through the means of putting certain tomes and books in a place they can see, making noises in the right direction for them to notice a map or an old letter, or in a similar way. This favor is only available to scholars who are considered to be worthy. Many Bitig Kül may use different methods in determining the worthy ones: they favor hard-working, sincere, and honest scholars. They protect all the texts with all their might.

If someone uses the information gathered here for evil, or damages the written texts by any means, the Bitig Kül may put a curse on them. Some notable Bitig Küls are:

Isidorus (LG): He is the last headmaster of the library. His main expertise is on astronomy. He appears as he did in his last days, when he was an old man. He usually likes to talk for hours on how the world was good back then, and he believes he has always something to teach. He can help those who are worthy with the subjects of history, astronomy and similar topics. He deems worthy good souls, ambitious learners and selfless scholars.

Hypatia (NG): A teacher of mathematics and an expert in magic. She appears as a beautiful woman in her late twenties. She helps to unlock arcane secrets of the House of Wisdom with puzzles, riddles, and similar methods. She presents puzzles only to those she deems worthy. For her, good souls, intelligent spellcasters, and those who don't steal are considered worthy.

Vitruvia (CN): A diviner and a mythologian in the library. She usually helps those who meddle in foresight, prophecy, and similar matters. She thinks that those who are ambitious, determined and cunning are worthy of her help. She appears as a tall woman in her forties.

Gaia (LN): She excels at chemistry and alchemy. She helps those who are interested in her areas. She believes that only lawful souls who consider what's best for society are worthy of her help. She appears as a beautiful woman in her thirties.

Gregorius (LE): He cares about the wellbeing of books, knowledge and the secrets that lie here are the most important things. He is the one who usually punishes students and scholars that bring candles and similar dangerous products into the library.

Varus (N): Varus is a linguist, and his desire is to learn every language in the world. He believes that only the ones he should help share similar desires and ambitions. He usually helps those who struggle to understand a foreign text by directing them to dictionaries.

Some Bitig Küls even have their own chambers and meeting places. No one knows exactly how many spirits are in the House of Wisdom, but many researchers guess there are at least a hundred of them. They organize their own holidays, celebrations, and many interesting types of events.

Bitig Kül, The Remain of the Ash

Medium undead, any alignment

Armor Class 12
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-3)	14 (+2)	10 (+0)	16 (+3)	16 (+3)	16 (+3)

Skills Arcana +5, History +5, Religion +5
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 60 ft., passive Perception 13
Languages Ancient Greek, Ancient Latin, Arabic, Turkish, Persian
Challenge 4 (1,100 XP)

Unseen in the Minds. These creatures can only be seen by spellcasters, those who witnessed a 3rd level spell, and those who have encountered an undead, such as a ghost, poltergeist, or specter.

Keepers of Knowledge. The bitig kül has an aura of 120 ft. In this aura, the books, papers and parchments do not rot or keep dust on them. Also the objects have resistance to fire damage while in the aura. In addition, the bitig kül has an advantage in Intelligence (History) checks.

Wrath of the Lorekeeper. In the bitig kül's aura can become a damaging area that deals 22 (4d10) necrotic damage to all living creatures. The bitig kül can activate and deactivate this with a bonus action.

Heart's Touch (Recharge 4-6). When the bitig kül touches a creature, it can use its action to force the creature to make a DC 13 Charisma saving throw. On a failed save, the bitig kül learns the creature's alignment.

Ethereal Sight. The bitig kül can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The bitig kül can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The bitig kül attacks twice with its Ashen Strike.

Ashen Strike. *Melee or Ranged Spell Attack:* +5 to hit, one target, reach 5 ft. or range 60 ft. Hit: 10 (2d6 + 3) necrotic or psychic damage.

Curse of the Ash (Recharge 6). Bitig Kül may use its action to curse a creature. The creature must succeed on a DC 15 Wisdom saving throw. On a failed save, Bitig Kül chooses one of the options mentioned here or from the bestow curse spell: The creature only tastes ash in everything it eats and drinks, the creature has nightmares that may prevent sleeping (each long rest can be completed with a DC 13 Wisdom saving throw), or the creature's hit point maximum reduces by half. The curse can only be lifted with a remove curse or a wish spell.



Chamber of Sitare-i Muazzam

On the third floor, Chamber of Sitare-i Muazzam (Wonderful Stars) where the scholars, seers, oracles and other accepted people with divination abilities are accepted. Most of them have **arcane researcher** or **librarian of Baghdad** statblocks. The players can meet **Nuh Tufan (Sage of Baghdad)**, **Nalan Gül (Fortune-teller)** and **Zeynep al Shahda (Scholar of Baghdad)** from the Chamber of Hidden Nazar. They will be cautious at first, but if they realize the spellcasting and arcane knowledge of the players, they will mostly be happy to enlighten them.

The chamber is led by a woman named **Mariam Al-'Ijliyyah al-Asturlabi (Sage of Baghdad, NG)**. Her father was the original owner of the nickname al-Asturlabi, the inventor of the Astrolabe. Mariam is a curious woman that adores the secrets of the stars and the planets and constantly works on better equipment to gaze upon the stars. She is more curious about the stars than the uncertainty of the future. She is a very energetic and enthusiastic scientist and an expert at mathematics, geography and of course, astronomy. She is keen to help others and usually finds herself at difficult positions for helping. She also helps navigators, sailors and the like with their compasses and maps. On such occasion, she had to travel to Cyprus and was trapped there for about a month before returning to Baghdad, on a quest "to help a friend."

Nuh Tufan (N) is a middle aged powerful spellcaster constantly having visions about the end of the world. He is obsessed with the topic and spends his days searching for the exact date of the apocalypse. Unless insulted about this endeavor, he is a nice and calm person with a rich mind and a charming voice. He is an expert at astronomy and astrology.

Nalan Gül (NG) is a young woman who usually uses her powers to look beyond the past events and depths of history. She wants to uncover secrets of the past and unknown parts of the past centuries. Her main interest is the Sumerian era. She is a kind and considerate person with a really fast talking ability and a vast curiosity. She is an expert on history, calligraphy and biology.

Zeynep al Shahda (LN) is an elderly woman with arcane abilities with a patient attitude and a silent personality. She is interested in prophecies, destiny and similar topics although her main expertise is on medicine. She collects prophecies and conducts research on them. She is known as "the teacher of Caliphs," due to having been their teacher for four generations, including Al-Zahir.

They will grant 25 gp for each written text with a solid prophecy or a prediction about the future.

Chamber of Ruh-u Azam

On the fifth floor: The chamber (Ruh-u Azam meaning the great spirit) consists of people that have an interest

in life, death and soul. They usually conduct research and experiments on death, the afterlife, near-death-experiences and necromancy as well as speaking to the dead, their souls and possibilities of immortality, resurrection and more. Most of them use the Mage and Zoroastrian Magus statblocks.

Ali Bayram (**Mage, LG**) is a physician and a renowned surgeon in Baghdad. He usually travels the city to find suitable bodies that can be worked on. Therefore he is known as "the Soul Collector." He is usually very interested in how the human body works and adores Ibn Sina for his genius and contributions to science.

Füsun Narin (**Sage of Baghdad, CN**) is a young woman with the ability to sense any undead within 60 ft. of her. She is constantly looking for her late lover's spirit among the dead, a man who died on the battlefield two years ago. She has something unsaid to him, but she is unable to find him. Unbeknownst to her, her lover, a Ghulam Guard named Uthman was captured by a celestial cult (Check out the **Wilderness** section, **Tower of Silence**). Füsun's main expertise is on herbalism. If the adventurers unite two of them, Füsun will do everything in her power to award the party with appropriate rewards, such as rare magic items.

Zuhal Dina (3rd level Sorcerer with Forebears subclass with 16 Charisma) is a young woman recently accepted into the chamber with her ability to cast the *speak with dead* spell at will. She also can communicate with ghosts and other undead creatures, which most have a tendency to listen to her words and commands.

If the adventurers completes the following tasks, they may be rewarded accordingly:

Topic	Availability
Bringing a dead and intact body	10 gp (Maximum of 200 gp)
Sentient magic objects	Item's normal value + 250 gp
Magic items that can carry/resurrect spirits	Item's normal value + 350 gp
An undead, such as a ghoul, skeleton or zombie	50 gp for each undead (maximum of 500 gp)

Chamber of Aja'ib al-Makhluqat

On the sixth floor, the chamber of "wonders of creatures" consists of researchers that dedicate their life to writing useful guides and books about the monsters, "the Makhluqat" of the universe. They collect, research and organize information about legendary creatures, unyielding spirits, fearsome djinni and more. They are mostly herbalists, arcane researchers, geographers and animal doctors. Notable members of this circle are a sorcerer named **Azir Biruni [Scholar of Baghdad, LN, -5 to Passive Perception and disadv. on Wisdom (Perception) checks that rely on sight], Meltem (Mage, CN) and Asr b. Nazim (Druid, N)**.

Azir Biruni is an old adventurer who spent many days in the wilderness researching monsters and lost his party members while fighting in a dark underground cave. He never saw their bane, and after barely getting out of there himself, losing both eyes in the process, he decided to help others that would fight monsters.

Meltem is a physician and a surgeon that has a vast curiosity on monsters and their physical capabilities. She usually spends her time examining different monster corpses to fill out her own bestiary called "Miracles of Meltem."

Asr b. Nazim is an elderly man who spends his time mostly in the wilderness as a spiritual guide to the Turkoman tribes near Baghdad. He is the one who found Azir after the horrible event. Asr is a kind and gentle person and usually leaves the House to travel in poor neighborhoods to help those in need.

Chamber of the Fenni Âli

Fenni Âli means "Exalted Science" in Arabic. It is where the most powerful mages and arcane weavers gather and research the secrets and marvels of the otherworldly realms, magic and the boundaries of the arcane. The most notable members are **The Caliph Al-Zahir**, his wife **Hayat Jawhar Khatun**, **Al-Jarrah Nur ad-Din Âlim** (each three characters' statblocks and crucial information about them can be found in the **Characters** section in **Herald of Rain**), **Ibn Hamdan** (**Zoroastrian Mage**), **Zeynep bint Umar, Sutayta al Mahlali, Nasreddin al-Tusi**, and the current "head librarian" **Najm al-Din Razi** (all use **Sage of Baghdad** statblock).

This is the most difficult chamber to access, where creating magic items, deepest secrets of the arcane, inventing new spells, scribing spell scrolls, most dangerous rituals are known and experimented with extra caution. Only those who are really capable and wise are accepted into this chamber.

The Quests

*If you follow **Herald of Rain**'s adventure, the adventurers will arrive in Baghdad as a Level 7 party, which can be considered as immensely powerful in 5e standards. Usually, Level 7 parties deal with really serious threats, mostly kingdom threatening, as they did in **Act IV: The Resonating Storm**. Due to this situation, Baghdad's potential quests are more story-driven and light hearted compared to other cities as formidable dangers for Level 5 or higher parties require more magical and city-threatening foes. Only one of the quests focuses more on the combat side.*

Lost in Translation

*This quest can be given by **Varus** or another **Bitig Kül** from the House of Wisdom.*
Recommended Level: Any.

There is a book in a forgotten corner of the House of Wisdom, in a language called Avestan, an Iranian language that is nearly lost and mostly sacred to the Zoroastrians. The bitig kül wants the book to be translated to the modern languages, yet each scholar who ever attempted it was terrified of the existence of the spirits, and high ranking scholars had no time to focus on the task. This job would require months to be completed. If the adventurers could find someone to translate it, the bitig kül will reward them with a "clue to a very valuable treasure."

In the city there are three people who know the Avestan language: **Hafsa Nur bint Mahmud (Zoroastrian Magus, CN), Bedir Cem bin Kerim (Mage, CG),** and **Farhad b. Davud (Priest, NG)**.

Hafsa Nur is a female roving merchant that can usually be spotted at the port of Baghdad. She owns a small ship and trades along the River Tigris and all the way to Basra and beyond. She usually stays in Baghdad for a couple months, while the weather conditions are harsh. She is a fierce negotiator, and she wants 20 gp per day as a payment (or another price that is considered outrageous).

Bedir Cem, a male magician, recently moved into Baghdad from Cairo due to exile. He is reluctant to talk about his days in Cairo. He was exiled because he showed cowardice while serving the crown. Although he has a good heart and a relative strength in arcane matters, he is really a coward. He demands 2 gp per day for the translation process, but he needs external help while entering a place full of ghosts and spirits wandering around freely.

Farhad b. Davud follows Coptic Christianity and an old priest. He stopped doing his profession due to losing all his loved ones in a fire in Tripoli years ago. He has been drinking ever since, and he came to Baghdad two years ago with a group of travelers as their guide. He also requires 2 gp per day for the translation, but his drinking problem makes him a more aggressive and sometimes forgetful person.

The adventurers will be rewarded after they successfully bring one of the people mentioned above with a reasonable state - for example, convincing Hafsa Nur with a more reasonable deal, helping Bedir Cem to find his courage, or making Farhad stay away from the bottle. The bitig kül also must be convinced that the person brought will be useful to the job.

Identity Theft

If the adventure follows Herald of Rain, the adventurers have a chance to meet with Shams al-Tabrizi, the companion of Rumi. This quest can be triggered before Abu Hanifa Mosque section at Act IV: The Deluge of Desolation.

In the city, a man named Shams takes the attention of the inhabitants with his poems and public speaking. Most corners are filled with people talking about him, and most of the people wonder where he will be next. If the adventurers come across such a situation, they will be entertained with a magnificent and long poem by Shams, where even the most talented bards will acknowledge that his talents must be otherworldly. (If the adventurers have met with Shams before, they will realize this man is an impostor who is pretending to be Shams, immediately.)

Shams al-Tabrizi is an elderly man and the spiritual instructor of Rumi himself. He is a very accomplished poet, theologian and philosopher and believes the world and the whole of creation is one and the same. He cares and cherishes all life with all his heart while he is in search for the greater version of himself.

It is rumored that Shams could achieve great talent and hold an immeasurable power during his youth, but it is said that he rejected all and only desired to find peace and companionship.

*For **Rumi**, his statblock and place in the story, check out the **Characters** section in **Herald of Rain**. Rumi plays an important role in the adventure.*

The adventurers will be reached by real Shams, who has come all the way to Baghdad with his dear companion Rumi to deal with this impostor (It is one of the reasons they are in Baghdad). As his teachings and philosophy forbids him to act aggressively, he can't find openings to talk to him, as he always runs away when Shams is nearby.

Shams politely asks the adventurers if they could solve this matter without frightening and harming the man. All he wants is for this man to stop pretending to be him. He will admit that he doesn't have much to offer in return, except his good wishes.

Shams's good wish, unbeknownst to the adventurers, can be used by you to give them a reroll in the future,

when their needs are dire. Whenever such an occasion occurs, read this to reveal his good wish:

> *"You feel a promise that is kept and the prayers of one good man influencing the fabric of reality. This time, only the sweet laugh of Shams al-Tabrizi rings in your ear and you have the right to reroll this d20 you just failed."*

The man responsible for the identity theft is called Baha Juvayni (use the **Certain Stalker** statblock), who has been impersonating as Shams along the Silk Road for months. He has a magic item called "**The Colorful Canvas**" that he stole from a **Siyah Qalam**. Thanks to this object, Baha Juvayni was able to read everything Shams had written and with it pursued fame and money. When he first met Shams, he was robbed by many bandits and Shams did nothing to stop them and gave him some advice on "letting go" and "not fueling the anger." Baha was furious and stole Shams's bag and everything in it. Since that day he uses the simple possessions in the bag to activate the magic item.

Baha Juvayni will try to secure a deal with a "book smuggler" in Baghdad, a woman called **Nazenin** (**Werebear**, information about her can be found in **Locations** above) for all his works and will receive a huge amount of payment (at least 500 gp). Nazenin's goal is to deliver the collection of Shams's written works to an important priest in Trebizond to receive even a greater payment, so she will want to complete the trade. Baha Juvayni is currently staying at **Al-Qısmet Inn**.

The Colorful Canvas
Wondrous item, requires attunement

This empty magic collection of empty parchments can be activated with a 100 gp worth of special ink. By spending 1 hour and the ink and a possession from a poet, artist, and a writer (or a similar person), everything ever written or drawn by them will appear on the empty pages. The process consumes the possession.

Shams al-Tabrizi

Medium humanoid (human), lawful good

Armor Class 13 (Silk Robe)
Hit Points 53 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	20 (+5)	20 (+5)	18 (+4)

Saving Throws Int +8, Wis +8, Cha +7
Skills Arcana +8, Religion +11, Nature +8, Perception +8, Insight +8, Persuasion +7
Damage Immunities psychic
Damage Resistances bludgeoning, piercing and slashing
Condition Immunities charmed, frightened
Senses passive Perception 18
Challenge 6 (2,300 XP)
Challenge +3

Peace of the Mind. Shams has +2 bonus to its spell attacks and spell save DC (included below and in the Actions). He enters a special state of mind where he is at peace with the world and its surroundings for 1 minute. During this minute, whenever he takes a deadly blow, he drops unconscious and becomes instantly stabilized. He can't use this feature again until he finishes a long rest.

Innate Spellcasting. Shams's spellcasting ability is Wisdom (spell save DC 18). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts, augury, sacred flame, minor illusion, protection from evil and good*
1/day: *goodberry, divination, purify food and drink, lesser restoration, mandate of the Sophists: Rumi*

Actions

Peaceful Defense. Shams gains +5 bonus to his Armor Class. When he takes this action, he cannot attack the next round.

Mindful Touch. *Ranged Spell Attack:* +10 to hit, one target, range 120 ft. Hit: 19 (4d8) psychic damage.





Gathering Storm

Recommended Level 7-8

Rather than following a streamlined list of events, the antagonist of this quest is explained and his methods and possible complications are listed here to prepare a suitable quest for your players.

A **Zoroastrian Magus** named **Abd-al Saye Al-Azif** comes from a shunned bloodline called the "Yellow Robes." His ancestors were driven out of Baghdad, and he was made to swear revenge by his late father. This oath for vengeance ran in the family for generations. Al-Azif came to the city a few years ago and disguised himself as **Ali Farhad**, a humble arcane researcher in public libraries.

He started to kill people and gather their limbs to create a golem of immense power. He collects stone and iron as well. Infusing these materials together with arcane magic will result in the creation of a **stone golem** or an **iron golem**.

There are some important aspects:

- Al-Azif must kill 7 individuals. All must be members or frequent visitors of House of Wisdom.
- He needs mass amounts of stone and iron. He will spend 500 gp on these materials in the Bazaar. He will make these shoppings under different names.
- He must take different limbs from 6 different individuals that he killed (right leg, left leg, right arm, left arm, head, torso) and the whole body of a scholar of Baghdad.
- He has access to a late alchemist's vault which includes: 4 vials of sleep, 3 carrier crawler mucus, 3 essence of ether, 4 oil of taggit, 1 purple worm poison. He will try to utilize these potions.
- His secret identity as Al-Azif is only known by a waitress named Zaliha (Commoner with 13 INT, 13 (3d8) HP) in No one's Inn. When Al-Azif was drunk, he accidentally told her name and he came to this city for revenge. She does not know other details.
- He will avoid confronting powerful members and focus on loner or weak ones, such as students, excluded ones, hated ones, old members and similar people.
- As a result of the ritual he will cast, he must use a sigil on the corpses, which will be the only clue he leaves behind. The sigil will resemble a star with a flame symbol in it.
- His possible targets will be: Fahmi, Akalp, Serhat, Zafer (all arcane researchers), Bahri, Okan, and Walid (all librarians of Baghdad). All of those stay at different inns and similar places like No One's Inn and The Old Stag, and The Divine Quill.

Check out the table below for possible outcomes:

Resources	Time	Result
2 parts or less	1 hour	1 **Flesh Golem**
3 parts	2 hours	2 **Flesh Golems**
4 parts and a body	3 hours	3 **Flesh Golem**
4 parts and enough stone	1 day	1 **Clay Golem**
5 parts	3 days*	2 **Clay Golems**
6 parts and enough stone	6 days*	1 **Stone Golem**
6 parts, a body, and enough iron	1 week*	1 **Iron Golem**

*If the ritual is interrupted before completion, reduce 1d10 for each day and subtract the total from the golems HP. And if you deem appropriate, ignore one of their features, such as Magic Resistance or Damage Immunities from their statblocks.

Wilderness

The wilderness can be both alluring and perilous, tempting many adventurers to seek out its mysteries and treasures from the remains of ancient civilizations, unique and diverse cultures, and opportunities to claim great riches. However, dangers lurk in the vast forests, high mountains, merciless deserts and endless steppes, with vicious beasts, vile monstrosities, and other unimaginable threats that can end a traveler's life before ever glimpsing their destination. It is a journey full of adventure, but also one that requires great caution and preparation.

For random encounters, check out the tables below for encounter ideas:

d20	Encounter
1	2 **Ghulam Veterans**, 4 **Ghulam Guards**
2	1d4 **Oni**
3	1 **Muntakim**
4	3 **Elephants**◉, 6 **Steppe Raiders**
5	1 **Giant Ape**◉
6	2d4 **Atshan**
7	2d4 **Bedouin Warriors**
8	1 **Hashashin Master**
9	2 **Steppe Rider**, 8 **Steppe Raiders**
10	1 **Bandit Captain**◉, 4 **Bandits**◉
11	1d3 **Tribal Champions**, 2d6 **Tribal Warriors**
12	2d4 **Dire Wolves**◉
13	1d6 **Dryads**◉
14	1d4 **Giant Eagles**◉
15	1 **Mimic**◉ disguised as a wooden door of a broken cart.
16	2d4 **Half-daeva**
17	2d6 **Warriors of Jahi**
18	1d6 **Jahi Golem**
19	2d4 **Ahengar**
20	1 **Luck Iye**

d10	Encounter
1	You roll from the encounter table. The creature the adventurers encounter is hostile towards them.
2	The adventurers encounter a **Meddah.**
3	A stiff wind pushes back the sands, revealing bones, pitted bronze armor and spear tips. A battle took place here long ago and perhaps still continues, when the sun goes down.
4	You stumble upon a lone traveler who makes you an offer for an item or some information the players want; their price is suspiciously low, and...are their eyes glowing?
5	The metallic tang of blood pollutes the air, in the distance a village burns.
6	A grand caravan that stretches back kilometers snakes its way towards you. The guards, well armed and armored, look at you with suspicion, though you are little threat to such a grand procession. In their numerous covered wagons and camel packs, the traders have exotic goods that might have come from China, India, England or Morocco, all for sale if you have the coin.
7	The adventurers stumble upon a guarded treasure. Roll from the encounter table or determine the encounters to designate the guardians of the treasure. The nature of the treasure may change depending on the creatures.
8	You stumble upon a group of nomads; they are well armed with hounds and ranged weapons. They tell you that they are on a hunt and offer you the chance to join them.
9	The adventurers meet with a party of entertainers, and they offer shelter and food in exchange for stories, songs, and similar activities.
10	The adventurers stumble upon an unguarded treasure. It contains at least 2 uncommon magic items and at least 100 p worth of coinage or jewelry.

Zoroastrian Temples

Zoroastrianism has lost its power due to the rise of Islam in the past centuries. Now, in most corners of the Silk Road, outside of the Indian subcontinent and China, Muslims consist the majority of the population and governments. Followers of the Zoroaster dwindled in number, and their influence slowly extinguished over the Silk Road. There are small numbers of believers, and some faced persecution and discrimination in some major cities during the earlier Caliph's era.

If you want your adventure to stumble upon Zoroastrian Temples, you could add these to point out the locations of temples:

A map of the Silk Road by Al-Istakhri on which the temples have been marked as flame icons.

Some NPCs that follow the Zoroastrianism faith that knows the locations of the temples could lead them. They could be introduced in caravanserais or cities.

All Zoroastrian temples possess Incense of Zoroaster, which provides protection against disease to anyone who would enter the temples. Check out the Items section for further information on the magic item.

Temple of Enduring Flame

On the road between Samarkand and Merv lies an ancient temple hard to notice between huge rocks and natural layers of dust and sand. Its crooked shape and crumbling structure make it seem like you are witnessing a breathing entity, slumbering perhaps, certainly one that does not belong to this era.

The building has no roof, only walls, pillars and doors that stand all alone in this new world. The stones once told a story but the words of ancient priests unfortunately lost the war with time and only dust remains.

This temple has a shrine in the middle of it and it looks like a fireplace. There are ashes scattered around that are still warm to touch. A hunch tells you that these ashes have been like this for a long time. A very long time...

d6	Status	Residents
1	Overrun by monsters	Roll from the Encounters table below.
2	Abandoned	-
3	Occupied by followers of Jahi	1 **Handmaiden of Jahi**, 3 **Warriors of Jahi**
4	Ritual Site by a cult.	4 **Cultist**◉, 1 **Cult Fanatic**◉.
5	Used a resting place by merchants.	Possibly a **Meddah** and three different merchants protected by 1d10 **Guards**, 1d6 **Steppe Raiders**, or 1d4 **Ghulam Warriors**
6	Recently Left by Unknown People	None. There are treasures and useful items left behind.

d10	Encounters	Possible Treasure
1	2d4 **Malkus Shade**	**Potion of Cold Resistance**, **Armor of Cold Resistance**, **+1 ammunition** that deals cold damage. Amounts depend on the GM.
2	1d4 **Serpent Sorceresses** and 3 **Half-daevas**	**Potion of Healing**, **Potion of Greater Healing**, 1 to 3rd levels of **spell scrolls**.
3	1 **Zoroastrian Magus** and 4 **Fravashi Ethereal**, 4 **Skeletons**	1 to 5th levels of **spell scrolls**, **+1 weapons, bag of holding,** 150 gp worth of jewelry, an **arcane focus.**
4	1d2 **Vengeful Umaci**	125 gp worth of jewelry
5	1d2 **Winged Malkus** and 1d4 **Ahengar**	-
6	2d4 **Atshan**	Dust of Disappearance
7	2d6 **Fortune Djinni**	-
8	1 **Wight**◉ 2d6 **Fravashi Risen**	-
9	1d3 **Baku**	50 gp worth of jewelry
10	2d4 **Kitsune**	+1 ammunition

The shrine and the ashes in the center represent the temple losing its once glorious days and its protector failing to keep the flames alive; this can be discerned with a DC 15 Intelligence (Arcana) check. Zoroastrian Flame can reignite the shrine, and the ashes take the form of a humanoid. The shape bows to the one reignited it and blesses the creature with fire or cold resistance (GM's choice). This blessing lasts one minute and it can be activated by the creature whenever it creates Zoroastrian Flames again. A creature can do this once a day.

Temple of Rekindle

On the road between Merv and Isfahan, the Temple of Rekindle lies, reminiscent of the days even your forebears didn't witness.

You feel like you have been woken up to a cold morning where the distinguished flames greet you. This time, the whole temple you notice on the hill resembles a long forgotten campfire, once mighty and beautiful. The winds always carry ashes with them as you notice the walls have become gray and the soil and the green around are slowly dying.



This outdoor temple has four pillars and short walls that surround it. In the middle, there are ashes that make up a small hill. The hill is 10 ft. high from the ground and has a 30 ft. radius from its center.

Ashen Area: When a creature enters the area for the first time or starts its turn there, it must make a DC 14 Constitution saving throw. On a failed save, its maximum HP score is reduced by 1d4, and it takes 10 (3d6) necrotic damage. On a success, it only takes half damage. If a creature's maximum HP score is reduced to 0 with this way, it dies. If the conjuration auras of all the pillars are destroyed, the ashen area reveals a bowl made of copper and contains a shiny and reddish liquid inside it. Check out the **Items** section (**The Copper Bowl**).

DC 10 Intelligence (Arcana) check reveals that the pillars have *abjuration* and *conjuration* spells on them. Abjuration aura gives the pillar these: 20 AC, 150 HP and 20 Threshold.

First Pillar: The conjuration aura awakens the monster among the ashes (1 **Ahengar**) if one touches the pillar. Once the creature is defeated, the conjuration is lifted for 24 hours. The ahengar will try to confuse the adventurers by mimicking the voices of potential relatives, friends, other party members, or similarly distracting monsters and will try to draw them to the ashen area.

The pillar is inscribed with the following text in Ancient Persian: "*Your heart above all.*" A creature willing to test their hearts can enter a clash with the magical power that is contained within the pillar. The

pillar makes a Charisma check with a +3 bonus. In a tie, the pillar wins. The **ahengar** is summoned when the pillar wins, and the character that entered the clash gains a level of exhaustion.

Second Pillar: The conjuration area awakens the spirit inside it when touched: a **ghost**. It will immediately try to possess the nearest creature and use Possession as a reaction. Once the creature is defeated, the conjuration is lifted for 24 hours.

The pillar is inscribed with the following text in Ancient Persian: "*Your mind above all.*" A creature willing to test their hearts can enter a clash with the magical power that is contained within the pillar. The pillar makes a Wisdom check with a +3 bonus. In a tie, the pillar wins. The ghost is summoned when the pillar wins, and the character that entered the clash gains a level of exhaustion.

Third Pillar: The conjuration area awakens gave the shape of a monster to the ashes: a **half-daeva**.

The pillar is inscribed with the following text in Ancient Persian: "*Your might above all.*" A creature willing to test their hearts could enter a clash with the magical power that is contained within the pillar. The pillar makes a Strength check with a +3 bonus. In a tie, the pillar wins. The **half-daeva** is summoned when the pillar wins, and the character that entered the clash gains a level of exhaustion.

Fourth Pillar: The conjuration area awakens a monster inside the ashes when touched: a **wight**. Instead of a longsword, the wight uses a weapon made of ashes, and it deals 6 (1d8 + 2) necrotic damage.

The pillar is inscribed with the following text in Ancient Persian: "*Your craft above all.*" A creature willing to test their hearts can enter a clash with the magical power that is contained within the pillar. The pillar makes a Dexterity check with a +3 bonus. In a tie, the pillar wins. The **wight** is summoned when the pillar wins, and the character that entered the clash gains a level of exhaustion.

If all the pillars lose their conjuration auras by losing contests or having their defenders defeated by the players, the creatures that are within the boundaries of the temple gains advantage on their next 5 saving throws. If they have any mundane or magical disease, it is healed. Their exhaustion level is reduced by 1, and all charm and fear effects are cleansed.

If the pillars' auras are gotten rid of by the means of contest, the conjuration auras can be only reactivated by a Zoroastrian Magus.

If, somehow, the pillars are destroyed, the magical auras and the ashen area are destroyed as well.

Tower of Silence

The tower lies between the mountains east of Isfahan, and something tells you that it was once taller before, looming over even the mountains. Now half buried in sand, crumbling away to nothing, it evokes an inescapable melancholy. It stands among the total silence of the hills, as if no living thing dares to approach, except you.

The Tower of Silence is an ancient Zoroastrian Temple that was abandoned by the Zoroastrian priests and is now inhabited by the "Cult of the Pure," which worships a bound angelic creature called **Nashitat**, captured in the basement of the tower.

The tower has three surviving floors; the rest is underground and isn't used by the cultists.

Entrance Floor: It hosts 6 **Cultists** and 2 **Cult Fanatics**. This is the main room used as their base of operations and living quarters. There are many supplies of water, food, trade goods, coinage (worth 200 gp), and similar items.

Top Floor: It hosts the leader of the cult and his servants. The leader is an elderly man called Kareem (use the **Mage** stat block). He can use an action to summon two **hell hounds** as his guards that disappear after 1 minute. He can't do so again until he finishes a long rest. The room contains about 500 gp, at least 4 common magic items and at least 2 uncommon magic items.

Basement: Nashitat and other captives are bound here. One of the captives is a **Ghulam Guard** called Uthman. He was captured while asleep in the wilderness by one of the raiding parties of the cult. Other four captives use **steppe raider** stat blocks.

Nashitat is bound in the center of the room inside a *magic circle* that blocks it from moving and casting spells. The magic circle can be dispelled by using Zoroastrian Flame. If the nashitat is freed and the cultists are defeated, the nashitat will cast *greater restoration* on a mundane item of the adventurer's choice. The item will then have 3 charges, and by expending a charge, a party member will be able to cast *greater restoration*. Once all 3 charges are spent, the item will cease its ability to cast the spell but will grant +1 bonus to the saving throws of the holder.

The Temple of Incandescent

You feel like the deepest abyss staring at you. The feeling of uneasiness surrounds your gut and you immediately feel something is not right. Hell was here, you are sure of it.

A holy ritual site located between Isfahan and Baghdad, The Temple of Incandescent is a small shrine dedicated to Kaveh the Blacksmith, a mythological figure in Persian legends. A large forge stands barren among the sharp hills and in the middle of it, an incandescent liquid appears to be very hot. A successful DC 15 Dexterity or Intelligence (Smith's Tools) reveals that the liquid can be used to fortify a mundane weapon to become magical by spending two hours. If such an act is attempted, a chained devil will be summoned to defend the forge.

The Black Canvas of Fararood

The organization of the Siyah Qalam (Black Pen) is called The Black Canvas of Fararood. They are an underground organization that unites people with interesting arcane abilities concerning art, paintings, sculpture, and similar aspects. Most of the Black Canvas are known for their painting abilities and their incredible ability to capture the likeness of horrific monsters. They are skilled enough to give lifelike quality to their drawings and statutes. Their leader in particular, the one that takes the title **Mehmed Siyah Qalam**, can imagine whole new creatures and give them life. However, their art has limits and suffers some heavy drawbacks because of the spell rebound and its terrible effects.

The organization's roots date back to several centuries ago, when Leon III the Isaurian started the Iconoclasm in the Byzantine Empire. Since that day, most of the talented arcane artists ran from the authorities and went into hiding, eventually coming under the leadership of a man called Siyah Qalam. He was a strong arcane user that wanted to protect his art and wanted every creature in the world to be painted or sculpted by his organization.

They travel the world, testing potential disciples, and slowly growing their numbers. Their goal is to create the ultimate bestiary and make sure that their tradition lives on. They are mostly viewed as collectors and traders. However, some of them engage in pacts with the highest bidder, such as creating a devil familiar for them or wreaking havoc on their enemies by creating a terrible monster. This is mostly forbidden in higher circles of the organization, but engaging in non-harmful agreements, such as delivering undead bodies, devils, aberrations to the House of Wisdom for research purposes are allowed.

Historical note: Mehmed Siyah Qalam was an individual who became famous with his djinn drawings. It is unknown if he was the painter of all the works that have been attributed to him and is still a controversial issue today.

There are usually two ranks in the Black Canvas: the Dershan and the Sanatkar. Darshan means apprentice and students and usually signifies one's desire to learn. Sanatkar means artist, artisan, being able to shape things and signifies one's desire to share the knowledge he possess and pass on the experience he gathered throughout the years.

Siyah Qalam Dershan

Medium humanoid, any alignment

Armor Class 13 (Silk Robe)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Cha +5
Skills Arcana +4, Painter's Supplies +7
Languages any three
Senses passive Perception 13
Challenge 3 (700 XP)
Proficiency Bonus +2

Spellcasting. The Siyah Qalam dershan can cast the following spells, using Charisma as its spellcasting ability (+5 to hit, spell save DC 13):

At will: *mending, prestidigitation, minor illusion, vicious mockery*
1/day (each): *hideous laughter, disguise self, sleep, thunderwave*

Painting in True Color. The Siyah Qalam dershan can give life to a painting that comes from its own hands or an icon depicts a creature that exists, such as a statue. The creature on the painting can be CR 5 or lower. Once created this way, the creature is alive and feels bound to its creator and its will. After the end of each long rest, the Siyah Qalam dershan must succeed on a DC 15 Charisma saving throw to maintain this bond. On a failure, the bond is broken, and the creature is free to act however it chooses. The created creature cannot be a humanoid.

Actions

Harmful Words. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft., or range 30 ft., Hit: 10 (2d6 + 3) psychic damage.

Siyah Qalam Sanatkar

Medium humanoid, any alignment

Armor Class 15 (Silk Robe +2)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Cha +7
Skills Arcana +5, Painter's Supplies +9
Languages any three
Senses passive Perception 13
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Spellcasting. The siyah qalam sanatkar can cast the following spells, using Charisma as its spellcasting ability (+7 to hit, spell save DC 15):

At will: *shocking grasp, vicious mockery, mending, detect magic, silent image, minor illusion*
3/day (each): *hideous laughter, disguise self, sleep, thunderwave, knock, shatter, suggestion*
1/day (each): *hypnotic pattern, slow, lightning bolt*

Painting in True Color. The Siyah Qalam sanatkar can give life to a painting that comes from its own hands or an icon depicts a creature that exists, such as a statue. The creature on the painting can be CR 8 or lower. Once created this way, the creature is alive and feels bound to its creator and its will. After the end of each long rest, the Siyah Qalam sanatkar must succeed on a DC 15 Charisma saving throw to maintain this bond. On a failure, the bond is broken, and the creature is free to act however it chooses. The created creature cannot be a humanoid.

Actions

Multiattack. The Siyah Qalam sanatkar can attack twice with its Harmful Words.

Harmful Words. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft., or range 30 ft., Hit: 10 (2d6 + 4) psychic damage.

The Current leader and Mehmed Siyah Qalam of the organization is a young man called **Mehmed Şeref (Chaotic Good)**, and currently is obsessed with finding the most powerful creatures and drawing them. He constantly travels the lands to find powerful dragons, dreaded liches, and other horrible monsters that belong to nightmares. If anyone brings him a corpse or an actual living monster that is CR 10 or more, he will reward them immensely. He holds a tight leash over the organization, commanding his members not to meddle with political affairs and civil wars. He holds no enmity towards the Khaganate, although he was born in a town in Khorasan that was destroyed by the steppe riders. He believes that they are temporary, as most of the political bodies are. He believes that their art is very important to serve as the memory of humankind and a tool to fight terrible threats if necessary.

Mehmed Siyah Qalam

Medium humanoid (human), chaotic good

Armor Class 13 (Robe of the Dark Star)
Hit Points 91 (14d8+28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Cha +9, Wis +7
Skills Arcana +5, Insight +7, Nature +7, Painter's Supplies +11
Languages Turkish, Arabic, Persian, Mongolian, Sanskrit, Mandarin Chinese, Greek, Latin
Senses passive Perception 13
Challenge 9 (5000 XP)
Proficiency Bonus +4

Spellcasting. Mehmed Siyah Qalam can cast the following spells, using Charisma as its spellcasting ability (+9 to hit, spell save DC 17):

At will: *shocking grasp, vicious mockery, mending, detect magic, silent image, minor illusion*
3/day (each): *hideous laughter, disguise self, sleep, thunderwave, knock, shatter, suggestion, hypnotic pattern, lightning bolt*
1/day (each): *slow, dominate beast, death ward, blight, banishment, teleport*

Painting in True Color. Mehmed Siyah Qalam can give life to a painting that comes from his own hands or an icon depicts a creature that exists, such as a statue. The creature on the painting can be CR 12 or lower. Once created this way, the creature is alive and feels bound to its creator and its will. After the end of each long rest, Mehmed Siyah Qalam must succeed on a DC 15 Charisma saving throw to maintain this bond. On a failure, the bond is broken, and the creature is free to act however it chooses. The created creature cannot be a humanoid.

Actions

Multiattack. Mehmed Siyah Qalam can attack three times with its Harmful Words.

Harmful Words. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft., or range 30 ft., Hit: 10 (2d6 + 5) psychic damage.

Caravanserais

Caravanserai #1 - Sarıhan

Amidst the chaos of fleeing refugees, the caravanserai stands as a beacon of hope - yet its doors are tightly locked, guarded by burly relatives. The desperate crowd swirls around its walls, some attempting to bribe their way inside, while others plead for entry. Tensions run high as small scuffles break out amongst the throngs. But amidst the turmoil, a glimmer of kindness shines through. A woman, hidden behind the door, discreetly passes out food to those in need. And amidst the bargaining and bartering, some caravan masters offer a glimmer of salvation - the promise of safe passage to Merv or Baghdad, for those willing to pay the price.

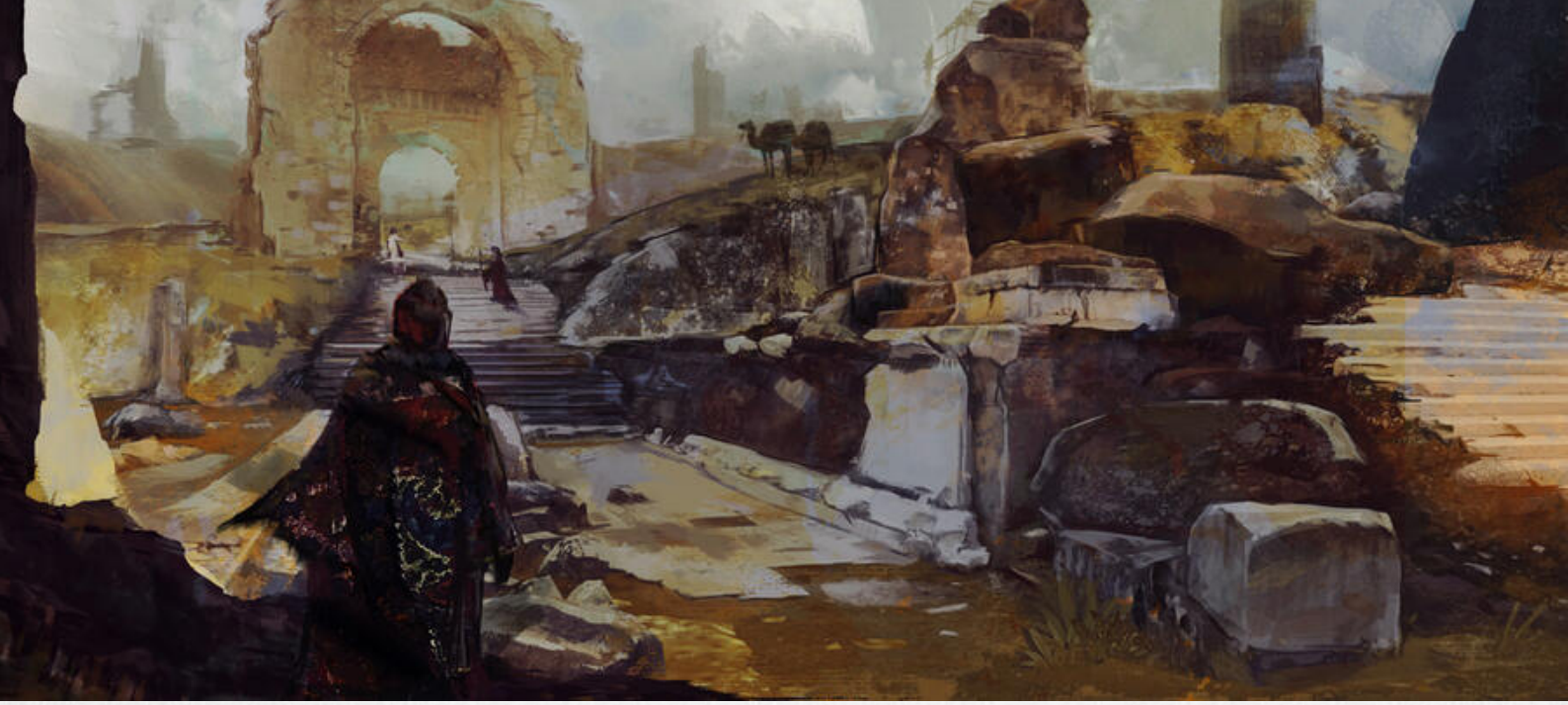
Sarıhan, the majestic yellow edifice, stands resolute on the road from Samarkand to Merv, beckoning travelers with its grand hall, cozy chambers, and bustling social spaces. For ages, it had been a popular haven for those on the move, but in the face of Mongol attacks, it has risen to new heights of fame as refugees flocked to its gates seeking sanctuary. As the crowds swelled beyond capacity, though, the proprietor Kerim was forced to lock his doors, leaving many to their fate. However, amidst the despair, a beacon of hope emerged in the form of Sevgi, her heart moved by the plight of the displaced. In secret, she has begun to feed the hungry masses, offering a small yet vital sustenance to those who have lost everything.

Caravanserai #2 - Evdir Han

Warm and inviting like home, the well-lit caravanserai emerges from the horizon, drawing travelers to its cozy embrace. Here, a diverse array of souls seek refuge - caravan passengers, refugees clinging to the fringes of other groups, and soldiers returning home to Isfahan, all united in their quest for safety and respite. The lounge area is alive with laughter and camaraderie, the sweet scent of hookah smoke drifting through the air, permeating the colorful carpets that adorned the walls. It is a peaceful oasis, a brief respite from the dangers that lie ahead on the treacherous roads.

The circus, a nomadic troupe traversing the Silk Road, found themselves enchanted by this final destination. Persuaded to linger, they now call this place home, and nightly, under the stars, they unveil their spectacular performances in the grand open-air hall.

Nestled along the ancient trade route from Merv to Isfahan, lies the picturesque Evdir Han. A haven for weary travelers, this caravanserai is run by a vivacious family who welcomes all with open arms, treating them like kin. As a result, it is a beloved destination for caravan masters, many of whom return time and again



to make it their second home. Chakir, the proprietor, has even managed to lure a wandering circus to take up permanent residence within its walls, where they delight guests with their performances, adding to the already vibrant atmosphere of the caravanserai.

Within the walls of this grand abode, fifty luxurious chambers await, each one a sanctuary of comfort and refinement. The halls are grand and airy, perfect for gatherings and celebrations. The hammams, infused with heat and steam, offer a respite for weary bodies. And the culinary delights served are nothing short of divine, all available for the modest sum of 2 gp. Visitors are always welcome here, to indulge in the sumptuous offerings of this gracious establishment.

Caravanserai #3 - The Shah's Inn

Amidst the bustling throngs of the Shah's Inn, a motley crew has gathered. Tired soldiers, weary from their journey, safeguarded a large number of refugees, are encamped just beyond the caravanserai's walls. Inside, western merchants mingle, conducting their dealings and offering prayers in the chapel. The distinctions between the different people can easily be drawn by observing their table of choice and if they call the chapel or the mescid, their holy sanctum. The inn bustles with activity, the air thick with the sounds of merriment and hushed whispers as patrons engage in lively business discussions and speculate on the tumultuous state of the region. Meanwhile, envoys journey from Baghdad, tasked with resolving the pressing crisis of the refugees.

The blazing roads between Isfahan and Baghdad lead to the refuge of The Shah's Inn, tended by the indomitable Shahzadah. With a firm yet nurturing touch, she cares for all who pass through her doors like a beloved mother. Western merchants find solace within its walls, with cuisine from their native lands, a grand chapel for their prayers, and cozy rooms for a much-needed respite. Under Shahzadah's watchful eye, The Shah's Inn offers a warm and familiar haven for weary travelers.

Kandovan Village

Kandovan, a haven unlike any other, awaits with open arms. Rugged cones of volcanic rock rise like dragon claws, offering shelter to those in need. The tranquil village, once a summer retreat for those in nearby towns, now hums with life as refugees fleeing Mongol attacks seek refuge within its walls.

Safe and impenetrable, Kandovan's proximity to the mighty Castle Alamut makes it a prime location for the Hashashins to gather and train the strongest of the refugees. Under the watchful eye of Hassan Sabbah's men, these brave souls find new purpose in the cave homes carved within the rock.

Secret Training Lair

Amidst the bustling streets of Kandovan, the pace only quickens as one delves into the frenetic cave tunnels. These twisting pathways serve as lifelines for the villagers, whisking them from place to place with ease. Yet, not all passages are open to all - some are guarded by stoic sentinels, tasked with ensuring only those with purpose may pass. But with a flash of the revered Hashashin sigil, the guardians stand aside, granting entry to the chosen few.

Descending deep below the earth, one ventures into a cramped, dimly-lit tunnel. The flickering kandils, placed sparingly along the way, cast an eerie glow, illuminating the close quarters and chill air. Trickles of underground water seep through the soil, creating a muddied path that clings to the clothes of all who brave the tunnel's depths. To the villagers waiting outside, the telltale mark of a journey through these passages is easy to spot.

Emerging from the narrow passageway, a vast and magnificent cave awaits. Here, familiar faces from the village can be seen, honing their combat skills. At the back of the cave, groups of individuals cluster around knowledgeable men, eagerly learning the art of crafting high-quality disguises. The atmosphere is one of education and community, as those within strive to better themselves and each other in the face of adversity.

The tunnels within Kandovan were meticulously crafted, awaiting the arrival of those seeking refuge. For years, the Hashashins have labored, turning the small village into a covert training ground for their growing ranks. Though the sudden influx of refugees was unexpected, the Hashashins have adapted their plans to expand beyond the walls of Castle Alamut. Carving into the caves, they have created a subterranean haven, hidden from view by the village's peculiar architecture. Select refugees, deemed suitable for the life of an assassin, are taken to Kandovan to undergo training, their loyalty tested to ensure the secrets of the Hashashins remain safe.

Chakir's Hut

Chakir's humble abode is always bursting with love and joy, so much so that his wife's laments about the bustling crowd are muffled by the harmonious laughter. The walls are meticulously carved, as white as a winter's frost and immaculately clean. Trinkets and treasures of all sorts adorn the space, left behind by the countless guests who have been welcomed with open arms. The mismatched furniture, collected over the years, is thoughtfully arranged to accommodate the many cherished friends and family who gather there.

Beneath the surface of the house, the carvings lead deeper into a secret refuge, crafted in haste to protect the desperate and shelter the hunted from the terror of the Hashashin's wrath.

Once upon a time, in the rolling hills of Kandovan, there stood a small village of carved caves. Each summer, families from neighboring villages would flock to this cool refuge, seeking respite from the scorching heat. Over the years, a close-knit community of ten households emerged, bonded by shared laughter and memories.

But then, the Hashashin soldiers came, bringing with them a surge of refugees seeking asylum. At first, the villagers welcomed their new neighbors with open hearts, but as they watched their beloved village transformed into a bustling training camp for new assassins, they began to feel a growing sense of distress.

The villagers of Kandovan, bound by their shared love for their homes and community, have come together with a common goal - to drive out the Hashashin assassins who have taken over their peaceful village.

Many of the refugees have joined the cause, realizing that they too were simply pawns in the Hashashin's game, forced to flee their own homes and families. They gather in Chakir's home, seeking solace in one another's company and seeking a way to reclaim their homes and their lives.

Though their plan is still in its infancy, the villagers find strength in their growing community. They document every move made by the Hashashins, determined to build a case against their oppressors. For the families, the thought of losing their loved ones forever after they finish the Hashashin's training is unbearable. But with every step they take, they inch closer to reclaiming their homes and their futures.

Companions

> *For statblocks of the companions, check out the examples in the* **Overhauled Land Travel** *section.*

As you journey through this adventure, you'll encounter various Companions who can join your party and provide additional benefits to you and the caravan. Each companion has three tags that describe their personality traits, and it's important to understand these tags to determine which companions will work well together.

The tags are arranged in the chart below which shows opposite traits. When Companions with opposite traits are in the same party, they may react differently to certain situations, which could cause conflict within the group. These tags can be used by the Game Master to add depth to the story, create a more immersive experience and an element of interpersonal drama.

Ex: A quest may present the party with a job to rescue people from a castle that is held by a monster, as described by the Emir. However, as the GM, it's important to consider the personality traits of the companions before embarking on this mission.

A Companion with a "Careful" trait might be hesitant to join the mission, as they prioritize their safety over risk-taking. On the other hand, a Companion with an "Adventurous" trait might be eager to join, as they enjoy taking risks and seeking thrills.

If both types of Companions are present in the party, it could lead to conflict as they have opposite desires for the mission.

For example, in the Encounter Deck #4 Farmland, the party stumbles upon an old lady who pleads for their help. She tells the party that a monster has taken all her cattle, which she had planned to sell at the market. As the GM, it's important to consider the personality traits of your companions while you roleplay them, deciding whether they want to help the lady or not.

A Companion with a "Hedonistic" trait might not see the benefit of helping the old lady and could view it as a waste of time. They prioritize their own goals and desires above helping others. However, a Companion with an "Altruistic" trait might feel compassion for the old lady and be eager to help her despite any personal inconveniences.

If both types of companions are present in the party, it could lead to tension and disagreements about whether to help the old lady or not and an interesting opportunity for role playing.

Communal	Lone Wolf
Careful	Adventurous
Talkative	Secretive
Merciful	Ruthless
Altruistic	Hedonistic
Believer	Non-believer
Pacifist	Bellicose
Mysticist	Rational

The Scouts

Roho - The Shepherd

Communal, careful, talkative

Roho exudes the unmistakable aura of a tireless worker. His calloused hands are always clasping at the folds of his coat, as if seeking to conceal his diminutive figure from the world. With his lithe, agile frame, he moves with the fluid grace of a seasoned athlete, his nimble feet carrying him with astonishing speed. He's a restless soul, always tinkering with some gadget or other, unable to contain his boundless energy. His words tumble out in a frenzied rush, as if struggling to keep pace with the ceaseless activity of his mind. In his pocket, he carries a single carob, a totem of his former profession as a shepherd and a talisman to guide him forward.

As he slips into the night, his silhouette becomes one with the shadows cast by his pitch-black cloak. But if you look closely, you can just make out a glint of gold – the intricate crochet of his initials, lovingly woven by his mother's skilled hands some years ago. And there, at his waist, a small dagger dangles from his trousers like a misshapen bread knife, ready for any danger that may lie ahead.

Roho, a man of African descent, lived on the fringes of Isfahan, where his brothers followed the path of soldiers and mercenaries. On his mother's side, Roho hails from a line of fierce warriors who fought for legendary warlords. While his towering brother clearly inherited their imposing stature, Roho, took after his diminutive, gentle shepherd father. But what he lacked in brawn, he more than made up for in agility. His natural swiftness was unparalleled – a trait that would serve him well in the years to come.

Roho had different aspirations – he wanted to help his father by taking over the family's flocks. With his father's guidance, Roho grew the business over time, eventually becoming a seasonal worker and hiring others to assist him. He has ventured across many different regions of the Silk Road, studying the trade, building connections, and entrusting his operations to capable hands before moving on to new pastures. This way, he has gained a deep understanding of the climate and nature of diverse locales.

Khaliun - The Red Deer

Merciful, bellicose, talkative

Khaliun embodied her name perfectly, with fiery red locks, a trait inherited from her mother; it is easy to see why people call her "Red Deer." In her striking eyes, a trait she inherited from her father, you can see a touch of her Mongolian heritage. Despite being only fourteen years old, Khaliun's tiny figure as a halfling child made her stand out amidst her towering Mongol relatives - she was easily mistaken for an eight year old. Her speech was talkative and tinged with a sharp sarcasm that she had learned to wield like a weapon against her brothers.

Khaliun always wears a colorful dress under a large black cloak, a reflection of her vibrant personality hidden beneath a veil of mystery. Her incredible speed makes her barely visible while on the run, a trait that has proved invaluable in her daily life.

Khaliun is never without her bright blue dagger, given to her by her father when she stepped into womanhood. But her most treasured possession is her bow, adorned with intricately carved depictions of deer. Khaliun's sharp eye and steady hand has made her the best archer in almost any camp, a skill that has been honed through rigorous training under her father's watchful eye. With her bow in hand and her dagger at the ready, Khaliun is a formidable force to be reckoned with.

Khaliun's life has been spent in war camps, much like her brothers'. She was the only daughter of a famous Mongol warlord, renowned for his power and feared throughout the region. As a child, Khaliun began her training to become a warrior like her brothers. Yet, despite her unwavering determination, her mother's halfling genes ultimately prevented her from growing tall like her brothers, who shared a different mother.

However, Khaliun refused to let her stature hold her back. Instead, she used her physique to her advantage, proving herself to be one of the fastest members of her war band. As she honed her skills, she became an exceptional scout and a proficient archer. She learned early on how to protect herself in a world where danger lurked at every turn. With each passing day, Khaliun grew more skilled.

One day, Khailun was abruptly awakened from her sleep by a soldier who informed her of a critical mission her father required her to undertake. She was tasked with scouting a nearby village but encountered an attack there. When she returned, she was injured and barely able to walk, which caused her mother to erupt in anger. Her mother recognized that if this continued, Khailun's life would be at risk. Despite her father's awareness of this potential outcome, he disregarded her well-being and persisted in using her for his own purposes, seeing her as insignificant.

Khaliun's heart was heavy with disappointment and hurt as she watched her mother frantically packing their belongings. She couldn't understand why her father didn't seem to care about her safety. But as they rode away from the camp, Khaliun felt a newfound sense of determination. She refused to let anyone treat her as insignificant.

Under the shroud of darkness, they fled from their war camp, Khaliun and her mother seeking refuge in the ancient city of Samarkand. They trusted in the unwritten code of the Mongol soldiers to let them pass unnoticed, but Khaliun couldn't shake the feeling of being hunted. They rode for days on end, their horses weary and their spirits low, until finally they reached the walls of the fabled city.

The dusty streets of Samarkand were a stark contrast to the lush Mongol camps Khaliun had grown up in. But their arrival was not a peaceful one. Her mother's health took a sudden turn for the worse, leaving her deathly pale and coughing uncontrollably. Khaliun's heart raced as she frantically searched for a way to save her, but it was too late. A kind Mongol soldier intervened, taking her mother's life to spare her from further suffering. Khaliun was now alone in a foreign land, burdened with grief and fear of her father's wrath. Yet she knew she had to carry out her mother's plan: finding a caravan master who could take her to Baghdad and offer her a chance at a new life.

However, as much as she wanted to follow through, her money has only taken her as far as Isfahan, where she was dropped off. There she has started to live the life of a refugee, hunting for food and begging for shelter.

Taimur - The Runaway
Secretive, rational, altruistic

At first glance, Taimur might strike one as a figure from another era, with his tattered clothes and unkempt appearance giving him the air of a wild teenager from the distant past. However, one need only listen to him speak to realize that he is anything but primitive. Though his hair is long and unbrushed, and his clothes have gone unchanged for years save for some crude patching up, his voice is calm and measured, his words eloquent and precise. It is as though his exterior is simply a shell, hiding the wisdom and intelligence that lie within. As one gets to know him better, they come to understand that his unconventional appearance is merely a reflection of the unique and fascinating person he truly is.

Wherever Taimur goes, his faithful companion is never far behind. A small black pup, with bright eyes and a wagging tail, is his constant companion and loyal friend. Taimur and the pup seem to share a special bond, a connection that runs deeper than words. Together they move as one, Tiny always close by Taimur's side, eager to be a part of whatever adventure awaits them next. And as Taimur speaks of his travels and experiences, Tiny listens attentively, his eyes fixed on his beloved master with unflagging devotion.

Taimur's childhood was idyllic, with peaceful days spent tending to a flock of sheep and cultivating a modest harvest of crops. Together with his parents and loyal dog, they cherished their simple life. However, this idyllic serenity was soon shattered by the insidious whispers of marauding Mongol raiders, whose rampaging destruction crept ever closer to their doorstep. Fearing for their safety, Taimur's parents made the difficult decision to abandon their home under cover of night, leaving behind their beloved four-legged companion.

Days spent fleeing from the only home they've ever known, Taimur and his parents found themselves hunted by Mongol marauders after they pillaged their home. The raiders closed in on them with ruthless abandon, arrows raining down upon the family with deadly precision. In the aftermath, Taimur was the only one left standing amidst the crimson-stained earth. Tears streaming down his face, he witnessed the Mongols approaching his motionless form, and in a desperate ploy to survive, he smeared his face with the blood of his fallen parents and feigned death. The ploy worked, sparing him from a fate worse than death, but leaving him stranded and alone in the unforgiving wilderness.

Exposed to the dangers of the wilderness, Taimur fled to the nearby dense forest as a last resort, where he found safety. Days of hunger, isolation, and fear went by, as he waited for the grim reaper, just like his beloved parents. It was then that a little, furry being stumbled upon him, a pup, offering him a glimmer of hope in an otherwise hopeless situation.

Taimur was graced with a pack of loyal protectors, who appeared as if from the heavens, to shield him from the evils of the world. They were his fierce guardians and constant companions, their instincts sharper than any weapon. And among them, Taimur found solace in the tenderest of creatures, a tiny pup who had stumbled upon him. The two formed an unbreakable bond, their spirits intertwined, and Taimur called the pup his own, giving it the name Tiny.

In the embrace of the wild, Taimur thrived. The forest became his home, and the pack of dogs his kin. Two years passed in the tranquility of nature's rhythms, and Taimur learned the secrets of the forest. He hunted with the skill of a predator, worked the land with the care of a farmer, and navigated the paths with the instincts of a wanderer. He became a part of the wilderness, but he never lost his sense of self.

The Quartermasters

Peri - The Mother
Merciful, communal, believer

Peri greets the world with cheeks rosy red, a smile that never fades from her face. Despite the sadness that lurks in her eyes, a reminder of all she's lost in the past year, her grace shines on. A braid of raven tresses spills from beneath her floral headwrap, her emerald gaze filled with kindness and a spark of curiosity.

Her form exudes the strength of a laborer, compact and sturdy with arms muscular and feet fleet. She dons bright shalwars, her headwrap, a crown of blooms that at times conceals her hair completely, and at others offering comfort to her weary neck on those long, arduous days. Her prayer beads dangle from her waist, always at the ready for a moment of devotion.



Peri's life was serene until the Mongols ravaged Samarkand. She had lived her entire life farming various goods in a small Kurdish village on the outskirts of Merv. Despite her parents' efforts to domesticate her, Peri remained rebellious. When the day's work was done, she would slip into the forest to explore, building a tiny treehouse where she could find solitude.

Peri's adventures in the forest taught her how to hunt both small and large game. During one of her secret outings, she met a hunter whom she later married. Together, they raised two sons and built a cozy hut in the forest where they lived. He hunted while she worked on the farm. It was a simple but contented life.

During one of his deep forest hunts, Peri's husband never returned home, and his lifeless body was discovered a few days later. The news shattered Peri, but for the sake of her sons, she resolved to stay strong. The boys grew into bright and capable teenagers, and she sent them to live with their uncle in Samarkand, hoping they would receive an excellent education and achieve great things in life.

However, a couple of months later, the letters ceased to arrive, and soon, refugees seeking sanctuary in her village brought Peri news that her family had been massacred in the attacks. Bereft and with no chance to bid her loved ones a proper farewell, she still clung to a glimmer of hope that her sons may have somehow managed to survive.



Uras - The Helping Hand

Careful, pacifist, communal

Regardless of one's background, Uras tends to make a striking first impression. His gentle gaze exudes a palpable sense of security, even to the most apprehensive of souls. There's something about him that radiates a comforting warmth, akin to the feeling of being in the embrace of home, no matter how far away you may be.

Despite his diminutive size, Uras's small paunch hints at a life of comfort and ease. His thick, bushy mustache conceals a perpetual grin that beckons you into his welcoming embrace of safety. Rosy cheeks betray the occasional indulgence in late-night libations, though always in the privacy of his own chambers. His flowing, colorful attire sways with every motion, lending an ethereal quality to his movements that suggests he might be gliding through time itself. Yet beneath his genial demeanor, there lurks an unwavering sense of discipline and resolve; a conviction that should you ever pose a threat to him or those he holds dear, he would not hesitate to put an end to you. A paradox indeed, for one would scarcely imagine how such a gentle and amiable soul could ever manage to be so fearsome.

Uras's father fled to Samarkand from Syria in a frantic rush, driven by the weight of his debts to a merciless usurer. As nomads, father and son roamed the land in search of a new home, until they eventually settled into a grand mansion in the outskirts of Samarkand, where they were offered employment as housekeepers. Yet for Uras, this sprawling estate was the only home he had ever known. The family who owned it proved to be kind and benevolent hosts, gifting them with a small cottage on the grounds, far more than Uras and his father could have ever dreamed of. Though he was too young to recall their early days on the run, Uras knew deep in his heart that they were blessed to have found a sanctuary in this tranquil haven.

Hand in hand with the son of the house, Abror, Uras grew up in a blissful cocoon of companionship. They studied together, frolicked together, and shared every aspect of their lives. As time passed and both their fathers gradually bowed out of the picture, Uras and Abror stepped up to take their places: Abror as the master of the household and Uras as its keeper. Yet, through it all, their bond of brotherhood remained

unbreakable. Uras stood steadfastly by Abror's side through every twist and turn of his life, tending to his children and safeguarding his wife. Truly, they were inseparable, and Abror could not envision a life without the unwavering support and devotion of Uras.

Alas, there came a moment when Uras was helpless to aid Abror and his beloved family. A virulent disease had descended upon Samarkand, and Abror unwittingly brought it home after a day out in the bustling city center. Soon, they were all struck down by the illness, and Abror was forced to quarantine the household, allowing only Uras to enter with strict protective measures. Despite his valiant efforts to nurse them back to health, Uras helplessly watched as the family he cherished so dearly withered away before his very eyes. During his final days, Abror beckoned to Uras, clutching a slip of paper in his trembling hands. It was a will, bequeathing all that Abror owned to Uras. Knowing that there was no hope for his own survival, and with no heirs left of his own flesh and blood, Abror bestowed everything upon the man who was closer than a brother to him.

Days passed, and Uras laid Abror and his family to rest in a solemn ceremony held in the verdant garden they had tended together for years. Grief-stricken, Uras retreated to his humble hut, unable to face the outside world for a while. However, news of the Mongol invasions growing stronger soon reached his ears, jolting him back into action. Most of the workers in the house had scattered across the town, many of them without a roof over their heads. Uras wasted no time in summoning them all back to the safety of his home, where they could weather the storm together. Out of sight from the marauding Mongol hordes, who focused their attention on the city center, Uras transformed Abror's house into a covert refuge, offering shelter and sustenance to all who sought it. To him, they were no mere strangers in need, but a makeshift family to be nurtured and protected at all costs. He promised himself that this time he would keep his family safe, for the sake of Abror.

Zimran - The Vintner
Talkative, bellicose, communal

Zimran's vibrant personality is truly a sight to behold. From the clothes he wears to the way he speaks, he is an intriguing figure. His extroverted nature is infectious, and his words spill forth like a rushing river, as if eager to convey every thought in his mind. His attire, adorned with a rainbow of colors and flowing fabric, draws the eye and complements his striking features. And with a touch of kohl on his eyes, he exudes a hypnotic charm that is impossible to resist.

Zimran's free-spirited nature is further exemplified by the small vial of wine he keeps at his hip, ready for indulgence at any moment. His demeanor is relaxed and carefree, as if he's never felt the weight of responsibility on his shoulders. Food always seems to captivate his attention, as evidenced by the bulging belly that protrudes from under his colorful clothes. His blond locks, bleached by the unforgiving desert sun, always seem to be slightly damp with the sweat of his adventures.

Zimran's upbringing was marked by poverty, and his only companion was his ailing mother. In his darkest hours of desperation, he turned to gambling to provide for her. Despite his inexperience, he displayed an uncanny ability to learn and master any game presented to him. He used his winnings to keep a roof over their heads, and even managed to upgrade their meager living conditions. His love for his mother was the driving force behind his success, and his determination knew no bounds.
In the wake of his mother's passing, he found himself adrift, without any sense of purpose. In an effort to fill the void, he immersed himself in the alluring world of gambling. Though he occasionally suffered losses, more often than not, fortune smiled upon him. Yet he never dared to risk it all, until the fateful day when he found himself drawn to a high-stakes game. It was a perilous gamble, one that could have cost him everything. In the end, though, he emerged victorious.

His adversary offered him a tantalizing prize: anything he could dream up. In that moment, his mind wandered back to the pages of his mother's books, to a place of beauty and abundance - a vineyard. There, he would bask in the Mediterranean sun, surrounded by friends and plenty. Life would be a paradise of ease and delight, with every desire fulfilled at his fingertips. Thus, he spoke the words, scarcely believing they could come true.

As he opened his eyes, he found himself standing amidst a vineyard that seemed to glow with otherworldly radiance. It was a place of magic, where the impossible was made real and anything he desired was within reach. Then he saw it, the truth about his adversary. The man was no mere gambler, but a Fortune Djinni - a being of untold power and ancient magic.

For years, Zimran lived in this wondrous oasis, sheltered from the harsh desert beyond. He welcomed travelers from far and wide, offering them refuge and comfort in his enchanted realm. Yet, as the days passed, he grew restless. He yearned for adventure, for the thrill of the unknown, but fear held him back - fear that if he left his oasis, it might disappear forever.

Thus he remained, a prisoner of his own making, longing for something more. He listened intently to the tales of his guests, living vicariously through their daring exploits. Yet deep down, he knew that he was meant for something greater, something that lay beyond the safety of his vineyard paradise.

The Traders

Luka - The Smuggler

Lone wolf, bellicose, hedonistic

To look into Luka's eyes is a rare privilege, one that few have had the fortune of experiencing. To many, he is but a shadow, a phantom cloaked in mystery, his silver snake emblem the only clue to his identity. He moves through the world with a grace and fluidity that borders on the ethereal, disappearing from sight as quickly as he appears. Yet when he speaks, his voice is low and raspy, sending shivers down the spines of those who dare to cross his path.

As he lifts his cloak, Luka reveals a mesmerizing sight to those who are lucky enough to earn his trust. His lilac skin has a magical quality to it, radiating an otherworldly aura that captivates the senses. His curly hair, tied up above his head with a few strands of long braids, frames his handsome face, drawing attention to his striking features. However, it's his eyes that truly leave an impression - huge, yellow, serpentine orbs that seem to glimmer with a mysterious power. It's no wonder he chooses to keep his face hidden from most, not only due to his tiefling heritage but also for the sake of anonymity and safety.

Luka was born and raised within a labyrinthine cave system, a sprawling complex that served as home to a sizable tiefling community, situated in the remote and desolate reaches of Macedonia, far from the reaches of civilization. Though the underground village was as bustling and entertaining as any great metropolis, with vibrant marketplaces and lively communal spaces, Luka was always drawn to the notion of freedom, of being unbound from the watchful eyes of his kin and able to roam the wilderness without restriction or constraint. It was a sense of exhilaration that he had cherished since his youth, a thrill that drove him to seek out the wild unknown and explore every facet of the world that lay beyond his underground home.

Luka's yearning for adventure and freedom led him to constantly sneak into the nearest city, hiding his true identity and blending seamlessly into the bustling nightlife. For years, he relished in the thrill of anonymity and independence, far away from the watchful eyes of his underground community.

One fateful night, Luka found himself at a dangerous gambling table, where he lost everything he had and more. The debt he now owed was unfathomable, and upon learning of his tiefling heritage, the man he lost to forced him into a life of servitude. It was then that Luka realized he could never return home again, forever bound by the shackles of his past mistakes.

Luka's world is turned upside down as he finds himself thrust into a land he's never known, his senses bombarded with sights, sounds, and smells that leave him reeling. As he opens his eyes in the bustling streets of Baghdad, he knows that he's a long way from his home in the cavern. But he's a quick learner, and over the course of a year, he has become fluent in the language and masters the art of negotiation and smuggling.

Despite the difficulties of adjusting to this new life, Luka finds himself captivated by the intricacies of the non-human communities he encounters in his travels. From the vibrant bazaars of Baghdad to the opulent palaces of Samarkand, he immerses himself in their cultures and customs, always learning and growing. Though he remains haunted by the debt that forced him into this life, he can't help but feel a thrill in his chest as he navigates the winding alleys and dark corners of these exotic cities. For Luka, this is where he truly comes alive.

Luka's prowess as a master smuggler and skilled negotiator became the stuff of legends. His name carried weight in every corner of the Silk Road, and even beyond. He built a vast network of contacts and partners, able to secure even the rarest and most coveted goods. No challenge was too great for him, no risk too daunting.

Occasionally, Luka found himself lost in the reverie of his past life, the memories of his childhood days and his beloved underground village. Despite his mastery of the art of smuggling and his prosperous life in the bustling cities along the Silk Road, he longed for the comfort and familiarity of his former home. But with each passing year, it seemed like a distant dream, a life that belonged to someone else. He wondered if he were to return, would anyone recognize him? Would he even remember who he used to be? The uncertainty and nostalgia often consumed him, leaving him to ponder if he could ever truly go back to the life he left behind.

Erol - The Scoundrel

Talkative, pacifist, hedonistic

Erol's warm greeting welcomes you with a smile so wide it reaches his trusting eyes, as if to convey that he is a beacon of trustworthiness in a world of danger. His voice, with a slight nasal quality, exudes a genuine sincerity that puts you at ease. It's as if he's a protective shield, offering safety in a city filled with treacherous roads. Erol's confident demeanor and unwavering gestures make it clear that whatever business you propose, he can handle it with ease. He claims to have connections in every corner of the city and possesses an intimate knowledge of Merv's trade hot spots, the very pulse of the city's commerce, all held firmly in his grasp.

For those who possess the discernment to see beyond Erol's outward guise, his every move is an affront, his every smile unctuous, and every word a potential deception. Concealed within beige clothing, he exudes an air of earthiness to the unacquainted and a feeling of revulsion to those who are familiar with his true nature. Erol's unremarkable dark features seem to merge with the beige clothing he wears, creating an almost unnoticeable presence. To the uninitiated, he could easily be dismissed as a forgettable figure, one of many milling about the city's crowded streets. But to those who have caught a glimpse of his true nature, his appearance takes on a sinister quality, hinting at a deeper darkness lurking just beneath the surface.

As the youngest son of a wealthy businessman in Baghdad, Erol was raised with the privileges of affluence and comfort. For years, he indulged in a life of leisure and idleness, oblivious to the realities of hard work and dedication. But as the passage of time wore on, he began to awaken to a troubling reality: when his father eventually passed away, his brothers would not support his wasteful habits, and he would be left with no means to maintain his extravagant lifestyle. Moreover, he was ill-prepared to take over the family business, lacking the skills and experience necessary to keep it running.

Erol, a man born with a silver spoon in his mouth, finds himself adrift in the choppy waters of life. He is seeking refuge in the bustling city of Merv, where he dreams of becoming a successful trader like those who grace its crowded bazaars. Yet his naivety soon dawns upon him like a harsh reality, leaving him stranded and unprepared for the business world's cutthroat nature.

Desperate to make a name for himself, he relies on his natural charisma and silver tongue to navigate the complex web of Merv's business scene. He presents himself as a jack of all trades, a master fixer capable of resolving any issue with ease. His connections run deep, his network strong, and his assurances convincing. Yet when it comes to actual business finesse, he flounders.

With every deal he brokers, every contract he signs, Erol's lack of expertise becomes more apparent. His lack of experience in the art of negotiation leads to unfavorable arrangements for his clients, often resulting in them losing more money than they gain. And while his connections may be strong, his business acumen is weak, leaving him to pay one debt with another.

Erol's persuasive powers are second to none, a rare talent in a world where trust is hard to come by. He can talk his way out of any situation, charm even the most stubborn of individuals, and persuade them to see things his way. However, his lack of business acumen is a double-edged sword. He may have the connections and the network, but when it comes to favorable deals, Erol is out of his depth. He is more likely to lead his clients into more debt than to pull them out of it. In the cutthroat world of Merv's trade, doing business with Erol could prove fatal, as he is willing to sacrifice anyone to save his own skin.

Safiya - The Flower Girl
Mysticist, communal, ruthless

In the company of Safiya, one cannot help but feel as though they are in the presence of royalty. Her regal poise, unshakable confidence, and impeccable demeanor are enough to make anyone feel humbled in her presence. With a gaze that could stop the world in its tracks, her golden eyes take in every inch of her surroundings as though they were made solely for her pleasure. Her infectious laughter reverberates throughout the room, drawing the attention of all who are fortunate enough to be within earshot, mesmerized by her beauty and captivated by her charm.

Her tresses of auburn, adorned with a myriad of colorful pins and delicate flowers, evoke the image of a lush spring garden in full bloom. Each strand gleams with a radiant shine, cascading down her back with a graceful flow that is as mesmerizing as it is enchanting.

In her every appearance, she dons a resplendent gown that tastefully highlights her every curve, a sight to behold for all who witness. The flowing fabric of her attire is adorned with delicate veils that lend an air of mystery to her presence, leaving ample room for the imagination to wander. With every movement, she appears as if a wisp of air, ethereal and untouchable, her dress billowing around her like a soft breeze, inviting all to behold her in all her majestic glory.

Safiya had spent her entire life in the vibrant metropolis of Isfahan, a city of constant motion and energy. Despite the hustle and bustle of the streets, she had always managed to stand out from the crowd with an air of understated elegance and poise. As the daughter of a successful florist, she grew up in the flower shop, her passion for botany intertwined with the very essence of her being. It seemed as though her life would
go on like this forever, tending to her beloved flowers and eventually taking over the shop from her father when he was ready to retire.

Safiya was a natural at the art of sales, her charisma and charm drawing in customers with ease. When she was working, the shop would sell three times as many flowers as usual, a testament to her innate abilities and unwavering dedication to her craft.
One fateful day, a charismatic businessman walked into Safiya's family shop, seeking a flower arrangement for his beloved mother. From the moment they met, a spark was ignited between them, and they found themselves lost in conversation for far longer than usual. It was clear to both of them that they had a special connection, and soon the man began showing up at the shop every day, bearing gifts of rare flower seeds for Safiya.

As their relationship blossomed, he asked her father for permission to marry her, presenting her with a stunning flower arrangement as a symbol of his love and devotion. Their wedding was a beautiful affair, filled with the vibrant colors and scents of the botanical world that Safiya held so dear.
As her husband's business travels kept him on the

road for extended periods, Safiya found herself increasingly isolated in their spacious home. While her love for tending to her magnificent garden remained, she sought new avenues to fill her time and stave off boredom. Intrigued by a neighbor's tales of potion-making, she began to delve into the art, unlocking the hidden powers of the plants that she had long been fascinated with.

As Safiya's skills grew, her husband's faithfulness waned, and he began to bring other women into their home, leaving her alone in her garden for hours on end. Fueled by a sense of betrayal and a deepening rage, Safiya plotted her revenge, slowly poisoning her unfaithful husband, administering just enough to render him paralyzed. Day by day, she watched as her plan unfolded, using the very plants that had once been a source of joy and wonder to bring about the downfall of the man who had wronged her.

With her husband incapacitated, Safiya stepped in as his proxy, taking control of his business empire and protected by his loyal guards. Despite the challenges she faced as a woman in a traditionally male-dominated world, her innate business acumen and unwavering determination drove the company to new heights of success. It was as though she had finally found her true calling, and every day she felt more and more like a queen, ruling over her domain with grace, intelligence, and strength. As the company flourished under her leadership, Safiya's reputation as a shrewd businesswoman grew, and she became a legend in her own right.

The Physician

Chunhua - The Forest Witch
Mysticist, believer, bellicose

Chunhua is a marvel of individuality, unlike anyone ever seen in these parts. Her hair is a masterpiece, braided and wrapped in colorful cloth to resemble a regal headwrap. Adorned with vibrant spring flowers, it shines like her name. Her henna-colored hair complements her skin, which is embellished with delicate henna tattoos that she continually refreshes. Every inch of her clothing is bejeweled with ornaments carved from precious stones or adorned with wooden figurines. From her belt hangs an assortment of dried herbs, perfect for blending her coveted potions. On the other side, a small box containing ever-burning incense wafts the sweet aroma of flowers. As she strolls into a room, the fragrance envelopes the air. Beneath the many layers of her verdant dress lies a glimpse of a sword, and she remained fearless, never flinching.



Chunhua, a child of both a human and a forest elf, was brought up in a small village on the fringes of China. To conceal their mixed heritage from the rest of the community, her parents ingeniously fashioned her hair into head wraps that artfully disguised their pointed ears.

Chunhua's parents were bewitched by the potency of plants, and they were revered healers in their village. Naturally, their daughter followed in their footsteps, but fate dealt a cruel blow when they passed away from a potion gone bad. With no one to fill their shoes, Chunhua stepped up and took over the family business.

Chunhua's dear friend Bai suffered terribly in her marriage to a much older man who publicly abused her and left her with physical scars. In desperation, Chunhua resorted to the same potion that had tragically taken her parents' lives, and gave it to Bai to end her misery. And it worked. Soon after, word of her skills as a healer spread, and women with all manner of troubles began to seek her out for her potent remedies.

As time passed, word of Chunhua's potent remedies spread far and wide, drawing customers from beyond her village. Her success proved to be a double-edged sword, and soon she caught the attention of a man who threatened to expose her and put an end to her business. Fearful for her life, Chunhua fled under the cover of night with only a few belongings and a handful of coins to her name. She journeyed for days until she met a caravan master who agreed to take her to Samarkand in exchange for her restorative potions.

Chunhua now roams the land as a nomad, her henna tattoos and colorful head wrap signaling her trade as a healer. She wanders from place to place, bringing relief to those who suffer, especially to the refugees fleeing the war-torn city of Samarkand. With her deep knowledge of the healing power of plants and her skilled hands, she brings comfort to those in pain and hope to those who have lost all.

Ganbataar - The Steel Hero

Rational, mysticist, hedonistic

Ganbataar moves with the grace of a seasoned warrior, his imposing form towering over those around him, a sight to behold. His youthful stride and stature belie his true age, the only telltale sign being his gnarled hands, bearing the marks of a life well-lived under the sun's unrelenting gaze. With a bearing that exudes pride, he cuts an imposing figure, dwarfing those around him in size and presence.

And yet, it is not his outward appearance that truly reveals his nature. His demeanor, gentle and kind, speaks to a soul that is wise and compassionate. His locks of black hair, punctuated by strands of white, add a touch of character to his rugged features, a face that betrays no sign of the many years he has seen.

His clothing, a tattered leather ensemble lovingly crafted by his daughter, serves as a testament to his resilience and steadfastness. He rarely takes it off, opting instead to wear it like a second skin. Always at his side is a bag filled with the potions and ingredients he uses to craft his magic, a reminder of the many wonders that he has witnessed and created.

His half-orc heritage is unmistakable, his towering musculature a testament to his formidable strength. However, he wears a mask of ashen white paste, hiding his true skin tone, a shade of gray that belies his inner vitality. The paste, a kind of war paint, serves as a badge of honor, a symbol of a battle that he fights every day, not with weapons or violence, but with self preservation and resilience.

In a distant Mongolian hamlet, nestled amidst a community of Orcs, Ganbataar was born and raised. Despite being the offspring of a Mongolian warrior and an Orc maiden, his features were unmistakably human, and this made him the target of constant ridicule from his peers.

The legacy of his father, who had forsaken the ways of war to embrace a life of love and peace, had set him apart in a society that valued strength and brawn above all else. His smaller stature and humane features were a constant source of derision, and Ganbataar longed to escape the confines of his human genes and prove his worth as a warrior.

Ganbataar's human heritage had its uses, as he served as the face of his community. Whenever the small hamlet required representation in nearby cities, he would suppress his Orcish features and adeptly handle any necessary business with ease.

On one of his journeys, he crossed paths with a scientist who promised to bestow upon him an unparalleled mastery of his own body, bolstering his strength and never getting old. The offer was too tantalizing to ignore, and Ganbataar found himself intrigued by the prospect of transcending his physical limitations.

The following night, Ganbataar fled his desolate village in search of a brighter future, his heart heavy

with the weight of isolation and abandonment. He met with the scientist, in the employ of a wealthy entrepreneur by the name of Inel-Pars, in the bustling city of Merv. There, in the depths of the laboratory, Ganbataar devoted himself to mastering the craft of alchemy, learning from the finest minds and creating numerous products for his patron.

However, amidst the glimmering machinery and potent elixirs, a shadowy side of Inel-Pars began to reveal itself. The businessman ordered Ganbataar to concoct a potion that would gradually inflict illness on its victim, followed by a remedy that would slowly alleviate the symptoms. Inel-Pars' nefarious intent was to introduce the former into the city's water supply, binding the populace to his products. Ganbataar, though, was made of sterner stuff.

With the knowledge he had amassed, Ganbataar stole a few precious ingredients and fled once more from the laboratory, resolved to unlock the full potential of his abilities. Though he could never shake off his human traits, he accepted them, allowing them to coexist with his Orcish heritage. He bid farewell to his village, never to return, and instead led a nomadic existence, wandering from place to place.

Ganbataar lent his medical prowess to Mongolian warlords as their trusted physician, and he journeyed to remote hamlets, tending to the health and wellness of their residents. However, he could never stay in one place for long, refusing to tether himself to any one location, unable to find a true sense of belonging. His life was a never-ending quest for self-improvement and exploration, as he roamed the vast expanse of the world.

Kaidan - The Wanderer
Ruthless, lone wolf, adventurous

Kaidan is a weathered farmer, his face etched with the lines of hard work and hardship. Though only in his late fifties, he appears much older, with a worn and tired expression that speaks of the burdens of fatherhood and life in the countryside. His disabled son, now grown and restless, has long since outgrown his father's watchful eye, adding to the stress etched into every furrow on Kaidan's forehead.

Kaidan is a man of grit and determination, his reputation among his peers is that of a tough and unyielding character. He has a firm conviction that he knows best, and will not allow anyone to challenge his decisions. His words carry the weight of a man who rules over a vast kingdom, as, for him, his humble farm is no less than a kingdom.

At first glance, Kaidan appears unremarkable, with a pale complexion and bright green eyes. He is slender, a testament to the long hours he has spent running across his fields. However, it is his oversized clothes and massive turban that draws attention. The turban is so large that it begs the question of what secrets or treasures Kaidan is hiding beneath its folds. Despite his unassuming appearance, Kaidan's presence commands respect, as though he were the ruler of a great kingdom, albeit a kingdom of one.

Kaidan's life was the land he worked on, the crops he grew, and the sun that burned his skin. He was the son of a farmer, and a farmer he remained, never daring to imagine a different life. He poured his heart and soul into the land, creating a farm that was the envy of his peers. His hard work and determination paid off, and he could accomplish in hours what took others weeks. When he married the most beautiful girl in the village, his happiness was complete. He would sometimes find himself staring at his life, wondering how he managed to be so lucky. Then his son was born, and everything changed.

The pregnancy had been a trial, and the birth an excruciating ordeal for Kaidan's beloved wife. However, he would never blame her for what had befallen their son. His child's head had been compressed under great pressure, and his brain had suffered irreparable damage. Despite the years that passed, the boy remained trapped in a man's body, his cognitive development arrested at the level of a five-year-old child. Now, Kaidan faced a new challenge. When Kaidan's son began to suffer from frequent injuries and illnesses, Kaidan found himself thrust into the role of healer, learning the intricacies of medicine in order to tend to his son's needs. It was a difficult and sometimes heartbreaking task, but Kaidan was determined to do whatever it took to keep his child healthy and safe. As he had done with everything else in his life, Kaidan excelled at the trade, becoming a skilled healer in his own right.

His son, with no understanding of right or wrong, committed a grave offense. He had stolen and killed a cow that belonged to another, unaware that the animal represented the very livelihood of its owner. Kaidan knew he had to make amends, but he lacked the necessary funds to right the wrong.

At the very moment when Kaidan's world seemed to be falling apart, a glimmer of hope appeared in the most unexpected of places - his old coop. For years he had collected fresh eggs from the chickens, but he had never seen anything quite like what he found one day in the dark corner of the coop. A rare and elusive bird that he had only caught glimpses of before was perched there, unaccompanied by the meddah that usually would be by its side. The bird took off quickly as soon as it saw Kaidan, but it left behind a single egg that was much larger than any he had seen before. Kaidan knew the legends that surrounded this bird and its egg, and he could scarcely believe his good fortune.

Uncertain of the specifics of the legend, yet certain of the promise it held, Kaidan knew that hatching the egg could bring him great fortune. He had heard whispers that those who managed to hatch the egg would be granted a deal with the bird and receive whatever they wished for. Despite his efforts, however, the egg remained stubbornly unhatched. Thus, with a heavy heart, he entrusted his beloved farm to his wife's capable hands and set off on a journey to seek out a meddah, hoping that they could provide him with the guidance he needed to unlock his destiny.



The Captains

Awa - The Soldier
Communal, altruistic, bellicose

Awa is a force to be reckoned with, her very presence exuding an undeniable power. Her muscular, toned physique speaks of her strength, but it is her piercing gaze that truly conveys the depths of her experiences and the weighty roles she has taken on in life. And yet, despite the hardships she has endured, Awa remains a joyfully energetic woman, her voice often humming the tunes her father had taught her - the same melodies he sang back in his native Mali.

Her skin is a deep, shimmering onyx, a sight to behold, while her tightly braided hair frames her face, granting her a regal air. Clad always in earth tones, she blends effortlessly into her surroundings, a true master of camouflage. And as for her weapons, her trusty blue dagger and longsword are never far from her reach, bearing the scars of countless battles, some perhaps even predating her very existence.

Awa's life was a tapestry woven with threads of two different worlds. She would go back and forth between the bustling city she grew up in and the serene small village where her father lived. From a very young age, it was clear to the community around her that Awa possessed a sharp wit and a hunger for knowledge. And so, they found a teacher to guide her in her studies.

At first, her teacher was hesitant to take on the responsibility of teaching a girl. But when he finally had the chance to speak with her and see for himself just how intelligent she was, he knew that he had to take her in. And so, Awa lived with her teacher for the majority of her life.

However, she never forgot her roots. Every year, Awa would return to her village for a couple of months. It was there that she learned the art of combat, camouflage, and hunting. She honed her skills in these areas, determined to be just as capable in the wild as she was in the city. In the city, Awa learned the intricacies of diplomacy, mathematics, strategy, and ladylike manners. Her education was well-rounded, and she never stopped striving to learn more.



Once, her father had been a renowned warrior, feared and respected by many. He had worked for a notorious warlord, commanding armies and conquering kingdoms. During a battle, though fate dealt him a cruel hand. He lost his left leg and was forever bound to a life sitting down. Yet his love for combat never waned.

With his dreams of fighting dashed, her father turned to teaching. He imparted everything he knew to his one and only child, his daughter, Awa. Even as a teenager, Awa was already more powerful than any of the teenage boys in her village. She knew all the proper techniques, and no one could execute them better than her.

As Awa grew older, her father passed away, but she refused to let his legacy fade away. Instead, she took on his role as the teacher of the village boys. She passed on the knowledge and skills that her father had taught her, helping the boys to become fierce warriors just like him.

Awa's ambitions didn't stop there. She also worked in the city as the right-hand woman of a great businessman. Her intelligence, strategic mind, and combat skills made her an indispensable asset to him. Nevertheless, even as she thrived in the city, she never forgot her roots. Every other week, she would return to her village to look after her pupils, ensuring that they were progressing in their training.

The tranquility of Awa's life was shattered when the Mongols swept through her village. She was fortunate enough to be present when the invasion occurred, and through her quick thinking, she was able to rescue some of her pupils. However, the devastating reality was that every family they knew had perished, and their homes and village had been reduced to smoldering ruins.

As she stood among the ruins of her former home, grief weighed heavily upon her heart. Awa knew that life would never be the same again, and that the scars of the past would linger on for a long time. Yet in spite of the tragedy that had befallen her, she refused to let her spirit be broken. With her surviving students by her side, she vowed to rebuild what had been lost, to carry on the legacy of her father and to honor the memory of those who had perished.

Pars - The Guard

Lone wolf, secretive, non-believer

Pars moves through life with the grace and swiftness of a bird in flight. Despite his medium build, he possesses incredible strength that seems to flow through every fiber of his being. His eyes, though large, are tired and filled with frustration, as if he viewed the world through a lens of disappointment. It seems that nothing is ever good enough, and that everyone is out to get him.

He is often dressed in dark clothing and covers his face as much as possible, as if trying to hide from the very world he seems to resent. Despite his clear handsomeness, he hates to be observed and prefers to keep to himself in public. He maintains a calm and controlled demeanor, carefully choosing his words and actions to avoid drawing too much attention to himself.

But when he is with someone he can trust, Pars lets his guard down. His over-the-top gestures and raised voice fill the room, revealing a passionate and expressive side of him that few ever have the chance to witness. Unfortunately, there are very few people in his life whom he felt he could truly trust, and these moments of vulnerability are a rare sight indeed.

Pars had spent his entire adult life dutifully serving Davud, a renowned caravan master, as a trusted personal bodyguard. Their bond was a precious one, forged over countless journeys and perilous adventures. Pars had become a cherished member of Davud's inner circle, so close that he was like a son to him, and yet, perhaps even more. Together, they navigated the treacherous paths of the desert, weathering storms and fending off danger, each relying on the other in a way that only true companions can understand.

Pars and Semra's love was a forbidden flame, burning fiercely beneath the watchful eyes of Davud, her father and Pars' master. Their passion was as real as the desert sands, yet they could never reveal it, for fear of offending the proud caravan leader. Fate had a cruel twist in store for them, for one day, Davud's son Ebu Said discovered their secret and threatened to expose them. Faced with an impossible choice, Pars was forced to tell a lie and bid farewell to the only life he had ever known. He claimed he must leave for Baghdad to tend to his ailing family, and thus he departed, leaving behind a heartbroken Semra and a deeply offended Davud. It was a bitter ending to a love story that would have to remain untold, and one that would haunt Pars for the rest of his days.

Pars found himself adrift in an unfamiliar town, a mercenary now, struggling to make ends meet without the guidance of Davud. The loss of his beloved mentor weighed heavily on him, compounded by the fact that Davud's son, Ebu Said, had taken over the caravan business and turned it into a cesspool of corruption, with his reckless best friend as his personal guard. Even worse, Semra, the woman Pars loved with all his heart, had become entangled in Ebu Said's schemes. This was a disgrace to Davud's legacy, and Pars knew he couldn't stand idly by. His resolve grew stronger with every passing day, as he swore to himself that he would return, marry Semra and reclaim the once-reputable business that had been tarnished by Ebu Said's greed. It was a daunting task, but Pars will not rest until justice has been served and the honor of Davud's name restored.

Arlo - The Love Bound

Careful, merciful, rational

Arlo bears the weight of time's passing with unyielding toughness. Despite being in his early fifties, his countenance makes him appear younger, almost as if he's suspended in a bygone era of health and vitality. However, his body tells a different story, bearing the marks of the countless hardships he's endured during his 37 years of war.

Arlo's salt and pepper hair and beard exude a rugged charisma, lending an air of mystery to his already formidable presence. His snug attire accentuates the rippling definition of his muscles, drawing the gaze of onlookers who are unaccustomed to such revealing clothing on a man traveling the Silk Road.

Arlo's mastery of language often elicits chuckles from the locals, who quickly discern his European origins. Yet his years spent in war zones have honed his ability to communicate with ease in any tongue, ensuring that he can make himself understood in any situation.

War has been Arlo's constant companion, leaving little room for anything else in his life. At the tender age of 15, he was drafted, eager to be part of something larger than himself. However, as the years wore on, his initial sense of elation gave way to weariness and regret, as he watched time slip away, feeling as though he had lived a hundred lives without experiencing anything truly meaningful. As he approached his mid-fifties, a sense of panic set in, as he realized that this might be all life had to offer - a solitary existence with nothing but blood on his hands.

As fate would have it, Arlo found himself accompanying a businessman as a paid guard for the day when the most stunning woman he had ever seen crossed his path. Her face was obscured by a veil that covered her mouth, but he could discern the silhouette of her features. She was the daughter of the businessman with whom they were meant to strike a deal. Throughout the meeting, Arlo and the woman were unable to take their eyes off each other, silently engaging in a courtship that went unnoticed by the others in the room. As the meeting drew to a close, she slipped him a note with her address in Samarkand, urging him to come find her. Though the woman left, Arlo couldn't get her out of his mind. After a few weeks, he left everything he knew behind in search of this mysterious woman.

Determined to experience true love before his time was up, Arlo was willing to put in the effort to win the heart of the woman he had fallen for. He knew that he had to work for it, and he was ready to do just that. He found a caravan heading towards Samarkand and secured a spot for himself, embarking on a long and

arduous journey. Along the way, he sought the help of locals to learn the phrases he needed to express his love and to ask for her hand in marriage from her father. As they drew nearer to Samarkand, terrible news reached them: Mongol invaders were ravaging the city, leaving a trail of destruction in their wake. The caravan was forced to change course, and Arlo found himself stranded in a small caravanserai nearby. Undeterred, he made his way into the city with the help of a man named Aslan, but his luck ran out when he discovered that the woman's home had been abandoned. He asked around and learned that they had fled to Baghdad about ten days earlier. He also learned her name, Sevgi, meaning love in her language. Without hesitation, Arlo set off on a journey to find the woman he so desperately wished to marry.

The Schemer

Kamyar - The Thief

Secretive, pacifist, merciful

Amidst the throngs of people, Kamyar blends in with his surroundings like a shadow, his countenance obscured by a deep burgundy cloak and veil. His face, adorned with soot, is a mere whisper in the crowd. His garb bears the hallmark of opulence from a bygone era, now rendered worn and tattered by his time on the streets. Though his shoes show signs of mending, their leather speaks of refinement and quality. Kamyar moves with a swiftness that belies his years.

In the quiet moments of everyday life, he speaks in hushed tones, a gentle presence among those around him. When peril looms, however, a great power awakens within him, commanding the attention of all in the room. With a voice that resonates deep within, he becomes a force to be reckoned with, a guardian for himself and his companions.

Kamyar's life was shaped by the gritty streets of Merv, an existence filled with tumultuous events. He was born to a mother who had him out of wedlock, which led to her banishment from her home. Thus, Kamyar and his mother were forced to live a life of homelessness, inhabiting abandoned houses and resorting to theft to sustain themselves.

At the age of fifteen, Kamyar faced a life-altering event. His mother passed away, leaving him alone in the world. Yet even in the face of this loss, Kamyar remained resolute in his ways.

Despite the adversity he faced, Kamyar learned how to survive in the harsh world around him. He grew up with the knowledge that he must steal to stay alive, and as he grew older, he became more adept at it. The more he perfected his craft, the larger his scores became.

At the age of 28, Kamyar's life took a sudden turn. In an audacious scheme, he swindled a wealthy businessman in Merv and absconded with a sizable fortune. Fearing retribution, Kamyar fled to the city of Samarkand, where he hoped to start a new life for himself.

In this new place, Kamyar began to reinvent himself. He took on the guise of a talented shoemaker, a craftsman with a deep understanding of his trade. Drawing on the skills he had honed in his youth, when he mended his own clothes out of necessity, Kamyar opened a shop where he could showcase his artistry. For the first time in his life, Kamyar knew what it was like to be truly affluent.

As the Mongol attacks ravaged the city of Samarkand, Kamyar knew he had to flee for his life. Under the cover of night, he gathered most of his hard-earned riches and set out to escape. However, fate had other plans for him. His heavy load weighed him down, and he was caught before he could make his getaway.

The Mongols showed no mercy, stripping Kamyar of his wealth and brutally beating him before dumping his body near a desolate pond. Miraculously, Kamyar survived the ordeal, left to contemplate his sudden fall from grace. He was once again homeless, a nobody in a cruel and unforgiving world.

But Kamyar refused to let his circumstances defeat him. He began to plot and scheme, determined to rise again and regain his former life of wealth and success. It was a long road ahead, but he was determined to overcome the obstacles and once again taste the sweet fruits of success.

Gece - The Femme Fatale

Ruthless, hedonistic, non-believer

Gece is an enigma, shrouded in mystery and intrigue. Her porcelain skin and dark hair, colored a fiery red with henna, seem to capture the very essence of her being. Her every movement is imbued with a coquettishness that has the power to make men fall to their knees.

As she glides through the world, Gece exudes an air of confidence and allure that draws the eye of every passerby. Her aura is one of intrigue, a tantalizing mystery that leaves those around her wondering what secrets she might hold.

Draped in dark clothing that serves to accentuate her womanly figure, she cuts a striking figure wherever she goes. Her style is understated, with subtle details that hint at a hidden elegance beneath the surface.

Those around her look on with a mix of envy and admiration, drawn to her aura of mystery and grace. Yet despite the attention she attracts, she remains aloof, only showing kindness to those she deems deserving.

There is a sense of guardedness to her demeanor, a hint that there are secrets and depths to her that are not easily plumbed.

Gece's childhood was spent amidst the hustle and bustle of Baghdad, where she grew up in the lap of luxury. Born into a wealthy family, she was shielded from the harsh realities of life. However, the shadow of her mother's profession hung over her family, causing a rift between her father and his relatives. Despite this, Gece's father was a shrewd businessman and a respected figure in society, actively involved in

regional politics. With her father as her mentor, Gece attended numerous business meetings, where she quietly observed and absorbed valuable lessons in strategy and diplomacy.

As an astute observer, Gece was quick to grasp complex economic and mathematical concepts, honing her skills through rigorous discussions and debates with her father. Their discussions would often last for hours, with Gece fearlessly putting forth her opinions and insights. Her father recognized her natural talent for these subjects and encouraged her to pursue her interests, paving the way for a bright and promising future.

As Gece entered her teenage years, her father's unwavering principles and integrity began to draw unwanted attention from the corrupt and powerful forces that ruled Baghdad's political landscape. He refused to bow down to the whims of big warlords and corrupt businessmen, often engaging in heated debates and arguments with them.

One fateful night, while Gece was alone at home, a young busboy frantically knocked on their door, delivering news that would forever shatter her world. Her parents, who had been away at a party all night, had been killed in a tragic accident. But Gece's intuition told her that there was more to the story than met the eye. It was later revealed that her parents had been the victims of a sinister assassination plot, orchestrated by those who saw her father as a threat to their corrupt ways.

Gece's world had turned upside down, and she found herself with no place to call home. None of her father's friends were willing to take her in, leaving her with no choice but to turn to her mother's old handler for refuge. Life had other plans for her, though, and she soon found herself walking down a path that she never could have imagined.

As the years went by, Gece's beauty grew more enchanting with each passing day, drawing the attention of many men, including some of her father's former colleagues. While they had no idea of her true identity, Gece saw an opportunity to use her seductive charms to get what she wanted. She quickly realized that by satisfying their desires, she could easily manipulate them into doing her bidding. With each passing day, she grew more skilled at the game of politics, using her wit and charm to persuade these men to do her bidding.

Soon, Gece was making a fortune from these prominent men, using the money to pay her way out of the brothel where she had been working. She became a mistress to these men, wielding her power and influence over them to further her own agenda. Her political acumen and shrewdness enabled her to amass an army of loyal supporters, who would do anything to please her. Gece had become a force to be reckoned with, a master manipulator who knew how to play the game of power and win.

Despite her growing power and wealth, Gece couldn't shake the feeling that she was seen by society as nothing more than a prostitute. She longed for acceptance and respect, but knew that as long as she remained in her current line of work, she would never attain those things. It was then that she met Ali, a talented actor who captured her heart.

Although Ali was not wealthy or intelligent, he possessed a natural artistic talent that drew Gece to him. She saw in him the potential to be her savior, a way for her to break free from the stigma of her past and start anew. Gece introduced Ali to society as a wealthy businessman from afar, and together they started conducting all of her dealings under his name, using him as her façade.

With Ali by her side, Gece began to experience a sense of liberation she had never felt before. For the first time she felt what it was like to be a powerful man.

Münevver - The Deceiver
Mysticist, hedonistic, ruthless

As Münevver approaches, her piercing blue eyes seem to gaze straight into the depths of your soul, while a warm smile graces her lips, and a gentle voice greets you. Her colorful outfit sways gently in the breeze, its vibrant hues reflecting the vividness of her personality. Even through her veil, you can catch glimpses of her exquisite features, which have earned her a reputation as a truly alluring woman. Perhaps the most striking aspect of her appearance is her ever-present headwrap, which she adorns with a new color every day, adding a touch of whimsy to her already charming persona.

Upon meeting Münevver, you cannot help but feel as though she knows more about you than you do yourself. It's an eerie sensation, but she deftly dispels any unease with her warm and engaging manner. In her company, you find yourself at ease, almost as though you are in the presence of an old friend.

Every gesture and action of hers seems to be imbued with a subtle undercurrent of melancholy, as if a cloud of sadness constantly hovers over her. This same poignant quality permeates every aspect of her work, particularly when she speaks about the causes she tirelessly supports through the charity she runs. As she eloquently describes the struggles of those less fortunate, you can't help but be moved by a profound sense of compassion and gratitude for the blessings in your own life.

With a honeyed voice and a persuasive tongue, she has an uncanny ability to compel even the most reluctant donors to open their hearts and wallets for her cause. She is a force to be reckoned with.

Münevver is a woman of Elven descent shrouded in enigma, revered as a pillar of her community - a helping hand to those in need. However, behind her benevolent facade lies a darker past that has shaped her into the cunning deceiver she is today. Münevver's childhood was nothing short of brutal, a tumultuous journey that instilled in her the resilience necessary to survive in the harsh streets of Baghdad. As an orphan,

she struggled to eke out a living and relied on a small group of fellow orphan friends to look after her. Yet the dangers that lurked in the shadows of the city's alleys were never far away. Rumors of a man who preyed on vulnerable children spread like wildfire, and soon Münevver and her companions lived in constant fear. It wasn't long before her friends began to disappear one by one, leaving her alone to face the darkness that threatened to consume her.

At the time of her capture, Münevver was just sixteen years old, the oldest and biggest of her group of friends. She believed herself to be an unlikely target, but her size and strength did little to protect her. Her companions were brutally slaughtered before her eyes, yet somehow Münevver managed to survive. She was taken to a brick house, where she was imprisoned in the basement by her captor. The man, however, didn't act hastily to end her life, instead taking a peculiar liking to her. One night, during his visit to the basement, Münevver seized an opportunity she had been working towards for an entire week: she managed to loosen her bonds and, with a ferocity born of desperation, clawed out the eyes of her captor. He was an old and feeble man, one who had been preying on vulnerable children and luring them to their doom.

As Münevver emerged from the basement, she was struck by the opulence of the old man's home. Her curiosity piqued, she began rummaging through his possessions, and as she did so, she discovered his prominent position in society. In a fit of rage and vengeance, Münevver went back downstairs and cut out the man's tongue, ensuring that he would never be able to speak again. She then concocts a sinister plan, telling him that she was his new bride and that he had fallen ill, at least that's what everyone else will know from now on.

With no proper relatives to care for him, Münevver's fabricated story of being the old man's new bride was easily believed by the public. In fact, they rallied around her, volunteering to help the young woman care for the ailing man. Münevver's kind and intelligent demeanor quickly won over the hearts of the people, and she became a beloved figure in the community. She seized the opportunity to take the man's fortune, his house, and his status, and make it all her own. However, as she basked in her newfound wealth and power, she continued to keep the old man locked away in a dark room, chipping away at his sanity and his life, year by year.

With her supposed husband incapacitated, Münevver was faced with the challenge of sustaining her newfound wealth. However, her cunning and resourceful nature came to the fore, and she has leveraged her status as a "savior" to hold elaborate parties and auctions in her luxurious home, all in the name of charity. She constantly seeks out new causes to support, each one serving as a means to replenish her coffers and maintain her standing in the community. Through her savvy social maneuvering, Münevver has become the most beloved woman in her neighborhood - wealthy, healthy, and a self-made success.

Warbands & Traders

Example Caravan Masters

Ali Haydar - Caravan Master

Ali Haydar, a master of the caravan trade, made a name for himself in the bustling city of Samarkand. With a small empire at his feet and a loving family by his side, he was known as a man of integrity among his peers. However, beneath the surface, the truth was far more complex. His empire was built not on honesty and hard work, but on the illicit smuggling of forbidden substances. While the trading of illegal goods has done him well over the years, his most profitable ventures have been of a far more arcane nature, fetching him a princely sum with each transaction. As one of the largest purveyors of magical ingredients in the city, his shadowy connections reach far and wide, even to the warring Mongol tribes. It was there that he first caught wind of the impending attacks, so he gathered his loved ones and his business, and set out for the city of Merv, leaving behind some of his contacts and facing fierce competition in his new home.

Ebu Said - Caravan Master

Ebu Said, raised in the lap of luxury by his father's successful caravan business out of Baghdad, had led a life of leisure and indulgence. When a stroke left his father paralyzed, however, Ebu Said was forced to step into the role of head of the family empire despite his lack of knowledge and experience. His youth had been spent in frivolous pursuits, while his sister Semra had learned the intricacies of the trade. Now, with her guidance and the wisdom of his father, Ebu Said struggles to maintain the dignity of his position and the legacy of his father.

This section includes the stats that are designed to work with Overhauled Land Travel.

Bandit Warband
Defense: 13
HP: 4
Attack Bonus: +2
Scouting 2
Foraging 1
Trading 1
Remedy 1
Tactics 1
Skullduggery 1

There are 11 Bandits and 1 Bandit Captain in this warband. They carry 3d6 x 10 gp with them. They hired appropriate NPCs for each role.

Smuggler Warband
Defense: 12
HP: 4
Attack Bonus: +1
Scouting 3
Foraging 1
Trading 3
Remedy 0
Tactics 1
Skullduggery 3

Smugglers may carry forbidden goods, interesting and exotic weapons, and foul spell scrolls with them.

Nomadic Warband
Defense: 17
HP: 8
Attack Bonus: +5
Scouting 3
Foraging 2
Trading 1
Remedy 2
Tactics 3
Skullduggery 1

There are many Guards, Steppe Guards, and Steppe Raiders in this warband. They carry good quality weapons, ammunition and 2d6 x 10 worth of gp.

Ghulam Warband
Defense: 16
HP: 6
Attack Bonus: +7
Scouting 3
Foraging 1
Trading 1
Remedy 2
Tactics 4
Skullduggery 1

Ghulam Warbands usually consist of 2 Ghulam Warriors and regular soldiers with them. They usually act on command and with a specific purpose.

Ghulam Warband
Defense: 16
HP: 6
Attack Bonus: +7
Scouting 3
Foraging 1
Trading 1
Remedy 2
Tactics 4
Skullduggery 1

Ghulam Warbands usually consist of 2 Ghulam Warriors and regular soldiers with them. They usually act on command and with a specific purpose.

Raider Warband
Defense: 14
HP: 4
Attack Bonus: +4
Scouting 4
Foraging 1
Trading 1
Remedy 2
Tactics 3
Skullduggery 1

Raiders usually loot villages, trading caravans, and make a profit out of it. If a raider warband was successful recently, they may have a good amount of coinage (3d10 x 10).

Eastern Merchant
Defense: 13
HP: 8
Attack Bonus: +3
Scouting 2
Foraging 2
Trading 4
Remedy 2
Tactics 1
Skullduggery 1

Eastern merchants may carry goods, objects, and weapons that belong to the eastern parts of the Silk Road, such as India, China, Tibet, or Japan. This could include silk, spice, tea, early versions of gunpowder, eastern weapons, and more.

Eastern Merchant
Defense: 13
HP: 8
Attack Bonus: +3
Scouting 2
Foraging 2
Trading 4
Remedy 2
Tactics 1
Skullduggery 1

Eastern merchants may carry goods, objects, and weapons that belong to the eastern parts of the Silk Road, such as India, China, Tibet, or Japan. This could include silk, spice, tea, early versions of gunpowder, eastern weapons, and more.

Western Merchant
Defense: 13
HP: 8
Attack Bonus: +3
Scouting 2
Foraging 2
Trading 4
Remedy 1
Tactics 1
Skullduggery 2

Western merchants may carry goods, objects, and weapons that belong to the western parts of the Silk Road and beyond, such as Europe, North Africa, Anatolia, Constantinople, or Caucasia. The goods may include ale, western weaponry, glass and other goods.

Refugees

Most refugees are considered as **Commoners**. *Depending on their story, some of their ability scores may increase by 2 points or their HP may be counted as at least 10, if they would travel with the adventurers while they are Level 3 or higher to ensure they do not die away in the first threat.*

Cafer & Kerim

Cafer and Kerim are twins who grew up in Samarkand. Cafer was born with complications that left him with a severe limp. After the loss of their parents in their teenage years, Kerim became a mercenary to support his brother while Cafer apprenticed with a local scientist. Through hard work, Kerim was able to provide for both of them and Cafer received an education, eventually finding employment with the government. Despite their different paths, the bond between the twins remains strong.

When their hometown was attacked by the Mongols, Kerim's first instinct was to protect his brother, Cafer, and lead him to safety in a nearby city. However, upon arriving in Isfahan and seeking refuge with distant relatives, Kerim was separated from his brother as officials conscripted every able-bodied man into their ranks. Determined to stay together, Kerim managed to escape and reunite with Cafer, leading them both to the supposed safety of Baghdad, far from the reach of the Mongols.

Ayshe

Her chubby cheeks flush with red, Ayshe is a sight to behold. Clad in dark clothes, she moves with caution, fear etched upon her face, for she witnessed the destruction of her small village at the hands of the Mongols, and was forced to join a group of pickpockets preying upon fellow refugees desperate for safety.

As a child, she heard tales of a long-lost uncle who lived in the distant city of Merv. Now, her only hope is to escape the criminal life she had been forced into and find her way to safety.

Mehmet & Necmi

Mehmet was one of the wealthiest people in Samarkand, living a life of comfort and luxury. One fateful night, his home was overrun by Mongol raiders, and he was forced to flee into the darkness, clad only in his nightgown and accompanied by his loyal servant Necmi. In the aftermath of the raid, Mehmet was left penniless and homeless, but his bond with Necmi remained unchanged. Despite the hardships they faced, Necmi has remained by Mehmet's side, always working to keep him safe, and hoping for the day when he will be rewarded for his loyalty and devotion.

Pir

Pir was a rising star in the world of science, renowned for his innovative work in the field of medicine. However, on a trip to Samarkand to study a mysterious new illness, he found himself caught up in the panicked crowds fleeing the approaching Mongols. In the chaos, he fell to the ground and suffered multiple blows to the head as the mass of people trampled him. When he came to, he was surrounded by the dead and injured, his once-fluent speech reduced to a jumbled mess of gibberish. Though his eyes spoke of his intelligence and determination, his mouth could not form the words he longed to say. Occasionally, however, he would manage to string together a coherent sentence, usually about his research and studies. As one looked into his eyes, they could see the frustration and yearning to communicate that lay within. Be careful, for even in his impaired state, Pir is a formidable and brilliant mind, struggling to make his voice heard.

Fahd

Fahd is barely noticeable when he walks in a room. His short height and forgettable face mean that if somebody's eyes were to fall upon him, he would be almost instantly forgotten a moment later. There is one thing that catches your senses and alerts you as he walks next to you: the smell of danger he emits.

For years, Fahd scraped by as a lowly errand boy at the local inn, barely eking out a living. But when the Mongols invaded, he saw his chance to rise above his station. Joining the ranks of the refugees, he struck a deal with the human traffickers who roamed the land. In exchange for his services as a guide and informant, they promised to protect him and keep him well-fed. Therefore, Fahd set about leading unsuspecting victims to their doom, relishing in the sense of power and accomplishment it brought him

Salma

As a teenager, Salma was lean and agile from chasing after children. Her dirty blonde hair flowed down her shoulders, with a young child grasping onto a strand.

By the time the Mongols swept through Salma's village, laying waste to all in their path, Salma had

been sequestered in a remote cabin, shunned by her community as a disgrace. She had become pregnant out of wedlock and her father had lied to the village, telling them she had died. For the past two years, Salma had been living in the woods with her toddler, surviving on her own.

When the raid began, Salma made sure it was safe before venturing out to gather the surviving children and bring them to her home. But as the days passed and the Mongols approached her territory, Salma was forced to flee with her two toddlers and a baby in tow.

Abdulrezzak

Abdulrezzak's slender frame trembles as he hobbles along with the other refugees, his aged hands grasping a makeshift cane for support.

Fifty years ago, Abdulrezzak was a renowned warrior, celebrated for his victories in countless battles. As he grew older, he became a respected elder in his village. But when the Mongols attacked, his grandchildren hid him in a basement, warning him not to emerge. When no one came for him after a full day, Abdulrezzak climbed out of his hiding place to find a scene of death and destruction all around him. His grandchildren lay slain before their homes, and Abdulrezzak stumbled upon other injured survivors as he tried to flee the attack.



Meddahs

Amidst the imminent grasp of death, some souls with unfulfilled desires cross paths with a mystical bird of Simurgh's descent. And for others who relentlessly pursue the tales that transcend time, they may stumble upon uncracked, ornate eggs of wondrous beauty. When these eggs finally hatch, they give birth to fabled birds of the Storytellers' lineage, the Öyküperdaz, who forge an indelible bond with the chosen storyteller, the Meddah.

The Meddahs are charged with a noble obligation - to gather, impart, and kindle creativity in others by recounting tales that impart valuable lessons. These sagas often center around themes of allegiance, selflessness, and valor in the face of adversity, serving as a source of inspiration for their listeners.

The Meddahs are instantly recognizable by their towering turbans, which serve as a unique storage space for an array of treasures - from the nests of the Öyküperdaz to a diverse range of items. These turbans possess an enchanting quality, capable of accommodating anything the Meddahs may require on their travels - be it tents, knives, food, ropes, or even dishes. The size of the turban is proportionate to the bird's magnificence, allowing for the perfect fit for all their needs.

In times of conflict, the Meddahs do not prioritize self-defense, for they embrace the notion that death is but a gateway to the realm of Simurgh. As their time draws to a close, most make peace with this certainty, content in the knowledge that even in their passing, the Öyküperdaz will endure. A ghastly curse befalls any who dare to harm these mystical birds - a blight that robs them of their memory, rendering recollection an arduous task for the rest of their days.

One can often spot elderly Meddahs traversing the roads and scaling mountain peaks, in search of Qaf Mountain and Simurgh. As their time on earth draws to a close, they strive to hasten their winged companions' journey to their ethereal abode, hoping to reunite with them once again.

As the Öyküperdaz merge with Simurgh, they become a part of a collective consciousness, sharing a unified memory. Encounter with one Meddah may lead to recognition by another elsewhere, yet they are discerning in their storytelling, revealing their sagas only to those deemed ready or worthy. Some may request a tale in exchange, while others reserve their narratives for those who have experienced loss or possess a resilient spirit. At times, only those who harbor a deep sense of longing can evoke their most cherished recollections.

As long as stories continue to abound in the world, the Meddahs will endure. Through time, Simurgh has borne witness to humanity's downfall - from the collapse of the Bronze Age and the ravages of the Sea People to the Great Flood and Cain's wandering in remorse. It is through this understanding that Simurgh recognizes the crucial role that stories play in preserving history and guiding the way forward.

To the party who lacks in attention to detail:

The Tale of the Hunchback

Hearken to my tale, good sirs and ladies, for I have a most wondrous and perplexing story to impart.

In the city of Basrah, there dwelled a skilled tailor and his comely wife, who one day encountered a most curious and entertaining hunchback as they wandered the bustling streets. Charmed by the hunchback's wit and humor, they invited him to their humble dwelling for a repast, a decision that would prove most fateful indeed.

For during the course of the meal, the hunchback inadvertently swallowed a mighty fishbone, which lodged itself within his throat and brought about his untimely demise. In their consternation, the tailor and his wife swathed the body in cloth and feigned that it was a poor child stricken with the scourge of smallpox, in the hopes of evading any blame or retribution.

Thus disguised, they deposited the lifeless form at the doorstep of a local physician and absconded from the scene with all haste. But fate had more in store for this hapless hunchback and those who came into contact with him.

For the physician, eager to tend to his supposed patient, stumbled and fell down the stairs, causing his body to tumble onto the very same hunchback it purported to be. Fearing the worst, the physician passed the body onto his neighbor's backyard.

The neighbor, thinking he finally caught the burglar who has been stealing his food for ages, took a heavy club and attacked the man. Later, when he realized there were no signs of life, in a panic he dragged the body down to a street corner.

There came a drunken Christian broker. Deciding to let out some water he stood right next to the body and did his business. The body suddenly caught his eye and terrified him. Thinking it was a burglar, fetched a heavy blow across the neck. Right at this moment, the town folk took notice of what had happened and the broker was arrested.

As the broker faced certain punishment for the alleged murder of the hunchback, a series of confessions and accusations ensued, with all parties claiming to be the guilty party. Yet just as all hope seemed lost, a barber appeared, claiming that there was still life in their hunchback yet. He took the fishbone out of the hunchback's throat.

And to the astonishment of all present, the hunchback indeed came back to life, revealing that the entire debacle was nothing but a sequence of misunderstandings and misfortunes. Such is the curious and perplexing tale of the Basrah hunchback, a cautionary tale of the unpredictable whims of fate and the curious workings of mortal men.

Ali Baba and the Forty Thieves

In the land of Persia lived two brothers, Ali Baba and Kasim. After squandering their inheritance, Kasim became a wealthy merchant while Ali Baba sold firewood for a meager living. One day, Ali Baba discovered a group of forty thieves unlocking the entrance to a cavern with a magic phrase, "Open, Sesame!" After they left, Ali Baba repeated the incantation, unlocking a trove of stolen treasure. He took some for himself, and with another recital, the door sealed. Ali Baba returned home with newfound wealth.

Entranced by the wealth, Ali Baba and his wife swore to keep their secret hidden. But when his wife borrowed scales from his brother Kasim, little did they know that their secret was in danger. Kasim's wife, suspicious of their newfound wealth, smeared tallow on the scales, hoping to reveal their source.

To her delight, a coin had clung to the scales when they were returned. Kasim, driven by his greed, threatened Ali Baba to reveal the source of his riches. Fearing for his life, Ali Baba disclosed his secret. But the temptation of the cave and its treasures was too great for Kasim, who rode to the cave, whispering the secret words that led him to the treasures within.

But Kasim, consumed by greed, forgot the password to the cave and found himself trapped inside. When the band of thieves returned to the cave, they discovered Kasim and, in a fit of rage, killed him and left his body in four pieces as a warning to anyone else who dared to steal from their hoard.

Kasim's absence alarms his wife, who asks Ali Baba to find him. Ali Baba discovers his brother's dismembered body in the thieves' cave and brings it back to be sewn together by the tailor Baba Mustafa. As Kasim's widow becomes Ali Baba's wife, the thieves discover the theft and send one of their own to locate the culprit in town.

The thieves had marked Ali Baba's house with white chalk, but Morgiana, his quick-witted servant, had noticed the marking and suspected something fishy. To outsmart the thieves, she marked all the doors in the neighborhood with white chalk. Confused, the thieves couldn't determine which house was Ali Baba's, and their plan to kill him was thwarted.

A second thief tries his luck, doing the same thing as the first one, but this time marking the door with red chalk. But Morgiana once again spots the mark soon afterwards, and duly marks all the other houses with red chalk. When the thieves turn up, they are thwarted again. The chief imprisons the two thieves who failed in their missions, shutting them up in the cave.

The chief hatches his own plan: once he has paid Baba Mustafa to lead him to the correct house, he memorizes its location, rather than marking it with chalk. He then takes the 37 thieves (the other two are imprisoned in the cave) and goes to Ali Baba's house, where, disguised in foreign clothes, the chief pretends to be a merchant from another country who is selling oil in the city. Can he spend the night in Ali Baba's garden, and store his jars of oil in his shed? The jars are, of course, where the other thieves are lying in wait, ready to come out and join the attack on Ali Baba's house.

Ali Baba agrees, and asks Morgiana to make some food for their guest. The chief decides to have a nap in the garden. When Morgiana runs out of oil, she goes out into the shed to get some – only to discover the thieves hidden in the oil jars. They assume she is their chief, however, and ask 'Is it time to act yet?' The quick-thinking servant imitates the chief's voice, telling them to wait as the time to act hasn't arrived yet.

She locates a jar that actually does contain oil, and goes back into the house. Heating it up until it's boiling hot, she then takes the oil out to the shed – and pours it into each and every one of the jars in which the thieves are concealed. They all burn to death. She then locks the gate so the sleeping chief cannot escape.

Morgiana tells Ali Baba about the thieves, and how she has saved him from them. He is grateful to her. While they are inside, the chief wakes up and discovers all of the thieves dead, so he flees over the garden fence.

The chief hatches another plan which involves playing a longer game. Disguised once more, he sets up a market stall in the bazaar, using an assumed name, and trades there, opposite Kasim's orphaned son, Ali Baba's nephew. He befriends the young man and, over time, the nephew invites the robber captain to Ali Baba's house for a meal, as his guest.

When Morgiana recognises the robber chief, and spots the dagger he has concealed under his robes, she dresses up as an exotic dancer, complete with a dagger of her own, and asks her master if she can dance for them both. Ali Baba agrees, and while she is walking around the table to collect coins from the men, she suddenly brings out her dagger and stabs the chief, killing him.

When she tells Ali Baba that this man was the same one that came to his house to kill him before, posing as an oil merchant, and she reveals the dagger the man had concealed beneath his robes, Ali Baba rewards her by giving her his nephew's hand in marriage. Ali Baba grows very rich, thanks to all of the treasure in the cave, and – in true fairy-tale fashion – they all live happily ever after.

To the party who needs to remember that in order to get something you must set ego aside and work together:

The Three Princes and the Princes Nouronnihar

Amidst the rolling dunes and shimmering oasis of a fabled realm, where the sun blazed with a fiery intensity, there reigned a mighty Sultan whose love for his cherished niece knew no bounds. Her name was Nouronnihar, and she was a vision of beauty and grace, cherished by all who beheld her.

But alas, the Sultan's plans for his beloved niece were soon to be tested, as his three sons - Hussein, Ali, and Ahmed - each fell under her spell, entranced by her captivating charm and dazzling wit. Despite their father's wishes that Nouronnihar wed a foreign prince, the three brothers were determined to win her heart and claim her as their own.

In the opulent court of the Great Sultan, the fate of his sons hung in the balance. For the ruler was in a quandary: to choose between his beloved niece and his three heirs was to invite chaos and dissent. And so, in a moment of inspiration, he declared that the Princess Nouronnihar would be the architect of her own destiny, free to choose the one who would be her life's companion. But his sons, blinded by passion and pride, were unwilling to abide by such a decision, and the issue remained unresolved.

To end the impasse, the Great Sultan proposed a daring quest. A competition that would test his sons' courage, wit, and determination. Each prince was to embark on a journey to a distant, unknown land, to seek out the rarest, most precious treasure they could find. Only then would the princess choose her life's companion, and the kingdom would rejoice in the union of two great houses. It was a perilous venture, fraught with danger and uncertainty, but the princes were willing to risk everything for the love of Nouronnihar.

In faraway lands, amidst wondrous kingdoms, the princes embarked on their perilous journey. Hussein, the eldest, set out for the kingdom of Bisnagar, where he stumbled upon a seemingly ordinary carpet. But as he unfurled it, he discovered its mystical power to transport its owner to any destination they desired. Meanwhile, Ali ventured into the kingdom of Persia, where he found an ivory tube that could unravel any secret in the world. And lastly, Ahmed made his way to the kingdom of Samarkand, where he discovered a miraculous fruit, an artificial apple that could heal any ailment with a single whiff of its sweet aroma.

As the brothers reunited, Ali peered through his mystical ivory tube and saw the princess, lying on her deathbed. With great urgency, Hussein unfurled his magical carpet, whisking them away to their home kingdom. As they arrived, they discovered the princess on the verge of death. Without hesitation, Ahmed presented his wondrous apple, which released its enchanting fragrance, curing the princess instantly.

Initially, it was believed that Ahmed should be granted the honor of marrying the princess. However, the Great Sultan arranged an archery contest to decide the matter, and Ali emerged as the victor. The wedding was celebrated with great splendor and pageantry, with music and dancing, and the people rejoiced as the couple exchanged vows under a sky of endless stars.

To the party who needs to learn that the one they've been looking for could be the most unexpected of people:

The Myth of Aynalı Mağara (Mirrored Cave)

Gather 'round, dear listeners, and hear the tale of a king's daughter so fair and lovely that her beauty was almost too great to bear.

The king, desiring to see his daughter wed, sent out a proclamation far and wide, declaring that any man who could lift her veil and behold her true beauty, seeing beyond her lovely face to the radiance within, would win her hand in marriage.

And so it was that many brave and eager suitors journeyed to Amasya, each hoping to be the one to win the princess' heart. Yet one by one, they faltered

and failed, overcome by the sheer magnificence of the princess' beauty.

Days passed, and still no one was able to claim the princess as his bride. But then, a poor and humble youth stepped forth, determined to try his luck where others had failed. Looking at him, no one believed that he could manage what so many other noble men couldn't. They told him to go, to give up. He was determined.

With trembling hands and a steadfast heart, the young man lifted the princess' veil, and in that moment, a burst of illuminating energy erupted between them, so intense and all-consuming that they were consumed by its flames.

Their bodies now rest in a cave outside the town, a testament to the power of true love and the beauty that lies within. And whenever the sun shines upon the stone facade of their tomb, it glows with a radiance as bright and wondrous as the face of the princess herself. Such is the legend of Amasya, a tale of love and beauty that shall endure for ages to come.

To the party who is reluctant to take risks and plays too safe:

The Legend of Maiden's Tower

Gather 'round, ye listeners, and harken to the tale of the fabled Maiden's Tower in Constantinople, and the sorrowful fate that befell the emperor and his beauteous daughter, Theodora.

It came to pass that the emperor was haunted by a dire dream, foretelling the untimely demise of his beloved daughter, struck down by a venomous serpent's bite. To safeguard her precious life, he banished her to dwell within the tower, sheltered from harm's way.

Thus, the daughter lived there for many years, safe and secure within her lofty abode. And when, at last, she overcame a grievous ailment that had befallen her, the people of the village showered her with many gifts, rejoicing at her renewed health.

Among these gifts was a basket of succulent grapes, plucked fresh from the vine. But unbeknownst to the village woman who bore the gift to the tower, a small serpent lay hidden deep within the sweet fruit.

And so it was that, in the dead of night, the venomous serpent did slither forth, and the daughter met her fate, struck down by the same dread affliction that had plagued her father's dreams. Such is the tragic tale of the Maiden's Tower, a cautionary reminder of the fickleness of fate and the dangers that lurk in even the sweetest of gifts.



To the party that demonizes their possible allies:

The Fisherman and the Djinn

As the dusk settled over the horizon and the moon rose above the tides, a destitute fisherman hauled his net from the depths of the ocean. His heart fluttered with joy at the heaviness of his catch, yet when he peered inside, his elation turned to despair, for he had ensnared the carcass of a dead donkey.

Lamenting his ill-fortune, he recited verses of poetry that spoke of the hardships that befell fishermen while the rich, who luxuriated in their wealth, remained unscathed. The fisherman's voice trembled with despair as he spoke of how fate was always against him, no matter how hard he toiled.

After enduring two more fruitless hauls, the fisherman's faith faltered, and he prayed for a miracle to bless his final catch. This time, he drew up a weighty brass jar, which bore a lead stopper.

But the fisherman's heart was gripped with terror as a djinn, who had been trapped within the jar, emerged before him. The djinn beseeched the fisherman to plead for the mercy of the prophet Solomon, who had incarcerated him within the jar as a punishment for rebelling against him in cahoots with the giant Sakhr.

The djinn narrated his story to the fisherman and declared that he would reward whoever rescued him, but none came forward, and so his fury grew, and he vowed to kill his savior, offering them the choice of their death.

But the fisherman, his voice trembling with fear, pleaded for mercy and pointed out that God would repay the djinn for his deeds, and he could not escape His divine justice.

At last, with quick-wittedness and cunning, the fisherman tricked the djinn into revealing his shape, and before he could react, the fisherman had trapped him once again inside the jar.

Ignoring the djinn's entreaties and promises of untold riches, the fisherman cast the jar back into the unfathomable depths of the ocean.

For the party who can't decide who to trust:

The Tale of King Sindba-d and the Falcon

In a time long gone, a king of might and prowess roamed the land with his faithful falcon by his side. Together, they hunted the wilds, seeking their prey with unmatched skill. One day, while wandering through a verdant glade, they stumbled upon a graceful gazelle. Without hesitation, they captured the creature, ready to end its life and claim their prize.

But as the king drew his blade, a strange thing happened. The gazelle, with a grace that defied reason, rose up on its hind legs and bowed before the king. Its gaze met his, and in that moment, the king felt an unfamiliar sensation - respect.

And so, in the presence of such a magnificent beast, the king hesitated. He felt a sudden desire to spare the gazelle, to let it go free and unharmed. But could he really turn away from the hunt, from the thrill of the chase? The king pondered this as the gazelle watched him with a steady gaze, and the falcon circled above with a silent dignity.

The king's resolve wavered, his heart torn between compassion and the desire for conquest. And so, he made a fateful choice - to pursue the gazelle once more, with his falcon as his unwavering ally.

Together, they stalked their prey with grim determination, their senses attuned to the slightest sound and movement. And then, with a flash of wings and a flurry of claws, the falcon struck. Its sharp talons blinded the gazelle, leaving it vulnerable to the king's final blow.

After the hunt, the king and his trusty horse were left thirsty and weary from their exertions. They searched for water, but the land was dry and unforgiving, offering little respite from the scorching sun.

At last, they chanced upon a slow stream of water, and the king eagerly bent down to drink. But in that moment, his falcon attacked, swooping down to strike his hand and prevent him from drinking the tainted water.

Enraged by his falcon's sudden aggression, the king lashed out with his blade, striking the falcon's wings and leaving it grounded and helpless.

But as he looked around, the king realized the true danger of his situation. For hidden among the nearby trees lurked a nest of venomous serpents, their deadly fangs poised to strike.

It was then that the falcon, though wounded and weak, came to the king's aid. With a fierce cry, it directed the king's attention to the perilous threat, saving him from a certain death.

And in that moment, the king was struck with a deep sense of regret. He had punished his loyal companion for trying to protect him, and now he saw the error of his ways. For in the end, it was the falcon who had been his true friend and savior, and he vowed to make amends for his terrible mistake.

To the party who bites the hand that feeds:

The Tale of the Wazir of King Yuna-n and Rayya-n the Doctor

Listen closely, dear friends, to the story of King Yunan, a great ruler whose later years were marred by a cruel affliction. Leprosy, a scourge of the body and soul, had taken hold of the king and left him desperate for a cure.

With hope in his heart, he summoned the wise and skilled sage Duban, a man renowned for his many talents and mastery of the healing arts. Duban promised the king that he could rid him of his ailment, and the king, weary from his suffering, placed his trust in the sage.

And true to his word, Duban worked tirelessly, using his vast knowledge and skill to heal the king's wounds and soothe his troubled mind. With each passing day, the king grew stronger and more vibrant, his once-pale skin now glowing with renewed vitality.

And so, thanks to the sage's wisdom and care, the king was restored to health and his kingdom rejoiced. For though he had been struck down by a cruel fate, he had risen once more, a testament to the power of hope and the strength of the human spirit.

Alas, even in the brightest of times, darkness can still take root in the hearts of men. And so it was with one of King Yunan's viziers, whose envy and malice twisted his thoughts and turned him against the sage Duban.

With a heart full of wickedness, the vizier plotted to rid the kingdom of Duban, using lies and deceit to turn the king against his trusted advisor. He whispered dark rumors in the king's ear, claiming that Duban had designs on his throne and sought to poison him with his medicines.

And though the king had grown strong and healthy under Duban's care, his mind was now clouded with suspicion and mistrust. In his anger and confusion, he accused Duban of treachery and sentenced him to a gruesome fate: death by beheading.

Despite his grim fate, Duban was not one to be defeated so easily. As he awaited his execution, he pondered the legacy he would leave behind, and decided to offer one final gift to the king he had served so faithfully.

He presented the king with a treasured book of wisdom, urging him to read it in his final moments and keep Duban's severed head nearby. And so it was that after the execution, Duban's head spoke to the king, commanding him to open the book and read on.

At first, the king was taken aback by the strange request. But he complied, and to his surprise, he found the pages to be blank. Duban's head urged him to keep turning the pages, and as they stuck together, the king moistened his fingers with his tongue to separate them.

Alas, Duban's final gift to the king was not meant to bring him everlasting life or enlightenment. For in his bitter heart, the sage had harbored a deep anger towards the king, whose mistrust had led to his unjust execution.

And so it was that Duban had laced the pages of the book with a fatal poison, a venom so potent that even the mightiest of kings could not resist its deadly effects. Unknown to the king, he had sealed his own fate by accepting the book, and as the poison took hold, his vision grew dim and his breaths grew shallow.

Despite the best efforts of his advisors and healers, the king could not be saved. He joined Duban in the realm of the afterlife, a bitter reminder of the consequences of envy and mistrust, and a warning to all who would seek to betray the trust of those who serve them.

Plague & Disease Module

The world of *Historica Arcanum: Empires of the Silk Road* is cruel: death, famine, and war are all very real threats to even the grandest and most opulent travellers on the Silk Road. Yet one of the horsemen is more insidious than its siblings: Pestilence. Diseases are one of the basic realities of the world. Though they often fall hardest on the poorest, they touch every strata of society from Sultans to Slaves. To prevent and fight diseases, physicians and other kinds of healers have a revered and respected role in society.

In the world of Historica Arcanum, disease is represented by the following core mechanics:

Infection: The ways and speed that a disease can spread.
Incubation: The time it takes for a disease to show its symptoms.
Symptoms: The disease's effects on the body.
Diagnosis: The ways the disease can be identified.
Cure & Treatment: What is required to heal the disease. Unfortunately, this is not always possible.
Disease DC: All the required saving throws regarding disease will be handled against this DC. If you create your own disease, it is mostly 10 + symptoms the afflicted has + the symptoms' power level that is above 1.

There are three types of diseases: **mundane** diseases, **magical** diseases, and **otherworldly** diseases.
There is only one otherworldly disease in Empires of the Silk Road: the **Chrysalis of Dream**, which is introduced in Herald of Rain (Act I: Wuthering Clouds). Its details are given there, as it plays a more crucial role in the adventure.

On the following pages, there are some optional rules for spells and other features relating to diseases. Applying these rules to your game to make your diseases will add a greater sense of realism to the various disease players can catch. By applying these rules, the diseases are more likely to be deadlier, even for the players.

Lay on Hands: Spending 5 points on a disease will make a symptom 1 level weaker, rather than removing the disease entirely. Spending 10 will remove 2 levels; spending 15 will remove the symptom altogether, and spending 25 points triggers a spellcasting ability check against the DC of the disease. On a success, the disease ends. Spending 30 or more points ends the disease immediately. This does not work on magical or otherworldly diseases.

Lesser Restoration: Casting this spell also weakens a symptom by 1 level, rather than completely erasing it. Casting it as a 3rd level spell will remove a symptom entirely, and casting it as a 4th-level spell will remove a disease immediately. Does not work on otherworldly diseases.
Detect Poison and Disease: If cast as a 1st-level spell, this spell only detects one symptom, rather than the whole disease. Casting it as a 2nd-level spell discovers three symptoms, and as a 3rd-level, discovers the disease itself. If it is a magical disease, different rules will apply and will be examined in the Magical Diseases section. This does not work on otherworldly diseases.
Greater Restoration: Casting this spell on a mundanely diseased person will erase the disease and cure the patient. For magical diseases, different rules will be examined in the Magical Diseases section. This does not work on otherworldly diseases.
Divine Health: This class feature makes a paladin immune to all mundane diseases. It gives advantage on saving throws against Magical Diseases. After a paladin reaches 11th level, it becomes immune to magical diseases as well. Still, otherworldly diseases may take effect.
Purity of the Body: This class feature makes a monk immune to all mundane and magical diseases. It doesn't offer protection from otherworldly diseases.
Dispel Magic: It suppresses magical symptoms and the effects of symptoms caused by otherworldly diseases for 10 minutes.
Heal (6th level spell): It ends all mundane and magical diseases but offers no protection or healing against otherworldly diseases.
Antimagic Field: Magical and otherworldly diseases are suppressed in the antimagic field, but they are not cured.
Power Word Heal: It ends all mundane and magical diseases. It grants a saving throw in order to be cured from otherworldly diseases as well.
Wish: A *wish* spell's results often depend on the GM, but it usually ends a disease on a person without additional penalties (other than the usual side effects of wish spell.)

Mundane Diseases

Mundane diseases can be encountered around every corner, every day. There are many causes of mundane diseases, such as cold, heat, plants, rot, mold, fungi, untreated wounds, and many more.

Inflammation

Open wounds have a serious risk of becoming infected. The flesh starts to rot and a fever takes down even the strongest men. Cleaning fresh wounds is one of the greatest ways to prevent infection.

Infection: If a fresh wound remains dirty and open for at least an hour, a Constitution saving throw is required for each hour it is left untreated.
Incubation: 2d4 minutes
Symptoms: Fever (Strong), Pain (Average), Lassitude (Strong), Rot (Mild, Local)
Diagnosis: If the wound is noticed, rot can be clearly seen; thus, no roll is required. If not, at least two other symptoms must be detected to roll for a Wisdom (Medicine) check to diagnose it as Inflammation.
Cure & Treatment: 3d4 days. During these days only the symptoms can be fought. Some medicine or herbs can be received from herbalists or physicians for fever, and some ointment can be used for the rot. In this disease, fever is the most deadly one. If a saving throw is failed by more than 5, Internal Bleeding (Mild) starts.
Disease DC: 15

Common Cold

Sometimes staying out underdressed in the cold for too long can make you ill. Equally, standing in the range of a sneeze or a cough can put you in bed for a few days.

Infection: Through body fluids or staying in cold without proper clothing for at least 10 minutes triggers a Constitution saving throw.
Incubation: 1d4 hours
Symptoms: Fever (Mild), Cough (Mild), Nasal Flow, Lassitude (Average)
Diagnosis: Nasal flow is usually seen right away. Discovering one other symptom lets you roll an WIS (Insight) check.
Cure & Treatment: 4d4 days. Proper treatment, a warm meal, and keeping the body warm lets you make a Constitution saving throw at the end of a long rest after the first one.
Disease DC: 10

Smallpox

One of the deadliest diseases ever to afflict humanity, your body produces pox all over your skin and usually spreads until you die painfully. Those who survive are left scarred. It has brought down pharaohs and slaves and is a scourge of civilizations.

Infection: Through touch or contaminated objects. Being in the same room or being within 10 feet of the victims may also trigger an infection. A Constitution saving throw is required.
Incubation: 3d4 days
Symptoms: Fever (Strong), Lassitude (Average), Nausea (Mild), Itch (Strong), Pox (Mild)
Diagnosis: The pox can be identified right away but doesn't show itself until the first day has passed.
Cure & Treatment: 5d8 days. Only the symptoms may be fought. Almost all of the alleged remedies for this disease are false. The itch can be controlled via proper ointments. If you make it out alive, you are immune to this disease.
Disease DC: 15

Bloody Flux

"Bloody flux kills more soldiers than the enemy," so the saying goes. Known these days as dysentery, if the water or food is contaminated with this disease, the infected will often suffer severe symptoms. There's no nice way of saying it, but somebody with bloody flux suffers from intense abdominal pain and diarrhea, sometimes accompanied with blood and mucus. Even the strongest warriors can perish within days.



Infection: Through feces, poor water and food quality with poor sanitation, it can spread between people via touch, bodily fluids or similar means. A Constitution saving throw is required.
Incubation: 1d4 hours
Symptoms: Flux (Strong), Fever (Strong), Lassitude (Strong), Nausea (Strong), Pain (Strong)
Diagnosis: If blood is found in feces, no roll is required.
Cure & Treatment: 3d6 days. Some herbalists and well-educated physicians may offer some remedy, but they will only shorten the maximum days of the disease.
Disease DC: 15

Constipation

The opposite of the flux. While not a killer in the same way, being unable to complete a bowel movement can be very uncomfortable. That's why physicians and herbalists usually advise drinking lots of water and eating fibrous fruit.

Infection: Through rough or extra fat foods or being dehydrated for a day. A Constitution saving throw is required.
Incubation: Until the next rest.
Symptoms: Costive, Lassitude (Mild), Pain (Average)
Diagnosis: A Wisdom (Medicine) check.
Cure & Treatment: 1d4 days. Good quality food to speed up metabolism enables a Constitution saving throw at the end of the day; a success ends it. Some potions or ointments may end it right away.
Disease DC: 10

Lung Fever (Pneumonia)

Some colds hit harder than the day-to-day varieties. If the lungs become infected, it can become difficult to breathe, and it may lead to death.
Infection: Staying in the cold and failing the common cold saving throw by 5. During the common cold, failing a saving throw by 3.
Incubation: 1d4 hours
Symptoms: Air Hunger (Average), Cough (Strong), Lassitude (Strong), Pain (Average, Local), Fever (Average)
Diagnosis: A Wisdom (Medicine) check to detect the problem in the lungs is required. If two other symptoms are detected, you have advantage on the roll.
Cure & Treatment: 1d4 days. Only symptoms can be fought. Some expert herbalists may have a medicine to ease the pain and help with the breathing. If the disease passes by itself after full duration the patient rolls for a Constitution saving throw. On a failed save, the patient gains a permanent effect on the lungs. Your CON score decreases by 2 points.
Disease DC: 13

Blood Rot

Your blood turns on you. Your veins start to malfunction and there is nothing you can do. Your very blood becomes dark, thick and deadly. Some physicians know it's caused by parasites, but the common folk believe that it comes from evil powers.

Infection: Through touch of contaminated objects with an open wound. A Constitution saving throw is needed.
Incubation: 1d4 hours
Symptoms: Fever (Strong), Lassitude (Strong), Gangrene (Mild)
Diagnosis: A Wisdom (Medicine) check from only those who are proficient in Medicine or Herbalism Kits.
Cure & Treatment: 4d4 days. Leech treatment or blood exchange grants another Constitution saving throw with advantage. If the disease passes by itself after full duration, the patient rolls for a Con saving throw. On a failed save, each time the patient gains a level, they will have -1 maximum hit point.
Disease DC: 17



Mange

Your skin starts to itch so much that you can think of nothing else; your skin becomes sickly, pale and necrotic.

Infection: Contact or being near (5 ft) of an infected animal.
Incubation: 1d10 hours
Symptoms: Itch (Strong), Rash (Strong), Hair Loss (Average)
Diagnosis: WIS (Medicine)check on the visible symptoms.
Cure & Treatment: 3d4 days. Ointments worth 30 gp reduce 1 day.
Disease DC: 12

Leprosy

One of the deadliest diseases ever, leprosy is feared by all those who call themselves wise. No expert has ever found a way to cure it: simply manage it and accept it as it rots you from the inside out. Your skin sloughs off your body, your lungs betray you, and limbs become paralyzed. There's usually no remedy for leprosy; it is only a question of time how much you can endure. It makes no distinction between kings and commoners. People with the disease are usually exiled from society, for fear that they will inflict others with their curse.

Infection: Being near (10 ft.) an infected source triggers a Constitution saving throw.
Incubation: 1d4 days
Symptoms: Pox (Strong), Rash (Strong), Pain (Average), Air Hunger (Mild)
Diagnosis: (WIS) Medicine check for 3 symptoms. Its diagnosis DC becomes 8 after the rashes are visible.
Cure & Treatment: Indefinite. Only a greater restoration spell can cure it.
Disease DC: 10

Rabies

The bite of this animal, frothing at the mouth, can cause death. Once bitten a person infected with rabies starts vomiting, feeling confused, and aggressive. Eventually, the sufferer will become paralyzed. Death is all that waits after that.

Infection: Through contaminated water sources or bitten by animals or humanoids who possess it.
Incubation: Roll a d20. On a roll of 10 or higher it takes 3d4 weeks. Lower, it takes 3d6 days.
Symptoms: Vertigo (Mild), Pain (Mild), Fever (Mild), Fear of Water (Average), Sudden Death (can be triggered after the symptoms show itself, discretion of the GM)
Diagnosis: All of the symptoms must be discovered with a WIS (Medicine) check. Fear of Water is visible, thus making an expert suspicious of rabies right away. Additionally, if the recognizer is aware that the patient's been bitten by an animal, they have an advantage on the Medicine checks.
Cure & Treatment: Indefinite. Only a greater restoration spell can cure it.
Disease DC: 14

Symptoms

In the symptoms sections you'll notice some of them have tags. These represent the power level of the symptom. For example, fever has three power levels. Above average fevers are usually deadly.

Mild: First power level of the symptom. It usually doesn't affect daily chores and tasks.
Average: Second power level of the symptom. It usually affects the body and its effects can be better recognized by an expert eye.
Strong: Third power level of the symptom. For some symptoms, this level is deadly to the common folk.

Note 1: If not stated, 5 points of Lay on Hands or lesser restoration spell always work on the symptom and make it weaker by 1 level.
Note 2: Some of the DC for necessary checks or saving throws are not stated here; thus, they are dependent on the disease. Use the Disease DC for those checks. If somehow only the symptom is present without a disease (for example, a lousy smell may make a person nauseous) the GM determines the DC.

> *If a symptom is cured while the disease is present, a Constitution saving throw is required at the end of a long rest for each symptom that is gone. On a failed save, the symptom returns.*

Name	Effects	Treatment
Fever	Each level of fever triggers a Constitution saving throw and on a failed save decreases the maximum hit points of the patient by 2 each hour. The target has disadvantage on ability checks, attack rolls and saving throws. If the fever is mild or average, each 4 hour period requires a saving throw detected by the disease. On a failed save, fever increases by 1 level. On a success, it is decreased by 1 level but can't go lower than Mild. You can't recover hit points through resting.	Keeping the body cool and cold makes the trigger 2 hours rather than one.
Lassitude	Each level of lassitude grants one level of exhaustion. Due to your tired looks, you have disadvantage on ability checks made to charm, intimidate or impress anyone. You can only recover half HP through resting.	Painkillers and successful remedies that cost 10 gp or more reduce the level by 1, but can't be lower than 1.
Gangrene	The body part turns black slowly. It becomes useless. If it affects hands or arms, you can't use weapons. If it affects legs or feet, your walking speed is halved. During the course of 1d4 days, it will spread to other organs. You can't recover hit points through resting. Gangrene usually happens in limbs, you must reroll for the location table when other body parts are encountered.	Only amputation of the infected area. The operation requires a DC 20 WIS (Medicine) check with proper tools.
Rot	Each level of rot carries a danger of turning to gangrene. Each 4 hour period requires a Constitution saving throw. On a failed save, the area becomes gangrenous. You can't recover hit points through resting.	There are medicines and ointments that can be used to fight off the rot. They usually cost 10 gp.
Pain	Each level of pain deals 1 damage to the patient each day and grants disadvantage on ability checks. You can only recover half HP through resting.	Painkillers and other remedies worth 5 gp works.
Cough	Risks contamination to others within 5 feet of you, they make a Constitution saving throw. Your walking speed is reduced by 5 feet and you have disadvantage on Charisma checks.	Honey, pepper and lemon may help (5 gp total) to suppress a cough for 3d10 hours.
Flux	You must defecate every 3d10 minutes. The process must at least take 10 minutes. Causes dehydration. Every minute spent not defecating gives you disadvantage on all rolls.	Some herbs and liquids prepared by herbalists that cost 10 gp may help.
Dehydration	If not hydrated well, you lose 1 maximum hit points every hour you are dehydrated. If you fail to drink anything in the span of 3 days, you die.	Drinking enough water or fluid will suppress the symptom for 1d4 hours.
Air Hunger	You have trouble breathing. You can't recover hit points except through magical means or some remedy worth 25 gp (which restores 1 HP). Each level of air hunger triggers a Constitution saving throw every week and on a failed save, decreases your Con score by 1 each hour.	Some remedies or potions (30 gp) make the trigger happen every 2 weeks.
Costive	You have trouble defecating. You must roll for a Constitution saving throw at the end of each rest. On a failed save, your hit point maximum decreases by 2d4.	Some remedies or potions (15 gp) may trigger a Constitution saving throw. On a success, it ends.
Nasal Flow	You have disadvantage on Charisma checks and Wisdom checks that rely on smell. Additionally, fluid contains the risk of contamination to creatures within 5 ft.	Some remedies or potions (5 gp) may trigger a Con saving throw. On a success, it is suppressed for 1d4 hours.

Nausea	You are sensitive to flavors and odors, and also have trouble eating. Each time you are triggered (through food or smell), you must make a Constitution saving throw. On a failed save, you vomit. Each time you vomit, you are dehydrated and resets your daily needed food and water.	Mostly consuming soup or other kinds of healthy, well cooked meals will trigger a Constitution saving throw.
Itch	Each level of itch grants 1 negative bonus to ability checks. After each hour a Constitution saving throw is required. On a failed save, it can turn into a wound and deal 1 damage.	Some ointments (25 gp) may trigger a Constitution saving throw. It can be suppressed for 1d4 hours.
Pox	Mild pox is only local and causes Mild Itch. Average pox can be found everywhere in the body and grants disadvantage on all Charisma checks. Strong pox causes a Constitution saving throw at the end of each long rest. On a failed save, depending on the area, can cause blindness, deafness or paralysis.	Only magic works.
Smell Loss	The target fails all Wisdom checks that rely on smell.	Some odors and cooked herbs (at least 30 gp) trigger a Con saving throw. On a success, it is suppressed for 2d4 hours.
Deafness	The patient can't hear. Use main rules for deafness	If it isn't permanent it will go away in time. It usually takes 1d4 days after the disease ends.
Blindness	The patient can't see. Use main rules for blindness	If it isn't permanent it will go away in time. It usually takes 1d4 days after the disease ends.
Internal Bleeding	Each level of internal bleeding causes the patient to lose 1 maximum hit points each minute.	Surgery needed. It usually needs a DC 20 Medicine check at the end of an hour.
Rash	Each level of rash grants -2 bonus to Charisma checks.	Some ointments (15 gp) reduce it by 1 level but can't get rid of it completely.
Hair Loss	Each level of hair loss grants -1 bonus to Charisma checks.	Only magical potions (at least 100 gp) can grow hair back but they are rare.
Fear of Water	Each level grants -2 bonus to all ability checks while a source of water is in line of sight.	Only magical means.
Vertigo	Walking more than 500 ft a day triggers a Constitution saving throw. On a failed save the patient falls unconscious. Each level of the symptom grants -1 bonus to the save.	Some remedies or potions (15 gp) give advantage on the saving throws.
Sudden Death	The patient dies.	There is no treatment for sudden death other than magical means.

If you want to randomly determine the area of effect for a symptom, use this table:

d20	Body Part
1	Face
2	Rest of the head
3-5	Chest
7-9	Abdomen
10-12	Waist & Back
13-14	Right Arm
15-16	Left Arm
17-18	Right Leg
19-20	Left Leg

Magical Diseases

Evil usually lurks in the darkness. Since the dawn of time, civilizations have battled evil in their own ways: with the breath of the shamans, touch of the druids, blood sacrifices, mighty prayers, offerings to the gods and more. They thought diseases were the instruments of evil powers, dark thoughts, and foul breaths of the world. Some believed they came from dark gods, spirits and demons, some saw them as a punishment from the deities above.

Nowadays, all along the Silk Road most diseases encountered in the streets, homes and alleys are now believed to be mundane and most can be avoided with a good meal and a hot soup on the table, but the forces of evil do not rest. Some ancient powers, gloating minds, and devious hands spread diseases where regular medicines and natural herbs proved useless.

These magical diseases spread like a sinister whisper and are not often encountered among the common folk. They are mostly caused by spell rebounds, evil magicians, hideous monsters, or otherworldly menaces. They have unique ways to spread, weaken and kill; there are even more bizarre ways to cure. Only true experts on divine and arcane matters are aware of these types of illnesses and only trained spellcasters, talented herbalists or other experts can truly cure these kinds of spells. Most of the so-called experts in the common folk are either frauds or incompetent.

Spellplague

Tears in the fabric of reality rarely poison the arcane or divine users of such delicate matters, but, sometimes, they do. On such deadly occasions, the plague shows itself through extensions of natural or magical bane. It usually does no harm to the common folk and mostly affects spellcasters.

Infection: Being near (20 ft.) to a dead tree for 10 minutes, attempting to attune an item while having already 3 attunements, killing a defenseless beast with a spell. Also, some ancient potions and magical beasts contain the disease. These all trigger a Constitution saving throw.
Incubation: 3d4 minutes
Symptoms: Mana Drain (Mild), Mana Flux (Mild)
Diagnosis: Arcana check
Cure & Treatment: 4d4 days. If both symptoms can be gotten rid of at the same day, the disease will end.
Disease DC: 14

Peasant's Curse

Some sincere resentments have an impact on the fabric and may affect evildoers. The essence of the resentments poured into potions in the ancient times and sold as the “curse of the common” in dark alleys and between the whispers of the uncanny shadows.

Infection: Casting a spell or spilling blood near (20 ft.) a stolen item from a commoner, a merchant or a similar folk triggers a Constitution saving throw. Also, there are many potions in the black market and some lost ones in the dungeons throughout the world.
Incubation: 2d4 days
Symptoms: Bad Mouth (Average), Reality Slap (Mild)
Diagnosis: Arcana check for each symptom.
Cure & Treatment: 2d10 days. If the person confesses some secret, past lie, or something similar about itself while at midnight within at least 3 alcoholic beverages that cost at least 30 gp total a Wisdom saving throw is triggered. On a success, the disease ends. Also, curing both symptoms on the same day works.
Disease DC: 10

Betrayer’s Bane

Be careful not to dwell in dark places and on uncanny streets without caution. One betrayed now plagues the lands, their ancient words a bane.

Infection: Potions, infected tree branches, infected coins and jewelries triggers an Intelligence saving throw.
Incubation: 2d6 days
Symptoms: Power Drain (Strong), Outspoken (Average)
Diagnosis: To make an INT (Arcana) check, at least 2 days must pass. Finding both symptoms reveals the disease
Cure & Treatment: 2d10 days. Fulfilling a promise includes a hard and risky task and drinking a goat’s milk at noon after completing the promise will end the disease.
Disease DC: 15

Menacing Shadow

On unfortunate nights, one’s shadow may betray its owner. Suddenly, your very own soul is absorbed into the night and darkness. A war begins within you as your powers dwindle slowly. Sometimes, the shadows win.

Infection: Touching an infected creature or an infected shadow. On contact, you must succeed on a Constitution saving throw. On a failed save, you are infected. On a success you are immune to the disease for the next day.
Incubation: 1d6 hours
Symptoms: Lingering Death (Strong), Mana Drain (Average), Power Drain Str (Average)
Diagnosis: Intelligence (Arcana) check
Cure & Treatment: 3d6 days. It can be cured during noon with a Planting Ritual and consuming 4 drops. If a creature dies as a result of this disease it transforms to a shadow due to Lingering Death.
Disease DC: 13

Cursing Mirror

Mirror mirror on the wall, who is the most cursed of all? Usually the answers are those who have seen a black cat or those who have broken a mirror.
Infection: Breaking an enchanted mirror triggers a Charisma saving throw. On a failed save, the disease lingers.
Incubation: 1d6 hours
Symptoms: Mirror Alignment (Average), Power Drain Cha (Average)
Diagnosis: Intelligence (Arcana) check
Cure & Treatment: 7 days. Clover Ritual ends the disease.
Disease DC: 15

Djinni Bride or Djinni Groom

Some residents of Al-Ghaib seek true love in a very twisted and wrong form. When they like a humanoid within the material world, they cast a marriage ritual without their consent and bind them to their will, slowly leaching their energy to the Al-Ghaib.

Infection: Using a mirror more than an hour in a day triggers a Charisma saving throw.
Incubation: 10 minutes
Symptoms: Lingering Death (psychic, Mild)
Diagnosis: Intelligence (Religion or Arcana) check
Cure & Treatment: Divorce Ritual
Disease DC: 10

Magical Symptoms

Mild: At this power level, the symptom can be detected by *detect poison and disease* spell
Average: At this power level, the *detect poison and disease* spell won't work as a 1st-level spell, it must be cast as a 2nd-level spell at least. If it is cast as a 3rd-level spell, it will detect all mild and average symptoms.
Strong: At this power level, *detect poison and disease* spell must be cast as a 4th level spell.

As a general rule, *identify* spell detects mild symptoms. As a 2nd level spell, it detects one average symptom. As a 3rd level spell, it detects a strong symptom.

Usually fighting symptoms require a special ritual that can be found on the list below. As for mundane symptoms, if the disease is not fixed, the symptoms may return at the end of a long rest.

Name	Effects	Treatment
Power Drain	**Mild:** At the end of each long rest the patient makes a Constitution saving throw. On a failed save, its chosen ability score will decrease by 1. **Average:** At the end of a 12-hour period, the patient makes a Constitution saving throw. On a failed save, its chosen ability score will decrease by 1. **Strong:** At the end of a 6-hour period the patient makes a Constitution saving throw. On a failed save, its chosen ability score will decrease by 1.	**Mistletoe Ritual** or *greater restoration* spell.
Life Drain	**Mild:** At the end of each long rest, the patient makes a Constitution saving throw. On a failed save, it ages 1d4 years. **Average:** At the end of each long rest, the patient makes a Constitution saving throw. On a failed save, it ages 2d4 years. **Strong:** At the end of each long rest, the patient makes a Constitution saving throw. On a failed save, it ages 3d4 years.	**Nettle Ritual** or *greater restoration* spell.

table continues next page

Sense Manipulation	One of your senses is compromised and can't be trusted. Each time you finish a long rest you make a Wisdom saving throw. On a failure, you receive a wrong input from that sense during the course of the day. Each power level affects a different sense.	**Nine Herbs Ritual** or *greater restoration* spell.
Mimic Manipulation	**Mild:** Before each social interaction it must succeed on a Charisma saving throw or can't control its mimics for 10 minutes. **Average:** Before each social interaction it must succeed on a Charisma saving throw or can't control its mimics for 1 hour. **Strong:** Each time it finishes a long rest it must succeed on a Charisma saving throw or can't control its mimics for that day. If it succeeds, it can repeat the save each time it begins a social interaction.	**Clover Ritual** or to suppress it for 1d4 hours a *lesser restoration* spell is required.
Bad Mouth	Every hour it must succeed on a Wisdom saving throw or lose control over what it says. Usually the good things it means comes out as a swear or an insult. Each power level gives a -2 bonus to its saving throw.	**Hazel Ritual**
Reality Slap	When the patient attempts to lie, truth comes out of its mouth, and it takes 1 damage.	**Nettle Ritual**
Outspoken	At random times during social interactions, the GM calls for a Wisdom saving throw. On a failed save, it says whatever it has in mind, without filtering.	Bathing in the moonlight for 1 hour when it's a full moon.
Mirror Alignment	Its alignment changes when it catches this symptom. Good becomes evil, chaotic becomes lawful, or vice versa. If it is neutral it descends one alignment. For example, if it is neutral, it becomes neutral evil.	*Remove curse* or a stronger spell.
Swelling	Its determined body part starts swelling. After 1d4 days, if the part is arms, it can no longer carry objects with its hands, thus it can't cast spells or use weapons. If the part is legs, its walking speed is halved. Each power level affects a different part.	Leech treatment for an hour or any healing spell that is stronger than 4th level.
Ugliness	Each power level of this symptom gives a -2 bonus to Charisma checks. People usually find you either repulsive or miserable.	Consuming a fruit or a herb that is found under a rainbow or a *greater restoration* spell.
Lingering Death	Each power level requires another saving throw. When you finish a long rest with this disease and fail the Constitution saving throw, you take 1d6 necrotic damage. During the course of life, if you ever receive necrotic damage from a source, you are vulnerable to it even if you have resistance from another source. If you die while having this symptom, you rise during the next midnight as an undead. Either a zombie or a skeleton, depending on the way you die. The GM may also choose another undead.	**Holy Ritual**

Mana Drain	Each time you cast a spell you roll a Wisdom saving throw. On a failed save you take 1d6 psychic damage. Each power level increases the damage by 1d6. If there are other spellcasters within 20 ft. of the patient, they must make a Constitution saving throw. On a failed save they gain this symptom as well as the disease with it.	**Mistletoe Ritual** or consuming 50 gp worth of magical beast meat that are not poisonous.
Mana Flux	When you expend a spell slot you roll for a spellcasting ability check. On a failed save you expend another slot. If there's not another spell slot on the same level, it targets one level lower. If that's not present as well, it targets one level higher. If there are no spell slots left, it gives exhaustion equal to the level of the spell. If there are other spellcasters within 20 ft. of the patient, they must make a Constitution saving throw. On a failed save they gain this symptom as well as the disease with it. Each power level increases the infection radius by 10 feet.	**Nine Herbs Ritual** or drinking a freshly collected milk with a wooden piece in it that comes from an at least 50 year old tree.

Rituals

These rituals can be performed to withstand evil manifestations of pestilence, other minions of dark gods, and ancient curses that wreak havoc on society in the form of illness. Some of the rituals in the list–such as leech treatment–are not strictly magical and also can be applied to mundane diseases or other conditions as well.

Many rituals require a spellcasting feature.

Mistletoe Ritual
Components: 50 gp worth of special cooked mistletoe and mushrooms, bronze or silver cauldron worth 10gp.
Duration: 1 hour
Cost: One 1st-level spell slot.
Result: A consumable potion resembling an ale. It loses its effects after 24 hours.
Effects: Gives the next 1d6 ability checks advantage.

Nettle Ritual
Components: 50 gp of nettle and cinnamon and an at least 2 gp worth of silver plate
Duration: 1 hour
Cost: One 1st-level spell slot
Result: A consumable dish resembles a green salad. It loses its effects after 1 hour.
Effects: De-age 1d4 years. A creature can only benefit from this potion a number equal to their proficiency bonus.

Nine Herbs Ritual
Components: Gathering the nine herbs (chamomile, mugwort, lamb's cress, plantain, mayweed, nettle, crabapple, thyme, and fennel; total 30 gp) together and smash them in a wooden bowl worth at least 1 cp.
Duration: 30 minutes
Cost: One 2nd-level spell slot
Result: A dish that resembles oatmeal. It loses its effects after 6 hours.
Effects: The target that consumes the food has advantage on Constitution saving throws until the end of next long rest.

Clover Ritual
Components: A clover that has three or four leaves. It must bathe in the moonlight for at least an hour.
Duration: 10 minutes
Cost: One 1st-level spell slot.
Result: A potion resembles a green juice.
Effects: When the target drinks the potion it gains 1d4 points that can be spent for the next hour. Once it fails an ability check, it can spend a point to reroll the ability check but must use the new roll.

Hazel Ritual
Components: The patient needs to eat the hazel's peel under a tree with a carved face on it.
Duration: 10 minutes
Cost: Two 1st-level spell slots.
Result: -
Effects: The target has 2d6 temporary hit points and can't be raised as an undead until next week.

Holy Ritual
Components: 25 gp worth of silvered powder must be spilled on liquids, meals or humanoids.
Duration: 10 minutes
Cost: One 1st-level spell slot.
Result: If it is an object, it contains a holy property.



It deals 2d6 radiant damage to undead or fiends. Consumable.
Effects: If the target is a humanoid, it has advantage on saving throws from any effect from fiends or undead.

Planting Ritual
Components: 75 gp worth of blessed seeds
Duration: 10 minutes
Cost: One 2nd-level spell slot
Result: A seed is turned into a beautiful flower which gives a total of 3d6 drops every hour then withers and dies.
Effects: Each drop resembles honey and restores 1 hit point and gives advantage on saving throws against spells.

Coming of Age Ritual
Components: 10 gp worth of powdered silver or cinnamon
Duration: 10 minutes
Cost: One 1st-level spell slot
Result: The target is no longer considered a child and its Wisdom score is considered 10, if it is lower before.
Effects: The target has advantage on ability checks for 1 day.

Marriage Ritual
Components: 15 gp worth of golden rings, white sheets and black cloth
Duration: 1 minute
Cost: One 2nd-level spell slot
Result: Two creatures are bound in marriage.
Effects: Until broken, the two can feel the wellbeing of each other. Increase the fertility rate.

Divorce Ritual
Components: 10 gp worth of blessed rope and water.
Duration: 10 minutes
Cost: -
Result: Marriage ritual is broken.
Effects: Characters can be married again.

Leech Treatment
Components: 100 gp of blood leeches gathered.
Duration: 1d4 hours
Cost: -
Result: The target's blood has been cleaned.
Effects: The target has advantage on any Constitution check or saving throw related to their blood, such as diseases and rot.

Making Your Own Diseases

By using the symptoms and treatments introduced above, you can make your own diseases, both magical and mundane. You can determine other factors by using the real world diseases that are not presented here, as well as making them custom.

To determine the DC of the disease, here are some tips & tricks:

- **How does this disease spread?** Is it from dirty water? Or coughing? If you want your disease to spread more rapidly, pick a symptom that could spread easily such as coughing.
- **How powerful is your disease?** If it is deadly, pick at least one of the deadly symptoms such as fever or air hunger.
- **How does the community fight it?** If there are remedies or ointments that could help the cure or treatment determine a price for that. Also consider if there are any fake medicines lying around that fail to help.



Overhauled Land Travel

Travel is an important aspect of most 5e games, as many TTRPG settings and campaigns cover wide areas. Players often have to travel between many settlements, yet it is seldom used as an advanced gameplay tool. It is also a core concept of the Silk Road: with merchants and soldiers, pilgrims and adventurers marching east to west, and west to east, atop horses and camels. Therefore, we decided it was a good idea to expand this concept with new mechanics.

This overhaul for the 5th Edition provides a detailed yet streamlined way of traveling, managing supplies, calculating speed, and much more. With Overhauled Land Travel (OLT), you will be able to form your own trading caravans, raiding parties, emissary convoys, or warbands in whatever shape, speed, and with whatever equipment you can imagine.

Core Concept: Traveling Band

A traveling band is simply a group of people traveling together. It is valid for many purposes - and can be customized within OLT to create diverse types of traveling parties, such as a warband chasing a fleeing enemy, scouts rushing to the capital to deliver important reports, or merchants banding together in a trade caravan in order to avoid the dangers of the road.

Traveling Band Mechanics

A traveling band's well-being depends on many elements. Instead of taking into account every single individual and mount in a group, OLT simulates traveling bands' capabilities in several core concepts.

The main modifiers of travel are under **Travel Characteristics (TC)**, and include **Travel Speed**, **Carrying Capacity**, **Supply Drain**, and **Fighting Capacity**.

There are also **Travel Skills (TS)** that enhance the main modifiers of the traveling band, as well as add special traits and narrative opportunities: **Scouting, Foraging, Trading, Tactics, Remedy,** and **Skullduggery**.

Both **TC** and **TS** can be customized and improved by purchasing **mounts** and **equipment**, recruiting **companions**, and specializing in related **professions**.

Travel Characteristics (TC)

Travel Speed

This TC shows the distance (hexes) you can travel in one day. Each hex for OLT is 12 miles. Travel Speed is determined by the unit (person, creature, mount or wagon) of your traveling band with the lowest **Travel Speed**. Travel Speed can be increased by changing traveling stance, purchasing mounts for other members of the traveling band, or upgrading your existing mounts and wagons to their faster counterparts.

Pacing

Slow Pace: The group travels -1 hex (12 miles) in one day. The group can collect twice as much food and in case of danger they have advantage on Scouting checks. Your group's Skullduggery is considered +1.
Normal Pace: The group can travel using their Travel Speed normally and can manage Travel Skills by standard rules.
Fast Pace: The group can travel +1 hex (12 miles) in one day. The group cannot use Foraging and Skullduggery skills. Your Scouting skill is considered -1.

Example: Let's say there are 15 warriors and 15 mounts. 13 of the mounts are Arabian Horses and 2 of them are Riding Camels. As Riding Camels are the slowest unit in the traveling band, their Travel Speed dictates the entire group's speed, so Travel Speed is 2, and the group can travel with Normal Pace without problems.

Carrying Capacity

This TC shows how much weight your band can carry. It is determined by adding together the number of each member of the traveling band's individual carrying capacities. 1 unit of Carry Capacity is considered 50 lbs in this system. Average medium humanoids have two units of Carry Capacity. Mounts have differing Carry Capacities depending on how many people are riding it - you may find this information in their stat blocks.

Players can calculate their Carry Capacity according to their Strength score or use the default of 2 units. With a Strength score of 13 or higher the default can be counted as 3 units. If it is 18 or higher it can be counted as 4 units.

Note: Your own equipment also should be included in Carry Capacity. If you carry half your maximum limit, then you can carry 1 more unit.

Supply Drain

Supply Drain represents the total amount of supplies your band consumes at the end of every day. One unit of Supplies simulates a collection of food, water, and very basic tools. An average humanoid consumes 2 supplies per day. 20 supplies counts for 1 unit when dealing with Carry Capacity.

Warband Stats

Throughout your journey as a traveling band, you may encounter combats where the number of participants may be too many to keep track of and run efficiently in 5th edition's combat (nobody wants to sit around while 30+ NPCs roll against each other). Therefore, Overhauled Land Travel uses a simplified way of simulating warfare wherein several dozens of participants can fight: "Warband Combat." At the center of Warband Combat are Hit Points, Attack Bonus and Defense Bonus. These are determined by the number of available warriors, quality of the warriors, quality and number of weapons, armor, ammunition, and player characters.

Travel Skills (TS)

Travel Skills complement the main statistics of Travel Capacity and simulate how unique events may unfold. In order to gain their perks, Companions or Player Characters must be assigned to each skill, or a group won't have any bonus to a travel skill. A character can only fill in one role and can't be assigned to another skill.

Travel Skills determine the bonus added to a d20 check.

Scouting

Scouting is a traveling band's ability to see locations, events, and dangers lying in hexes close by to theirs. Better scouting means the traveling band can notice more points of interest at a distance and overcome ambushes. For instance, if your Scouting is 0, you can't see what lies in any hexes other than the one you are on right now - which means, you are more likely to stumble into a dangerous location waiting in the next hex! For every Scouting TS your group has, you can see what lies in surrounding hexes. For example, if your group has 2 to Scouting TS, you can see a 2 hex-radius around you.

The Scout: This is a Companion who can provide skill. For an NPC or a PC to be eligible for the role of a scout, it needs to have at least +2 to Perception and +2 to Nature checks. For each bonus the scout gives to Scouting, it requires 1 gp/day as salary. The scouting modifier is determined by the assigned member's perception modifier divided by 2 (rounded down). For example, a creature with +6 Perception gives 3 to Scouting TS.

Foraging

Foraging is the ability to gather food, find fresh water sources and locate other necessities such as firewood and grazing for animals - in order to reduce the Supply Drain. Usually finding supplies in the wilderness requires an automatic Foraging skill check. The difficulty depends on the area's available resources. The bonus is determined by the attendant companion's Survival modifier divided by 2 (rounded down). A character with a Survival modifier of +6 gains 3 to Foraging TS. This method is for the whole band. A foraging skill is required once every day. For every Foraging TS, the group needs 10 fewer supplies. The GM may have the group roll for Foraging in special places or circumstances with an appropriate Difficulty. Here are some examples and suggestions:

- If there are many water sources available in the area, roll a DC 10 Foraging TS to double the amount of supplies that are found.
- If there are very few water sources available at the area, roll for a DC 15 Foraging TS to double.

The Quartermaster: This is a Companion who can provide this skill. For an NPC or a PC to be eligible for the role of a quartermaster, they need to have at least +3 to Survival checks. For each bonus the quartermaster gives to Foraging, it requires 1 gp/day salary.

Trading

It is the ability to buy and sell goods for the journey, finding items at a reasonable price or compensating the needs of the group. The bonus is determined by the attendant companion's Persuasion modifier divided by 2 (rounded down). A character with a Persuasion modifier of +6 gains +3 to Trading TS.

The Trader: This is a Companion who provides this skill. For an NPC or a PC to be eligible for the role of a trader, they need to have at least +3 to Survival checks. For each bonus the trader gives to Trading, it requires 1 gp/day salary.

Remedy

It is the ability to control, diagnose and treat diseases. The bonus is determined by the attended companion's Medicine modifier divided by 2 (rounded down). A character with a Medicine modifier of +6 gains 3 to Medicine CS. If the bonus is at least 2, the band will have advantage against mundane diseases. Additionally, the bonus decreases the band's casualties during battles.

The Physician: This is a Companion who can provide this skill. For an NPC or a PC to be eligible for the role of a physician, it needs to have at least +3 to Medicine. For each bonus the physician gives to Remedy, it requires 1 gp/day salary.

Tactics

It is the ability to command the band efficiently in case of an armed struggle. It contributes to Fighting Capacity and Casualties. The bonus is determined

by the attended companion's weapon's proficiency divided by 2 (rounded down). Calculate the bonus as if the attended companion is making an attack roll. For example, a character with a longbow proficiency, +2 proficiency bonus and +4 Dexterity modifier means +6 to attack rolls; thus, the Tactics TS would be 3. This bonus does not take into account fighting styles, feats (if it is not indicated specifically) or magic items that give bonuses to attack rolls.

The Captain: This is a Companion who can provide this skill. For an NPC or a PC to be eligible for the role of a captain, it needs to be proficient with all martial weapons. For each bonus the captain gives to Tactics, it requires 1 gp/day salary.

Skullduggery

It represents the scheme and disguise ability of your traveling group. The bonus is determined by the attended companion's Deception modifier divided by 2 (rounded down). A character with a Deception modifier of +6 gains 3 to Skullduggery TS. For every point of Skullduggery your group has, other traveling groups that are close to your location will receive equal penalty to their scouting. Additionally, your Supply Drain and the general wealth of your group will seem less to the strangers' eyes. It's always wise to keep your treasures hidden from prying eyes.

If the skullduggery of a warband is higher from a Scouting of another warband, they can move stealthily from the same hex or the adjacent ones.

The Schemer: This is a Companion who provides this skill. For an NPC or a PC to be eligible for the role of a schemer, it needs to have at least +2 to Deception. For each bonus the schemer gives to Skullduggery, it requires 1 gp/day salary.

Warband Combat

When two warbands clash, 5th edition isn't really designed with mass combat in mind. It would be exhausting to roll for each individual, and unfair to roll a general roll for each side. This is why Warband Combat aims to set predetermined rules and a sheet of paper for your Warband and is able to fight other fighting parties, raiders, and other threats along the way.

In general, after all your stats are determined, this is how combat works:

- Roll for Scouting; the higher roll goes first.
- Each side attacks and deals damage (if the attack hits).
- Sides decide if they will continue the battle or retreat.

In case of retreat, the victorious warband may want to keep chasing the enemy. The defeated warband is considered 50% faster than its usual speed during the next day. If the victorious warband pursues the defeated, they must succeed on a Scouting check. The DC is 10 + defeated warband's Tactics score. On a success, they catch the remaining forces of the enemy if they agree to use fast pace.

When all battles are resolved, the remaining warbands must succeed on a DC 10 Tactics check, or all members gain Level 1 Exhaustion. If a warband pursues a chasing enemy, their DC is 15.

Determining Warband Stats

Hit Points: This is the total health for Warband Combat. When it is depleted or you run before it hits 0, you are considered to have lost the battle and you consult the casualties table. Your hit points' dropping to 0 doesn't mean all of your forces are dead, however. Consult the casualties table.

Total Force	HP
10-15	4
16-20	6
21-25	8
26-30	10
31-40	12
40+	20
60+	20+1d4*
70+	20+1d6*

*These dice are rolled at the beginning of a battle.

As default, the Warband's Hit Point total is the dice's maximum. Also, take these possible situations into consideration and roll these dice right before the battle and add to the maximum.

Temporary HP Before Battle According to Circumstances

A spellcaster with healing abilities	+1d6
Recent battle	-1d4
An inspiring leader*	+1d4
At least 20% ranged units	+1d4
At least +3 in Foraging	+1d4
+1 Foraging or Below	-1d4
At least +3 in Tactics	+1d4
+1 Tactics or Below	-1d4
Contagious Disease	-1d6
Fast Pace	-1d4+1

*This can be understood as the eponymous feat or could be given at the GM's discretion.

Attack Bonus: This bonus is used for Warband Combat and determined by following the tables and checking the total at the end. Warband Combat works as if it were normal combat in 5th edition. The attack roll must be equal to or higher than the enemy's Defense Bonus. On a success, the enemy Warband takes 1 damage and rolls for causality.

CR	Point
1/8	+1
1/4	+2
1/2	+5
1	+10
2	+17
3	+25
4	+50
5	+75

Spellcasters*	Point
Max Slot Level 1	+5
Max Slot Level 2	+2
Max Slot Level 3	+5
Max Slot Level 4	+10
Max Slot Level 5	+17
Max Slot Level 6 & beyond	+25

*Half-casters not included

Adventurers & Gears & Troop Types	Point
Warriors (Fighter, Barbarian, Monk, Rogue)	+10
Half-casters (Ranger, Paladin)	+12
Metallic weapons (at least 10% of force)	+5
Exotic Weapons (at least 10% of force)	+7
Ranged Squadron (if at least 20% of force)	+10
Mounted Squadron (if at least 20% of force)	+20

Player Characters' and companions' armors and ranged weapons are not taken into consideration.

If a certain character or companion has extraordinary fighting capabilities or is especially unsuccessful at it, the GM may appoint more or fewer points. These tables are made to make the process fast and clear.

Total Points	Attack Bonus
10+	0
20+	+1
30+	+2
40+	+3
50+	+4
60+	+5
70+	+6
80+	+7
90+	+8
100+	+9

For example, if your band has 10 Caravan Guards, 10 Guards, 2 Caravan Arcanists, and 4 PCs, two of whom are 3rd level spellcasters, and other two are a barbarian and a fighter. Thus, the Attack bonus is: 20 + 10 + 10 + 14 + 20 = 74, which means +6. If there's a Captain with 3 Tactics, it becomes +9 total.

Defense: This works as your Armor Class and is determined by following the tables below:

I.

Gear	Point
Not Armored	0
Lightly Armored (At least %51 of the force)	4
Medium Armored (At least %40 of the force)	10
Heavily Armored (At least %40 of the force)force)	15

The percentages shown in the gear table represent the necessary amount to get the designated points. If there are ten warriors (excluding companions, PCs and other important NPCs) with four of them heavily armed and the rest with no armor, your warband takes 15 points. In order to avoid complicated calculations based on the percentage of all armors, Defense takes the most powerful ones into consideration. So if there are six medium armored warriors and four heavily armored warriors, you still get 15 points, not 25.

II.

Travel Skills	Point
Scouting	Each score gives 2.
Tactics	Each score gives 3.
Skullduggery	Each score gives 1.
No role	If there are no companions, NPCs or PCs filling this role, each missing role gives -2 points.

III.

Experience & Situations	Point
20% of the force have been fought in at least 2 other battles.	5
20% of the force is mounted.	7
20% of the force have 13 Dexterity or higher.	7

Total

Total Points	Defense
Below 0	8
1+	10
5+	11
10+	12
15+	13
20+	14
25+	15
30+	16
35+	17
40+	18
45+	19
50+	20

Damage: When an Attack Roll hits against a Defense Roll, the damager rolls a d4. If an Attack Roll lands as a critical hit damage becomes 2d4.

Casualties

Surviving Warband Casualty Table

This table is used for determining your casualties if a side's HP does not reach 0. Cases of retreat are included in the table.

The total damage you took to your HP determines the casualties you take. The casualty column represents the affected warriors. Mortality represents how many of them are dead.

Warband members affected by Casualties must receive proper treatment to their wounds and/or other possible situations. A general DC 10 Remedy check made by the Physician may work if the GM thinks it is possible and there are enough supplies (such as healing kits, bandages, ointments, and other similar items).

Dmg		Mortality*	Other Effects**
1-2	1d2	-	-
3-4	1d3	-	-1d4 supplies.
5-6	1d4	1d2	-1d4 supplies, -1d2 mounts. Make a DC 10 Tactics check. On a failed save, roll on the companions table and then consult the Hazards table for the chosen companion.
7-8	1d6	1d3	-1d6 supplies, -1d2 mounts. Make a DC 10 Tactics check. On a failed save, roll from the companions table and consult Hazards table for the chosen companion.
9-10	1d8	1d4	-1d8 supplies, -1d3 mounts. Make a DC 11 Tactics check. On a failed save, roll on the companions table and then consult the Hazards table for the chosen companion.
11	2d4	1d6	-1d10 supplies, -1d4 mounts. Make a DC 10 Tactics check. On a failed save, roll on the companions table and then consult the Hazards table for the chosen companion.
12	1+ 1d10	1d8	-1d12 supplies, -1d6 mounts. Make a DC 12 Tactics check. On a failed save, roll on the companions table and then consult the Hazards table for the chosen companion.
13	1d12	1d10	-2d12 supplies, -1d6 mounts. Make a DC 14 Tactics check. On a failed save, roll from the companions table and consult the Hazards table for the chosen companion.
14	1 + 1d12	1d12	-2d12 supplies, -1d8 mounts. Make a DC 14 Tactics check. On a failed save, roll on the companions table and then consult the Hazards table for the chosen companion.
15	2 + 1d12	2d4	-3d12 supplies, -1d8 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.
16	3 + 1d12	2d6	-3d12 supplies, -1d10 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.
17	4 + 1d12	3d4	-4d12 supplies, -1d10 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.
18	4 + 2d12	1 + 1d12	-4d12 supplies, -1d12 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.
19	5 + 2d12	1 + 2d12	-5d12 supplies, -1d12 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.
20	6 + 2d12	2 + 2d12	-6d12 supplies, -2d12 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.
21	6 + 3d12	2 + 3d12	-7d12 supplies, -3d12 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.
22	7 + 3d12	3 + 3d12	-8d12 supplies, -4d12 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.
23+	8 + 3d12	4 + 3d12	-9d12 supplies, -4d12 mounts. Roll on the companion table and then consult the Hazards table for the chosen companion.

*A Remedy check is made here before rolling for mortality. DC equals 5 + Damage. On a success, mortality is halved. Remedy checks can only be rolled by the Physicians.
**A Tactics check is made here before rolling for other effects. DC equals 5 + Damage. On a success, supply or other losses are halved. For additional effects, necessary rolls are pointed out in the table.

Broken Warband Causality Table

This table is used for determining casualties after a Warband's HP drops down to 0. Any exceeding damage triggers another casualty. Roll from the table to determine randomly, or choose one of the casualties.

d10	Result
1	All characters suffer from the Hazards table.
2	Roll 3d6. The result is the number of characters suffers from the Hazards table. Total number of characters roll from the Hazards table.
3	All supplies and all mounts. Roll for four Companions and roll for them on the Hazards Table.
4	All supplies and all mounts. Roll for three Companions and roll for them on the Hazards Table.
5	All supplies and all mounts. Roll for two Companions and roll for them on the Hazards Table.
6	All supplies and all mounts. Roll for a Companion and roll for them on the Hazards Table.
7	All supplies and 3/4 of the mounts.
8	3/4 of the supplies and half of the mounts.
9	Half of the supplies and 1/3 of the mounts.
10	1/3 of the supplies.

Companions Table

d8	Companion
1	Scout
2	Physician
3	Quartermaster
4	Trader
5	Schemer
6	Captain
7	One other NPC below or equal to CR 3
8	One other NPC above CR 3

If a PC holds a companion's position, reroll the d8. At the GM's discretion, players may also lose HP and be subject to other effects, such as a wound, disease or a condition from the Hazards Table. (e.g. exhaustion).

Hazards Table

d12	Result
1	Drops to 0 hit points. Starts rolling death saves.*
2	Kidnapped. Can be tracked by DC 15 Scouting check.
3	Kidnapped. Can be tracked by DC 10 Scouting check.
4	Lost. Can be tracked by DC 15 Scouting check.
5	Lost. Can be tracked by DC 10 Scouting check.
6	Infection risk. Needs a DC 15 Remedy check in an hour. On a failed save, the wound is inflamed.
7	Infection risk. Needs a DC 10 Remedy check in an hour. On a failed save, the wound is inflamed.
8	Limb damage. Needs a DC 15 Remedy check in an hour. On a failed save, the chosen limb becomes useless.
9	Limb damage. Needs a DC 10 Remedy check in an hour. On a failed save, the chosen limb becomes useless.
10	DC 10 CON save. On a success, suffer Level 1 Exhaustion; on a failure, suffer Level 2 Exhaustion.
11	3d6 damage.
12	2d6 damage.

*If it is an NPC, the GM might consider it dead.



Mounts

Arabian Horse

Large beast, unaligned

Armor Class 11
Hit Points 22 (3d10 + 6)
Speed 65 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	7 (-2)

Senses passive Perception 11
Languages -
Challenge 1/8 (25 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Travel Characteristics
Travel Speed 4
Carry Capacity 8
Supply Drain 4
Fighting Capacity 0

Riding Camel

Large beast, unaligned

Armor Class 10
Hit Points 15 (2d10 + 4)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+1)	14 (+2)	3 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages -
Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Travel Characteristics
Travel Speed 2
Carry Capacity 15
Supply Drain 1
Fighting Capacity 0

Guards

Caravan Guard

Medium humanoid (human), any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages Any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Travel Characteristics
Travel Speed 1
Carry Capacity 2
Supply Drain 2
Attack Bonus counts as 2

Caravan Arcanist

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 20 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	15 (+2)	12 (+1)	11 (+0)

Saving Throws Int +4, Wis +3
Skills Arcana +4, History +4
Senses passive Perception 11
Languages any three languages
Challenge 1/4 (50 XP)

Spellcasting. The arcanist is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The arcanist has the following wizard spells prepared:

Cantrips (at will): *prestidigitation, light, minor illusion, mending*
1st level (3 slots): *alarm, magic missile, fog cloud, sleep*
Ritual: *detect magic, find familiar*

Travel Characteristics
Travel Speed 1
Carry Capacity 1
Supply Drain 2

Bestiary of the Black Pen

"Alike for those who for To-day prepare,
And those that after a To-morrow stare,
A Muezzín from the Tower of Darkness cries
'Fools! your Reward is neither Here nor There!'

Why, all the Saints and Sages who discuss'd
Of the Two Worlds so learnedly, are thrust
Like foolish Prophets forth; their Words to Scorn
Are scatter'd, and their Mouths are stopt with Dust."

-Khayyam

"If you open the eyes of a blind man, his desire would be to go back to the darkness." So is said between the roaring waves of the southern coasts of the Mediterranean Sea. Any heart, after meeting the light of the world, would crave the darkness, because we are made in it, raised in its glory; even in our mothers' womb, there was only darkness with us. Light comes after, only an illusion created by the skies to deceive our eyes. Our truth lies in the darkness. To understand it, one must know it. To fear it is like fearing your very soul and being trapped in your mind and staring into the abyss for too long. The darkness smells your fear and decides you no longer deserve the truth. The haunt begins with the lie that the light is our ally and the darkness is our enemy. It is only a lie.

Among darkness, many horrors await a weak mind. But I believe whoever finds this suffers not from a fragile heart. I believe you can carry the nightmares here and be ready for the eternal night. Darkness may be the only truth, but remember the oldest of sayings: Truths cut deep.

When the eternal night comes, only the one who embraced the darkness survives. Take these notes, these representations of the horrors beyond the veil and open your eyes! Only then, once you see the lights, will you desire what the darkness recites.

-Mehmed Siyah Qalam, Master of Humans and Demons



Ahengar

The word "Ahenk" once referred to the beautiful harmony of music and singing, but a tragic tale has transformed its meaning into something much darker.

In ancient times, a group of bards, minstrels, and singers were banished unjustly by a king and left to wither away in a swamp located in the heart of a silent grove. As they struggled to survive amidst the unspeakable horrors that plagued them at night, their talent for music and singing became their only solace. As the nights grew longer and the horrors of the swamp consumed their minds, their once-beautiful voices turned into something twisted and malevolent.

Over time, they learned to mimic every sound they heard, and this skill soon turned into a curse that transformed them into hideous monsters known as Ahengar.

The descendants of these cursed bards now haunt the forests and roads at night, using their unparalleled ability to deceive and lure unsuspecting prey into their grasp. They feast on the flesh of their victims, relishing in the harmony of their agonized screams and the music of their dying breaths.

Never toss them a coin.

Ahengar

Medium undead, neutral evil

Armor Class 12
Hit Points 22 (5d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	8 (-1)	8 (-1)	18 (+4)

Damage Immunities. necrotic, poison
Damage Resistances. psychic
Skills Acrobatics +4, Deception +6, Performance +6
Senses Darkvision 60 ft, passive Perception 9
Languages understands all but speaks none
Challenge 2 (450 XP)

Mimicry. The ahengar can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Forceful Melody. Range Weapon Attack: +6 to hit, range 120 feet., one creature. Hit: 10 (3d6) force damage.
Ashen Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage.

Reactions

Vile Words. Whenever a creature within 60 feet hits the ahengar, it can use its reaction to damage the creature (3d6 force damage).

Apostle of Zarik

Zarik, the infamous demon of Zoroastrian mythology, is the very embodiment of thirst, rot, and desire. It is a being so powerful that mortals are lured to its worship in exchange for unimaginable powers. The ritual to gain its favor involves consuming the rot of a dead tree, thus establishing a link between the supplicant and the demon. As a result, the devotee attains dark powers of necromancy and decay, able to wield the foulest of magics with ease.

Of all beautiful things created in this world, these people choose to eat rot. I mean, there are many other ways to gain power, for example... Hmm... What was that called? Oh yeah, study!



Apostle of Zarik

Medium humanoid, any non-good alignment

Armor Class 16 (Chain Mail)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	17 (+3)

Saving Throws Str +6, Cha +5
Skills Persuasion +5, Deception +5
Languages any three languages
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Zarik's Wrath. The apostle deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Zarik's Desire. The apostle can cast *friends* (at will) and *charm person* and *enthrall* (once a day each) innately. Charisma is its spellcasting ability (DC 13).

Actions

Multiattack. The apostle makes two melee attacks with its spear.

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Atshan, The Drought One

Legend has it that the atshan, a creature of great dread, is born from the souls of those who perish from dehydration in the unforgiving heat of the desert.

These spectral beings are said to roam the arid wastelands, their ghostly forms shimmering in the heat haze as they search for their next victim. They are relentless in their pursuit, drawing strength from the life force of those who falter in the heat and thirst of the barren wastelands.

Few who encounter the atshan live to tell the tale, for these malevolent spirits are known to drain their prey of all vital fluids, leaving behind nothing but a dry husk in the scorching desert sands.

Worst way to die be honest.



Atshan, The Drought One

Medium undead, any non-good alignment

Armor Class 14 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Damage Resistances poison
Damage Immunities necrotic
Languages any language it knew in life
Challenge 3 (700 XP)
Proficiency Bonus +2

Innate spellcasting. The atshan's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:
At will: *ray of frost, produce flame*
1/day each: *create or destroy water, hellish rebuke*

Actions

Draining Strike. *Melee or Ranged Spell Attack:* +4 to hit, one target, reach 5 ft. or range 30 ft. Hit: 9 (2d8) fire damage. The affected creature has disadvantage on the next Constitution saving throw it makes.

Dehydration (2 uses, Recharge 6). Range 30 ft. The target must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion.

Baku

Behold the fearsome baku, a creature of legend with an elephant's visage - tusks, trunk, and all - adorned with horns and the claws of a tiger.

The myths say they were fashioned from the scraps of creation left over by the gods themselves. Yet the truth is more ominous, for the baku came to be in a time long past, born of dark magic gone awry.

In ancient times, during ill-fated religious rites, countless innocents were sacrificed in a single calamitous moment. Their flesh was stitched together by arcane forces, and the monstrous baku was brought forth into the world.

Feared by many, this abomination roams the earth to this day, consuming the nightmares and dreams of all who cross its path, forcing them to a fate worse than death.

Baku

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	5 (-3)	11 (+0)	9 (-1)

Saving Throws Str +5
Skills Stealth +4
Senses darkvision 60 ft., blindsense 15 ft., passive Perception 10
Languages understands two languages but does not speak
Challenge 3 (700 XP)
Proficiency Bonus +2

Rotting Mind. The baku can strike a creature's mind directly if it is grappled by it. While grappled the creature takes 4 (1d8) necrotic damage at the start of each of its turns. If a creature dies by this process, it turns into a **shadow** after 24 hours.

Consume Dreams. The baku can strike the dreams of unconscious creatures and turn them into nightmares. While within 5 ft. of an unconscious creature, a baku can spend 10 minutes to consume its dreams. After the process the creature must succeed on a DC 13 Wisdom saving throw. On a failed save, the target falls into a coma state and can't wake up unless the baku is killed or moved to another dimension. While the baku continues this process, the creature's Strength score is reduced by 1d4 each dawn.

Invisibility. The baku can use its action to turn invisible. This ends if it attacks or casts a spell.

Actions

Strangle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage. The creature must succeed on a DC 13 Strength saving throw. On a failed save, it is grappled by the baku.

Bastibacak Scout

These tiny forest spirits are known for their mischievous ways, their pride, and their unwavering sense of humor. Born from the deep friendship between druids, shamans, and other forest spirits, they once served as messengers of the woodland realm in ancient times.

Bastibacak Scout

Tiny fey, any non evil alignment

Armor Class 13 (leather armor)
Hit Points 9 (3d4+3)
Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	13 (+1)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances cold
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 12
Languages Any three
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Invisibility. The bastibacak magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the bastibacak wears or carries is invisible with it.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Bedouin Warrior

The unforgiving deserts that encircle the Silk Road, Africa, and Eurasia are home to a breed of fierce warriors called Bedouin warriors. These hardy fighters have mastered the art of combat amidst the scorching sands, treacherous dunes, and merciless sandstorms that define these barren wastelands. Through their arduous training and harsh living conditions, they have learned to not only endure but also thrive in such inhospitable environments, making them formidable foes for any who dare to challenge them.

Sometimes I hear these warriors shout out to someone called Muad'Dib, but I don't know who that is.

Bedouin Warrior

Medium humanoid, any alignment

Armor Class 16
Hit Points 32 (5d8+10)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +3, Survival +5
Senses passive Perception 13
Languages Arabic, Mongolian, Turkish
Challenge 1 (200 XP)
Proficiency Bonus +2

Sandwalk. The Bedouin warrior ignores all difficult terrains.

Actions

Multiattack. The Bedouin warrior makes two attacks with yatagan or javelin.

Yatagan. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Djinni, Commoner

From the mystical realm of Al Ghaib, where the djinns dwell in ethereal wonder, some are drawn by a curious force to explore the Material Plane. But upon arrival, they find their incorporeal forms unable to withstand the harsh realities of this world. Driven by a desire to experience life as humans, they seek out the weak and vulnerable, possessing their dying bodies in a desperate attempt to live amongst mortals. With a fierce determination, they will stop at nothing to fulfill their insatiable longing for human existence.



Djinni, Commoner

Small or medium djinni, any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	10 (+0)	11 (+0)	12 (+1)

Senses darkvision 60 ft., passive Perception 10
Languages djinnspeak
Challenge 1/8 (50 XP)
Proficiency Bonus +2

Ethereal Sight. The djinni can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The djinni can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Foul Touch. *Melee Spell Attack:* +3 to hit, one target, reach 5 ft. Hit: 3 (1d4 + 1) psychic damage.

Djinni, fortune

There are djinns who, driven by curiosity, journey from the ethereal realm of Al Ghaib to the Material Plane, eager to witness the unfolding stories of mortal beings. These djinns watch from afar, observing the struggles and triumphs of travelers as they journey through life.

When they encounter a particularly compelling tale or happen upon a traveler in need, these djinns may choose to intervene, using their powers to grant wishes to those they deem deserving. Perhaps they will grant a wish for safe passage through treacherous lands, or bestow a boon to aid in the completion of a perilous quest.

I believe Zakariya al-Qazwini has said all that needs to be said about the djinni in his books. I believe it was called Aja'ib al-Makhluqat wa Ghara'ib al-Mawjudat. (Check out The City of Crescent's The Wonders of Creatures and the Marvels of the Universe section for more information about the djinni.)

Djinni, Fortune

Medium djinni, any alignment

Armor Class 12
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Cha +4
Skills Insight +4
Senses darkvision 120 ft., passive Perception 12
Languages djinnspeak, common
Challenge 1/2 (100 XP)
Proficiency Bonus +2

Possession (Recharge 6): The djinni may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or is possessed by the djinni. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental scores will be the djinni's).

Form of the Ghaib. While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Stronger djinni can make more drastic changes.

Djinnstruck. Also, if a creature contacts a djinn in any way, the creature will have the following effects.

- Impartial speech or speaking gibberish (GM's choice)
- Inability to control basic muscle movements.
- Inability to control what they are saying. When they try to speak they will name one of the djinnlord's name during a sentence.

Actions

Dire Gaze. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. Hit: 5 (1d10) psychic damage.

Fortune-teller

The thirst for future knowledge is a shared desire among the common folk, merchants, lords, and even kings. A select few are gifted with the ability to foresee events to come. Despite the many charlatans, deceivers, and swindlers who claim to possess such powers, there are genuine individuals whose inner vision grants them the power to bring news of what lies ahead.

Honestly, there are more frauds than real people with the ability to see the future.

Fortune-teller

Medium humanoid, any alignment

Armor Class 10
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	13 (+1)	18 (+4)	16 (+3)

Saving Throws Wis +6
Skills Insight +6, Perception +6, Deception +6
Senses passive Perception 16
Languages any two languages
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Seer. The fortune-teller makes an Wisdom (Insight) check against a DC determined by the GM to read the future of a humanoid. On a success, it gains a piece of true knowledge about the fate of the target. The target must be willing and within 5 ft. of the fortune-teller.

Innate Spellcasting. A fortune-teller is an innate spellcaster (+6 to hit, DC 14) and can cast the following spells innately:

At will: *thaumaturgy, guidance, vicious mockery (2d4)*
3/day: *augury, bane*
1/day: *detect thoughts, enhance ability*
1/week: *divination*

Actions

Multiattack. A fortune-teller makes two Mind Touch attacks.

Mind Touch. *Ranged Spell Attack:* +6 to hit, range 60 ft. Hit: 11 (2d6 + 4) psychic damage.

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft or range 20/60, one target. Hit: 2 (1d4) piercing damage.

I must say, this one was the easiest ever to draw, because once a fravashi Ethereal chased me for hours. When I look back, I imagine I can still see one.

fravashi Ethereal

As the flames of the sacred fire engulf an aging Zoroastrian priest, their mortal body is consumed, and their soul is reborn as a ghostly, ethereal being. Empowered by the ancient flames, they are transformed into protectors of the sacred tomes, tombs, scrolls, and secrets of the Zoroastrian faith. Their duty is to guard these holy artifacts, even in death, and to ensure that their secrets are not profaned by unworthy hands. For those who dare to disturb their watch, beware, for they are fierce and unyielding in their defense of their sacred charge.

Fravashi Ethereal

medium undead, lawful evil

Armor Class 13 (Armor of Condemned)
Hit Points 45 (6d8 + 18)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks
Damage Immunities fire, poison
Condition immunities poisoned
Senses Darkvision 60 ft., passive Perception 8
Languages none but understands Ancient Persian, but can't speak
Challenge 2 (450 XP)
Proficiency Bonus +2

Bound Creature. The fravashi ethereal can't travel further than 300 ft. from its bound space.

Rekindle. If fravashi ethereal is dropped to 0 hit points, its body can't be destroyed, and if it comes in contact with zoroastrian fire it gains 2d4 + 2 hit points and can stand up by using its reaction. If not, it regains all of its hit points after 1d4 days.

Undead Fortitude. If damage reduces the fravashi ethereal to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the fravashi ethereal drops to 1 hit point instead.

Ethereal Form. The fravashi ethereal can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, one target, reach 5 ft., Hit: 6 (1d6 + 3) damage.

Mind Shatter. *Ranged Spell Attack:* +5 to hit, one target, range 30 ft., Hit: 5 (1d4 + 3) psychic damage. The target must succeed on a DC 13 Wisdom saving throw or receive disadvantage on their next attack roll.



Fravashi Risen

According to ancient beliefs, the souls of unborn children of Zoroastrian followers were spared from the clutches of darkness after their physical demise. To ensure their protection, these souls were infused with the Zoroastrian flame and bound to the bodies of executed prisoners. Their divine purpose was to guard the sanctity of Zoroastrian temples. However, one must tread carefully around these mystical guardians, for their souls can be rekindled by the flames that sustain them.

Believe me, no one wants to disturb a deceased priest that still protects what he believes.

Fravashi Risen

medium undead, lawful evil

Armor Class 13 (Armor of the Condemned)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities fire, poison
Condition immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages none but understands Ancient Persian, but can't speak
Challenge 1/2 (100 XP)
Proficiency Bonus +2

Bound Creature. The fravashi risen can't travel further than 300 ft. from its bound space.

Rekindle. If fravashi risen is dropped to 0 hit points, its body can't be destroyed, and if it comes in contact with zoroastrian fire, it gains 2d4 + 2 hit points and can stand up by using its reaction. If not, it regains all of its hit points after 1d4 days.

Undead Fortitude. If damage reduces the fravashi risen to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the fravashi risen drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target, reach 5 ft., Hit: 5 (1d6 + 2) damage.

Ghulam Guard

Medium humanoid, any alignment

Armor Class 18 (Chain Mail + Shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Str +7, Dex +5, Con +5
Skills Athletics +7, Insight +5, Perception +5
Senses passive Perception 15
Languages Turkish and Arabic
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Ghulam Training. The ghulam can't be surprised while it is conscious and even if its enemies take disengage action while they leave its reach, it can still use its reaction to make an opportunity attack against that creature.

Ghulam Precision. The ghulam adds +2 to its attack rolls made with weapons (included in the actions).

Actions

Multiattack. The ghulam makes three weapon attacks. One can be a heavy crossbow attack.

Yataġan. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.



The Ghilman

Ghilman (plural of Ghulam), the free warriors of the land, are a rare breed of soldiers who have fought their way to freedom. Once slaves, they have been trained to become the most formidable mounted warriors in the land. Their valor and expertise have earned them the right to marry, own land, and inherit their lord's riches. As highly respected members of the military elite, they are relied upon to protect their patrons with their lives. However, the cost of their services is steep, as their mastery comes with a price tag that few can afford.

You may argue these guys aren't monsters; this must mean you haven't met them on the battlefield.

Ghulam Veteran

Medium humanoid, any alignment

Armor Class 20 (Plate Armor + Shield)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Str +9, Dex 7, Con +7, Cha +6
Skills Athletics +9, Insight +6, Perception +6
Senses passive Perception 16
Languages Turkish, Arabic, Persian and one other language
Challenge 11 (7,200 XP)
Proficiency Bonus +4

Ghulam Training. The ghulam can't be surprised while it is conscious and even if its enemies take a disengage action while they leave its reach, it can still use its reaction to make an opportunity attack against that creature.

Superior Ghulam Precision. The ghulam adds +3 to its attack rolls and damage rolls made with weapons (included in the actions).

Actions

Mutiattack. The ghulam makes three weapon attacks. One can be a heavy crossbow attack.

Yatagan. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 17 (2d8 + 8) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. Hit: 11 (1d10 + 6) piercing damage.

Ghulam Warrior

Medium humanoid, any alignment

Armor Class 14 (Studded Leather + Shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +5
Skills Athletics +5, Persuasion +3
Languages Turkish and Arabic.
Senses passive Perception 11
Challenge 2 (450 XP)
Proficiency Bonus +2

Ghulam Training. The ghulam can't be surprised while it is conscious and even if its enemies take a disengage action while they leave its reach, it can still use its reaction to make an opportunity attack against that creature.

Actions

Mutiattack. The ghulam makes two weapon attacks. One can be a heavy crossbow attack.

Yatagan. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

I hate those guys; never let me draw them.

Gravekeeper

The gravekeeper is a fearsome entity, always present when the affairs of the dead are at hand. Its piercing gaze can see beyond the veil of the Eternal plane, allowing it to perceive the presence of spirits and souls. They are usually the souls that gave up on life when their time has come and embraced death as an old friend.

This eerie being moves with an ethereal grace, able to pass through solid objects and even the bodies of other beings. Its presence is unnerving and unsettling, instilling a sense of unease in all who encounter it.

But it is the gravekeeper's weapon that strikes the most fear into the hearts of mortals. The terrifying scythe it carries is a symbol of death itself, a tool for reaping the souls of the departed. With a single stroke of its blade, the gravekeeper can sever the connection between a soul and its mortal form, sending it on to the afterlife.

None dare to cross the path of the gravekeeper, for its power is absolute and its wrath is swift and terrible.



Gravekeeper

Medium undead, neutral

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	11 (+0)	16 (+3)	19 (+4)

Saving Throws Wis +6, Cha +7
Damage immunities poison, necrotic, fire
Damage resistances fire
Condition immunities prone, charmed
Senses darkvision 60 ft., passive Perception 13
Languages all languages it knew in life
Challenge 6 (2,300 XP)
Proficiency Bonus +3

Ethereal Sight. The gravekeeper can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The gravekeeper can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turn Immunity. The avatar is immune to features that turn undead.

Actions

Multiattack. The gravekeeper makes two attacks with its Reaping Scythe.

Reaping Scythe. *Melee Weapon Attack:* +7 to hit, one target, reach 10 ft. Hit: 11 (2d6 + 4) psychic damage plus 3 (1d6) necrotic damage. If there's another creature within 5 ft. of the target, it can forgo its other attack by sweeping its scythe to that creature. The creature takes half the damage.

Half-daeva

Gold, a precious metal revered for its beauty and rarity, has long held a special place in human society. However, not all who have sought its treasures have done so for benevolent reasons.

According to legend, some priests who rejected the teachings of Zoroaster became enamored with gold and its properties, using it in their rituals to worship Ahriman, the spirit of darkness and chaos. In their quest for power and wealth, they turned to the use of daevas' blood and melted gold, hoping to imbue themselves with the strength and cunning of these malevolent spirits.

The result of their twisted experimentation was the creation of the half-daevas, beings of great power and dark magic, with a mix of human and daeva blood coursing through their veins.

Half-daeva

Medium fiend, any non-good alignment

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Damage Immunities fire
Senses devil's sight 120 ft., passive Perception 11
Languages Infernal, Ancient Persian
Challenge 3 (700 XP)
Proficiency Bonus +2

Actions

Multiattack. The half-daeva makes two melee attacks or uses its Flaming Eyes twice.

Golden Touch. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage plus 3 (1d6) fire damage.

Flaming Eyes. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. Hit: 10 (3d6) fire damage.

Handmaiden of Jahi

In the tales of old, a demoness known as Jahi wielded her seductive powers to lure heroes and sages alike into her thrall. With cunning and guile, she bestowed upon them powerful relics and granted their deepest desires, only to claim their offspring as her own to be raised as servile priests.

But as the might of Abrahamic faiths grew, so too did Jahi's influence wane. Her handmaidens, once revered as the arbiters of their civilizations, lost their status and became nothing more than malevolent witches dwelling in the darkest corners of the forests.

Gone are the days when they chose the kings' bedfellows and determined which daughters would be betrothed to princes. Now, they lurk in the shadows, plotting their revenge and seeking to reclaim the glory they once possessed. Yet, in a world ruled by the light of monotheistic religions, Jahi and her ilk remain mere shadows of their former selves.

It would be best just to keep out anyone that tries to seduce you. Who would want to romance an adventurer?

Handmaiden of Jahi

Medium humanoid (any), any non-good alignment

Armor Class 13
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	11 (+0)	12 (+1)	14 (+2)	17 (+3)

Skills Arcana +3, Medicine +4
Senses passive Perception 12, darkvision 60 ft.
Languages any three languages
Challenge 3 (700 XP)
Proficiency Bonus +2

Jahi Golem Creation. With 50 gp worth of silk and 10 dead humanoid bodies, the handmaiden can start a 1-hour ritual and create a Jahi golem. It can control three golems at the same time.

Innate spellcasting. The handmaiden is an innate spellcaster. Its spellcasting ability is Charisma (+5 to hit, spell save DC 13). It can cast the following spells innately:

At will: *chill touch, thaumaturgy, mending*
1/day each: *invisibility, color spray, shatter*

Actions

Blood Drain. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft or range 60 ft., one target. Hit: 4 (1d8) necrotic damage.

Blood Steal (Charge 5-6). One target, range 60 ft. The target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) necrotic damage, and the handmaiden is healed the same amount.

Hashashin Disciple

Medium humanoid, lawful evil

Armor Class 14 (Studded Leather Armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +6, Sleight of Hand +6, Religion +4, Perception +3
Languages Turkish, Arabic and one more
Senses darkvision 30 ft., passive Perception 13
Challenge 3 (700 XP)
Proficiency Bonus +2

Cunning Action. On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The hashashin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

Choir of Al-Ghaib. The hashashin's inhuman abilities come from the elixir. The hashashin can cast these spells innately using Charisma as its spellcasting ability modifier (+6 to hit, DC 14):

At will: *mending, resistance*
1/day (each): *inflict wounds, sanctuary*

In addition, when a hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like *death ward* protects it.

Actions

Dagger of Alamut. Melee Weapon Attack: +5 to hit, one target, reach 5 ft. or range 20/60 ft. Hit: 5 (1d4 + 3) piercing damage, plus 2 (1d4) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage, plus 2 (1d4) poison damage.

Poisoning Dart. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. Hit: 1 piercing damage. The creature must succeed on a DC 13 Constitution saving throw. On a failed save, it is poisoned for 1d4 rounds.



Hashashin Devotee

Medium humanoid, lawful evil

Armor Class 16 (Studded Leather Armor)
Hit Points 58 (9d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +7, Int +4, Wis +5
Skills Acrobatics +10, Medicine +10, Survival +5, Perception +5, Religion +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Turkish, Arabic and two more
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Cunning Action. On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The hashashin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

Choir of Al-Ghaib. The hashashin's inhuman abilities come from the elixir. The hashashin can cast these spells innately, using Charisma as its spellcasting ability modifier (+6 to hit, DC 14):

At will: *mending, resistance.*
1/day (each): *bane, inflict wounds, sanctuary, cure wounds*

In addition, when a Hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like death ward protects it.

Actions

Multiattack. The hashashin makes three Alamut Steel or Alamut Bow attacks.

Alamut Steel. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage.

Alamut Bow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage.

Bonus Actions

Rotten Gloves (Recharge 6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 2 (1d4) poison damage. The creature must succeed on a DC 15 Constitution saving throw or be poisoned for 1d6 rounds. It can be used on a willing creature to heal them for an amount equal to 1d4. The creature regains 1d4 hit points for 1d6 rounds if it has at least 1 hit points at the start of their turn.

Hashashin Fedayee

Medium humanoid, lawful evil

Armor Class 17 (Studded Leather Armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +8, Con +5, Wis +6, Cha +7
Damage Resistances poison
Skills Acrobatics +11, Sleight of Hand +11, Stealth +11, Deception +7, Religion +5
Languages Turkish, Arabic and three more
Challenge 6 (2,300 XP)
Proficiency Bonus +3

Cunning Action. On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The hashashin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

Choir of Al-Ghaib. The hashashin's inhuman abilities come from the elixir. The hashashin can cast these spells innately, using Charisma as its spellcasting ability modifier (+6 to hit, DC 14):

At will: *mending, resistance, chill touch, true strike.*
1/day (each): *bane, inflict wounds, sanctuary, color spray, cause fear*

In addition, when a hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like death ward protects it.

Actions

Multiattack. The hashashin makes three Alamut Steel or Alamut Bow attacks.

Alamut Steel. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Alamut Bow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage, plus 5 (2d4) poison damage.

Bonus Actions

Rotten Gloves (Recharge 5-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 2 (1d4) poison damage. The creature must succeed on a DC 15 Constitution saving throw or be poisoned for 1d6 rounds.

True Strike (Recharge 4-6). The hashashin can cast true strike spell as a bonus action.

Hashashin Mystic

Medium humanoid, lawful evil

Armor Class 15 (Studded Leather Armor)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+2)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Int +6, Wis +6, Cha +7
Damage Resistances poison
Skills Arcana +6, Religion +6, Nature +6
Senses darkvision 60 ft., passive Perception 13
Languages Turkish, Arabic and four more
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Cunning Action. On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The hashashin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

Choir of Al-Ghaib. The hashashin's inhuman abilities come from the elixir. The hashashin can cast a spell using a bonus action (Recharge 5-6). In addition, when a hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like death ward protects it.

Innate Spellcasting. The hashashin's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *chill touch (3d8), shocking grasp (3d8), resistance, farabi's favor, detect magic*
3/day each: *identify, comprehend languages, disguise self, inflict wounds, shield*
1/day each: *see invisibility, silence, zone of truth, shatter, fireball, fear*

Actions

Dagger of Alamut. *Melee Weapon Attack:* +5 to hit, one target, reach 5 ft. or range 20/60 ft. Hit: 5 (1d4 + 3) piercing damage, plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage, plus 10 (3d6) poison damage.

Poisoning Dart. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. Hit: 1 piercing damage. The creature must succeed on a DC 13 Constitution saving throw. On a failed save, it is poisoned for 1d4 rounds.

Hashashin Master

Medium humanoid, lawful evil

Armor Class 19 (Studded Leather Armor +2)
Hit Points 123 (19d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+2)	15 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +9, Wis +8, Cha +8
Damage Immunities poison
Damage Resistances psychic
Skills Acrobatics +13, Stealth +13, Sleight of Hand +13, Perception +12
Senses Devil's Sight 120 ft., passive Perception 22
Languages Turkish, Arabic and three more
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Cunning Action. On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The hashashin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

Choir of Al-Ghaib. The hashashin's inhuman abilities come from the elixir. The hashashin can cast these spells innately and at will, using Charisma as its spellcasting ability modifier (+6 to hit, DC 14):

At will: *mending, resistance, chill touch.*
1/day (each): fear, bane, inflict wounds, sanctuary, color spray, hold monster

In addition, when a hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like death ward protects it.

Actions

Multiattack. The hashashin makes three melee or ranged attacks, one of which can be Blessed Word.

Blessed Steel. *Melee Weapon Attack:* +10 hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage, plus 7 (2d6) poison damage.

Blessed Bow. *Ranged Weapon Attack:* +10 hit, range 150/600 ft. Hit: 10 (1d8 + 6) piercing damage plus 7 (2d6) poison damage.

Blessed Word. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft., or range 60 ft. Hit: 7 (2d6) psychic damage. The target must succeed on a DC 15 Wisdom saving throw or the hashashin has advantage on its next attack roll against that creature.

Jahi Golem

In ancient tales, it is said that the creation of a Jahi golem is a result of a rare and mystic fusion between blood and silk. The silk must be bathed under the sun when it is most powerful and it must never meet the gaze of night, moon or the stars. That's why servants of Jahi keep the silk in caverns during nights with powerful flames and sacrifice enough humanoids to harvest their essence, thus creating a Jahi Golem.



Jahi Golem

Large construct, alignment

Armor Class 15 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 2 (450 XP)
Proficiency Bonus +2

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Regeneration. The golem regains 10 hit points at the start of its turn. If the golem takes bludgeoning or thunder damage, this trait doesn't function at the start of the golem's next turn. The golem is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Bonus Actions

Blood Surge (Charge 5-6). *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. Hit: 4 (1d8) necrotic damage. On a hit, the targeted creature can't restore hit points until it finishes a long rest.

Kitsune

In a distant realm, the kitsune was born from the forbidden union of a fox spirit and a human. Shunned by the villagers and condemned by the shamans, the first of her kind unleashed a vengeful fury upon the land, decimating the community that spurned her.

Yet, as time wore on, the kitsune's heart softened, and she chose a path of compassion and redemption. Raising her offspring in tranquility, she sowed the seeds of a legacy that would span centuries.

Through the ages, her descendants would take on many forms - some devious and cunning, others savage and monstrous. Amidst the chaos, however, a noble few emerged, loyal servants to those in need and guardians of the innocent.

Thus, the tale of the kitsune endures - a testament to the duality of existence, and the infinite potential for both darkness and light within us all.

Kitsune

Medium monstrosity (shapechanger), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	11 (0)	14 (+2)	15 (+2)

Saving Throws Cha +4
Skills Deception +4, Insight +4
Senses darkvision 60 ft., passive Perception 12
Languages Japanese, and one other language
Challenge 3 (700 XP)
Proficiency Bonus +2

Trickster. The kitsune can appear as a human using its action. While in this state, it has advantage on Charisma checks to trick other creatures. It chooses the form it wants to be seen as, and its statistics do not change.

Ethereal Form. The kitsune can assume an ethereal form; it looks semi-visible. While in this form, it can pass through walls and objects but takes 5 (1d10) force damage if it ends its turn inside an object.

Innate spellcasting. The kitsune is an innate spellcaster, using Charisma as its spellcasting ability (+4 to hit, DC 12) can cast the following spells innately:

At will: *minor illusion, vicious mockery, message*
3/day: *silent image, disguise self, cause fear*
1/day: *invisibility, suggestion*

Actions

Multiattack. The kitsune makes two ethereal claw attacks.

Ethereal Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage, plus 3 (1d6) force damage.

Kün Guard

The bustling cities that line the ancient Silk Road depend on the kün guard, once known as the sun guard or day guard, for protection. These warriors, steeped in the nomadic traditions of the Turks, have evolved beyond their horse-riding roots. With nimble footwork and deadly proficiency with swords and spears, they are the protectors of the city streets. Though the original meaning of their name may have been lost to time, their reputation for unwavering bravery and loyalty endures.

Kün Guard

Medium humanoid, any non-chaotic alignment

Armor Class 18 (chain mail, shield)
Hit Points 19 (3d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages Turkish and one other common language
Challenge 1 (100 xp)
Proficiency Bonus +2

Guard of the City. The kün guard has advantage on saving throws against being charmed and frightened while it is within 30 feet of at least one ally.

Actions

Multiattack. The soldier makes two melee attacks.

Najhak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Luck Iye

Amidst the gentle rustling of leaves and the soft whispers of the wind, ethereal beings flutter about, their tiny wings beating with the rhythms of the natural world. Known as the protectors of nature, the luck iyes hold within them the essence of luck itself. And when they chance upon a soul deemed worthy of their beneficence, they shower them with the gift of good fortune, a boon to aid in the fulfillment of their destiny.

Never ever ever ever ever ever piss off a fey. Especially one that deals with luck and misfortune.

Luck Iye

Tiny fey, any good alignment

Armor Class 12
Hit Points 52 (15d4+15)
Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Cha +5
Skills Insight +3, Deception +5
Damage Resistances poison, necrotic
Condition Immunities prone, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Djinnspeak, any other two languages
Challenge 2 (450 XP)
Proficiency Bonus +2

Inspiring Touch. When the luck iye touches a creature willingly, it can grant it inspiration.

Misfortune. If a creature harms the luck iye in any way, the creature gets disadvantage on attack rolls, ability checks, and saving throws for 10 minutes.

Actions

Lucky Strike. The luck iye strikes a creature that is within 5 ft. of it and deals 4 (1d8) psychic damage.

Malkus Shade

According to ancient tales, there exist mysterious shades that belong to Malkus, the harbinger of winter's deadly embrace. Legends whisper that winter itself is but a manifestation of Malkus' malevolence, as it descends upon the world to bring death and suffering.

Those unfortunate enough to find themselves stranded amid the snow and ice may become the unwitting pawns of this malicious spirit, ensnared within the icy tendrils of its cruel intentions. For Malkus, the destroyer, delights in the suffering of mortals, reveling in the despair that follows in its wake.

Malkus Shade

Medium fey, neutral evil or chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	9 (-1)	14 (+2)	18 (+4)

Saving Throws Cha +6
Damage Resistances bludgeoning, piercing and slashing damage from non magical attacks
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 12
Languages Ancient Persian
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Actions

Draining Soul. *Melee or Ranged Weapon Attack:* +6 to hit, or range 60 ft. Hit: 13 (2d8 + 4) psychic damage. The target must succeed on a DC 14 Charisma saving throw or its hit point maximum is reduced by 2 (1d4). This effect can be removed by a greater restoration spell or finishing a long rest.

Muntakim, the Innocent's Wail

The voiceless cries of the slain innocent do not go unheard, for they take on a life of their own and become the spectral entity known as muntakim, the innocent's wail. It haunts those who extinguished the precious life, its mournful wail serving as a perpetual reminder of the unjust taking of innocence. At times, it even compels the guilty to confront their wrongdoing and endures to torment them with its haunting presence.

You are not going to sleep anymore after seeing these ones, eh? I couldn't either.

Muntakim, the Innocent's Wail

Large monstrosity, lawful evil

Armor Class 17 (Natural Armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	10 (+0)	11 (+0)	12 (+1)

Damage Immunities. Any damage from non magical weapons
Damage Resistances. Cold, necrotic
Saving Throws Strength +8, Charisma +5
Skills Athletics +8, Intimidation +9
Senses 120 ft darkvision, 60 ft blindsight
Languages Any two
Challenge 10 (5,900 XP)
Proficiency Bonus +4

Dreadful Presence. Any creature that can see muntakim while within 30 ft of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns.

Actions

Multiattack. The muntakim makes 7 attacks with its flailing hands. Each 30 hit points the muntakim loses reduces its maximum attacks by 1.

Flailing Hands. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) necrotic damage.



Revenant Steed

The bustling cities that line the ancient Silk Road depend on the kün guard, once known as the sun guard or day guard, for protection. These warriors, steeped in the nomadic traditions of the Turks, have evolved beyond their horse-riding roots. With nimble footwork and deadly proficiency with swords and spears, they are the protectors of the city streets. Though the original meaning of their name may have been lost to time, their reputation for unwavering bravery and loyalty endures.



Revenant Steed

Large undead, unaligned

Armor Class 14 (Natural Armor)
Hit Points 28 (3d10+12)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	2 (+1)	8 (-1)	8 (-1)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft, passive Perception 9
Languages -
Challenge 1 (200 XP)
Proficiency Bonus +2

Foul Aura. Whenever a creature enters 15 ft. of the revenant steed or starts in turn there, it takes 3 (1d6) necrotic damage.

Charging Strike. If the revenant steed moves at least 20 ft. before attacking, it deals an extra 1d6 damage of the same type.

Actions

Multiattack. The revenant steed makes 2 attacks with its Hooves.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Serpent Sorceress

For generations, the pagan tribes dwelling in the murky swamps near Babylon harbored a dire belief: that the world would one day be consumed by a colossal serpent, its gaping maw represented by the inky void above, its fangs poised to descend upon them at any moment.

In a desperate bid to appease this eternal threat, these people consumed powerful elixirs that granted them a primal connection to the serpentine creatures of the earth - the offspring of the fabled Serpent Eternal. Over time, this communion with the reptilian world began to transform them, imbuing them with a snake-like nature that would be passed down from one generation to the next.

No, they are not related to Medusa.

Serpent Sorceress

Medium monstrosity, any evil alignment

Armor Class 16 (Barkskin)
Hit Points 76 (14d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	19 (+4)

Saving Throws Cha +6
Skills Deception +6, Insight +3
Senses passive Perception 11, darkvision 60 ft.
Languages any two languages
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Innate Spellcasting. The serpent sorceress's spellcasting ability is Charisma (spell save DC 12, +6 to hit). The serpent sorceress can innately cast the following spells, requiring no material components:

At will: *animal friendship, poison spray, speak with animals, barkskin*
3/day each: *detect magic, suggestion, augury*
1/day each: *darkness, spike growth, scorching ray*

Magic Resistance. The serpent sorceress has advantage on saving throws against spells and other magical effects.

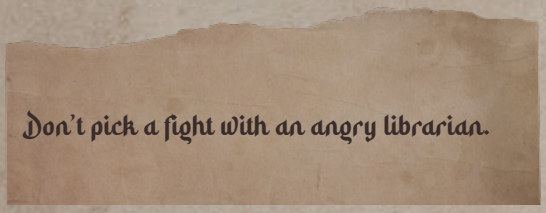
Actions

Multiattack. The serpent sorceress makes three Poison Dagger attacks.

Poisoned Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (2d4 + 2) plus 5 (2d4) poison damage. The serpent sorceress can summon the poison dagger to its hands as a bonus action.

The Sages of the House of Wisdom

House of Wisdom hosts many scholars, poets, teachers, and other researchers of the arcane. They wonder and search the marvels of the universe and secrets of the arcane lore. They are devoted, hardworking, intelligent, and most important of all: curious. Some pursue knowledge for the betterment of humanity, while others seek it for personal gain and darker purposes. Regardless of their motivations, the House of Wisdom stands as a testament to the unending human thirst for knowledge and the pursuit of wisdom.



Librarian of Baghdad

Medium humanoid (any), any lawful alignment

Armor Class 13 (Silk Robe)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	11 (+0)	15 (+2)	14 (+2)	12 (+1)

Saving Throws Int +4
Skills Arcana +6, History +6, Nature +6, Investigation +6, Perception +6
Senses passive Perception 16
Languages Turkish, Arabic, Greek, Persian, Mongolian, any two other
Challenge 3 (700 XP)
Proficiency Bonus +2

Spellcasting. The librarian can cast these spells using Intelligence as its spellcasting ability modifier (+4 to hit, DC 12)

At will: *mending, message, detect magic, prestidigitation, light*
1/day (each): *identify, magic missile, shield, comprehend languages, hold person, dispel magic, silence*

Actions

Arcane Push. *Melee or Ranged Spell Attack:* +5 to hit, one target, reach 5 ft., or range 60 ft. Hit: 12 (2d8 + 3) psychic damage.

Scholar of Baghdad

Medium humanoid (any), any lawful alignment

Armor Class 13 (Silk Robe)
Hit Points 31 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	11 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +6
Skills Arcana +9, History +9, Nature +9, Investigation +9, Perception +8
Senses passive Perception 18
Languages Turkish, Arabic, Greek, Persian, Mongolian, any three other
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Spellcasting. The librarian can cast these spells using Intelligence as its spellcasting ability modifier (+6 to hit, DC 12)

At will: *mending, message, detect magic, prestidigitation, light, shocking grasp*
3/day (each): *identify, magic missile, shield, comprehend languages, hold person, dispel magic, tongues, magic circle*
1/day (each): *legend lore, hold monster, scrying*

Actions

Multiattack. The scholar makes two attacks with its Arcane Push.

Arcane Push. *Melee or Ranged Spell Attack:* +5 to hit, one target, reach 5 ft., or range 60 ft. Hit: 12 (2d8 + 3) psychic damage.

Sage of Baghdad

Medium humanoid (any), any lawful alignment

Armor Class 14 (Mage Armor)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	18 (+4)	16 (+3)	12 (+1)

Saving Throws Int +7, Wis +6
Skills Arcana +10, History +10, Nature +10, Investigation +10, Perception +9
Senses passive Perception 19
Languages Turkish, Arabic, Greek, Persian, Mongolian, any three other
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Spellcasting. The librarian can cast these spells using Intelligence as its spellcasting ability modifier (+6 to hit, DC 12)

At will: *mending, message, detect magic, prestidigitation, light, shocking grasp, mage armor, magic missile, silence*
3/day (each): *identify, shield, comprehend languages, hold person, dispel magic, tongues, magic circle*
1/day (each): *legend lore, hold monster, scrying, wall of force, chain lightning, fabricate*

Actions

Multiattack. The scholar makes three attacks with its Arcane Push.

Arcane Push. *Melee or Ranged Spell Attack:* +5 to hit, one target, reach 5 ft., or range 60 ft. Hit: 12 (2d8 + 3) psychic damage.

The name has "devil" in it, but it is an elemental force. Ancient scholars named it wrong, but what are you going to do?

Shaitan al-Ab

In the depths of the ocean, where the stars are mere reflections on the surface, a devil known as Shaitan al-Ab gazed upon the heavens with wonder. Yet as the celestial beings danced above, envy twisted and gnarled within the devil's heart. Longing turned to bitterness, and it wasn't long before the abyss claimed them as its own.

Ab Al-Marids, once beings of limited intelligence that dwelled within the sea, yearned to walk upon the land. However, their presence terrified early civilizations and a war erupted. In the aftermath, caused by the resulting spell rebound, the creatures were transformed into dark, malevolent elementals, capable of haunting both the waters and shores alike.

Their forms are a twisted amalgamation of lobster-like shells and towering strength, with long, silvery hair and faces that evoke a grotesque mixture of human and whale. Their eyes are sharp and piercing, and their chins adorned with bulbous protrusions. At the tips of their fingers, sparks of light burst forth, like miniature lightning strikes.



Shaitan al-Ab

Large water elemental, any non-good alignment

Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., 60 ft swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	13 (+1)	17 (+3)	11 (+0)

Saving Throws Str +8, Con +7, Wis +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons, poison
Damage Immunities lightning, thunder
Skills Athletics + 8, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Arabic, Turkish and two other
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Amphibious. The elemental can breathe air and water.

Waterborne. Underwater, the elemental heals 10 hit points at the end of each of its turns if it has 1 hit point and unless it is damaged by fire or acid. If the elemental is not killed by fire or acid, it rises up at the start of next round and immediately regains 25 (3d10 + 9) hit points.

Actions

Multiattack. The elemental makes three Brutal Slam attacks.

Brutal Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) damage, plus 7 (2d6) lightning damage.

Lightning Strike (Recharge 5-6). The elemental claps his hand with a great force and unleashes a powerful lightning charge in a radius of 30 ft. Each creature must succeed on a DC 15 Constitution saving throw or take 36 (8d8) lightning damage. If it is underwater, its damage increases by 3d8.

Silver Stag

In the enchanting woods and tranquil groves of Turkic Mythology, the silver stag reigns supreme as a divine creature. Legend has it that Oguz Khan himself was graced by its appearance, deeming it an auspicious sign. These sacred beasts are renowned for their purity, gentleness, and value, roaming freely and harmlessly through the woods. They aid and guide benevolent wanderers, lost children, and hungry travelers, offering them shelter, sustenance, and direction. To ride one is a rare privilege, for it is said that the blessings bestowed upon the rider will endure until the new moon appears.

It is rumored in the Secret History of the Mongols that the ancestor of Genghis Khan was a male gray wolf and a female white stag.



Silver Stag

Large beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 68 (8d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	15 (+2)

Damage Resistances Cold, Fire, Radiant
Senses passive Perception 11, blindsense 30 ft.
Languages Understands Turkish but doesn't speak
Challenge 3 (700 XP)
Proficiency Bonus +2

Sure-Footed. The silver stag has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Aura of Innocence. The silver stag has an aura of 60 ft. In this aura, its allies gain advantage on saving throws and ability checks related to diseases and poisons.

Actions

Multiattack. The silver stag makes two attacks: one with its antlers and one with its hooves.

Antlers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.

Warriors of the Steppes

The vast steppes of Eurasia are unforgiving, and only the strongest and most resourceful can survive there. It is no wonder that the tribes and nations that call it home produce some of the greatest warriors in the world. These fierce individuals are masters of horseback archery, able to channel the raw power of nature through ancient techniques.

Among them are shamans, fearless riders, cunning raiders, and stalwart guardians. Some rely on their lightning-fast steeds, others on their mastery of the art of war, while still others guide their people through the harshest of winters with their intimate knowledge of the land. Moreover, there are those who harness the arcane and primal magic that courses through the steppes, wielding its power to devastating effect.

No, they are not related to centaurs, but I believe Heredotos might have confused them.

Steppe Guard

Medium humanoid, any alignment

Armor Class 15 (leather armor and shield)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +2, Perception +2
Languages Turkish, Mongolian
Senses passive Perception 12
Challenge 1/2 (100 XP)
Proficiency Bonus +2

Actions

Multiattack. The scout makes two melee attacks.

Shamshir. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Steppe Raider

Medium humanoid, any alignment

Armor Class 14 (leather armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	13 (+1)	14 (+2)	15 (+2)

Skills Athletics +2, Perception +4, Stealth +5, Survival +6
Senses passive Perception +4
Languages Turkish, Mongolian
Challenge 1 (200 XP)
Proficiency Bonus +2

Actions

Multiattack. The steppe raider makes two attacks with its steppe kargi, or its steppe bow.

Steppe Kargi. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Steppe Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) or 7 (1d8+3) if mounted piercing damage.



Steppe Rider

Medium humanoid, any alignment

Armor Class 16 (studded leather armor)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	13 (+1)	17 (+3)	11 (+0)

Saving Throws Str +4, Dex +6, Wis +2
Skills Athletics +4, Perception +4, Stealth +6, Survival +4
Senses passive Perception 14
Languages Turkish, Mongolian
Challenge 2 (450 XP)
Proficiency Bonus +2

Relentless Pursuit. When the steppe rider takes dash action, all of its attack in its next turn will have advantage.

Actions

Multiattack. The steppe rider makes two attacks with its steppe kargi, or its steppe bow.

Steppe Kargi. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Steppe Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) or 8 (1d8+4) if mounted piercing damage.

Steppe Shaman

Medium humanoid, any alignment

Armor Class 15 (Blessing of the Blue Sky)
Hit Points 44 (8d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	16 (+3)	15 (+2)

Saving Throws Wisdom +5, Charisma +4
Skills Insight +5, Persuasion +4, Perception +5, Medicine +5, Religion +3
Senses passive Perception 15
Languages Turkish, Mongolian
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Blessings of the Blue Sky. While the steppe shaman is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the steppe shaman with a melee attack while within 5 feet of it takes 9 (2d8) lightning damage.

Innate Spellcasting. The steppe shaman's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: guidance, light, thaumaturgy
3/day each: bless, guiding bolt, healing word, hold person
1/day each: augury, scrying

Actions

Wrath of the Sky. *Ranged Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 3) lightning damage.

Reactions

Wisdom of the Sky (3/Day). When the steppe shaman or a creature it can see makes an attack roll, a saving throw, or an ability check, the steppe shaman can cause the roll to be made with advantage or disadvantage.

Tribal Champion

In the unforgiving terrain of mountains and steppes, there are tribes that struggle to survive against the constant threats of war, famine, and disease. Despite the hardships they face, these tribes are bound together by a fierce sense of loyalty and a deep respect for their champions.

When conflict arises, Tribal Champions are the ones who stand up and rally their people to war, leading them into battle with courage and determination. They are the ones who inspire hope and instill a sense of purpose in their tribe, reminding them of the strength they possess and the importance of standing together in times of adversity.

Tribal Champion

Medium humanoid (usually human), lawful good or lawful neutral

Armor Class 14 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	11 (+0)

Saving Throws Str +6, Con +4
Senses passive Perception 11
Languages any two languages
Challenge 1 (200 XP)
Proficiency Bonus +2

Unarmored Defense. While not wearing armor, the tribal champion adds its Constitution modifier to its Armor Class.

Relentless Strike. When the tribal champion scores a critical hit, it rolls one additional damage die.

Actions

Greataxe. Melee Weapon Attack: +6 to hit, one target, reach 5 ft. Hit: 10 (1d12 + 4) slashing damage.

Unseen Terror

In the realm of magic, the summoning spell is a delicate art. However, when a practitioner's incantation goes awry, a dangerous backlash can result. The resulting pure and rotting aura takes on the form of a twisted ghost, a ghastly specter that haunts and torments the land. Its very presence is a nightmare, a reminder of the risks and dangers inherent in the world of magic.

Unseen Terror

Large aberration, unaligned

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 45 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	14 (+2)	4 (-3)	13 (+1)	9 (-1)

Saving Throws Str +10
Senses passive Perception 11, truesight 60 ft.
Languages -
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Unseen. The unseen terror can only be seen by truesight or Sight of the Ghaib. Any attempt to detect its location is made with disadvantage.

Rotting Aura. At the end of each of its turns the creatures that are within 10 ft. of the unseen terror take 9 (2d8) psychic damage. Any spell cast within the aura damages the caster 1d12 psychic damage for each level of the spell.

Actions

Multiattack. The unseen terror makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 16 (3d10) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage.

Vengeful Umacı

The umacı are born from the darkest corners of the soul, their existence fueled by the desire for revenge. Once feeble spirits, they grow in power through the hatred and malice of those they haunt. Invisible in the shadows, they can blind their victims and move through space in a blink. Beware the umacı, for they are the embodiment of vengeance and will stop at nothing to fulfill their twisted desires.



Vengeful Umacı

Medium aberration, unaligned

Armor Class 17 (Natural Armor)
Hit Points 76 (9d8 + 36)
Speed 30 ft., 60 ft swim

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	4 (-3)	11 (+0)	9 (-1)

Saving Throws Str +7, Con +7
Senses darkvision 120 ft., passive Perception 10
Languages -
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Unseen in the Shadows. While in darkness, the umacı can't be seen by relying on darkvision, it is counted as invisible unless a light source sheds a light on it.

Corporal Form (Recharge 5-6). As a bonus action, the umacı can enter a corporal state. For the next minute, it has resistance to all damage. This process works as if it is concentrating on a spell.

Ethereal Protection (Recharge 5-6). The umacı casts the mirror image spell whenever it rolls initiative. Constitution is its spellcasting ability.

Actions

Multiattack. Umacı makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) psychic damage.

Bonus Actions

Depth's Strike (Recharge 5-6). The Umacı forces a creature within 60 ft. that it can see to make a Constitution saving throw (DC 15), on a failed save, it is blinded for the next minute. A creature can repeat the saving throw at the end of each of its turns to be free from the effect.

Wanderer Monk

The Wanderer Monks, with their tattered robes and unkempt hair, roam the lands in search of an elusive purpose. Their presence is felt in the most desolate and dangerous places, where they lounge in caravanserais and smoke hookahs, or fight in bloody battles with their bare hands. These monks eschew weapons, preferring to rely on their own physical prowess and combat skills. However, they are not without a means of attack, as they carry a deadly dart that can strike with precision when the need arises.

Wanderer Monk

Medium humanoid (usually human), any alignment

Armor Class 14
Hit Points 32 (5d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +4
Skills Insight +4, Medicine +4
Languages any two languages
Challenge 1 (200 XP)
Proficiency Bonus +2

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Warrior of Jahi

From the beguiling grasp of Jahi, these warriors emerged blessed by her handmaidens and armed with incredible powers. Though their origin may be shrouded in mystery, their strength and skill are undeniable, making them a force to be reckoned with on any battlefield. They are strengthened when the sun at its powerful. They consume a special elixir made by the handmaidens that is said to contain a desperate scream of a night worshiper and the shadow of a criminal man. After an hour, the warrior is blessed by the touch of Jahi.

Warrior of Jahi

Medium humanoid (any), any evil alignment

Armor Class 16 (chain mail)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Damage Resistances fire, poison
Senses passive Perception 11
Languages any two languages
Challenge 1 (200 XP)
Proficiency Bonus +2

Blood Rush. While under half of its hit point maximum, the warrior of Jahi has advantage on its attack rolls and saving throws.

Actions

Great Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Nope, they are not related to Medusa either.

Winged Malkus

Deep within the frigid peaks of frozen mountains, a malevolent spirit is said to be born - a frost spirit of unspeakable wickedness, born of foul rituals conducted upon hapless horses by the zealous followers of Malkus.

This unholy creature emerges from the icy depths of its mountainous lair, imbued with the power to bring bitter cold and death to all who cross its path. Its very essence is born of darkness and malice, and its frosty touch brings with it the chill of despair and hopelessness.



Winged Malkus

Large fey, neutral evil or neutral

Armor Class 17 (natural armor)
Hit Points 105 (11d10 + 44)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing and slashing damage from non magical attacks
Senses darkvision 60 ft., passive Perception 11
Languages telepathy 120 ft.
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Trampling Charge. If the winged malkus moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the winged malkus can make another attack with its hooves against it as a bonus action.

Actions

Multiattack. It makes two attacks with its hooves.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) bludgeoning damage.

Zoroastrian Magus

The eternal flames of Zoroastrian temples, once a source of power for acolytes and students, now flicker weakly as the religion dwindles. Yet a few dedicated learners remain, drawing what power they can from the dying embers. Though they may never attain the level of a true magus, they persist in their efforts to keep the flames burning, preserving the tradition and knowledge of their dwindling faith.

Zoroastrian Magus

Medium humanoid (usually human), any alignment

Armor Class 10 (13 with Mage Armor)
Hit Points 11d8 + 11
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	13 (+1)	18 (+4)	16 (+3)	14 (+2)

Saving Throws Int +7, Wis +6
Damage Immunities fire
Skills Arcana +7, Religion +7, History +7, Nature +7
Senses darkvision 60 ft., passive Perception 13
Languages Persian and any three languages
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Spellcasting. The magus can cast these spells innately. Intelligence is its spellcasting ability (+7 to hit, spell save DC 15):

At will: *fire bolt (3d10), mending, prestidigitation, minor illusion, mage armor*
3/day (each): *burning hands (5d6), fireball, alarm, magic missile, hold person, shield, web, shatter, invisibility*
1/day (each): *arcane lock, misty step, blight, fire shield, geas, chain lightning*

Actions

Multiattack. It makes three blazing wrath attacks.

Blazing Wrath. Melee or Ranged Spell Attack: +8 to hit, reach 5 ft. or range 60 ft., one target. Hit: 14 (2d10 + 3) psychic damage.

OLT Mounts

Turkoman Horse
Turkoman Horse uses the **warhorse**◉ stat block but has a speed of 70 feet.

Ferghana Horse
Ferghana Horse uses the **riding horse**◉ stat block but has 14 AC.

Cerigyn Nojan (Mongolian Horse)
Cerigyn Nojan uses the **riding horse**◉ stat block but is completely immune to exhaustion.

Karabakh Horse
Karabakh Horse uses the **riding horse**◉ stat block but is immune to fear.

Yakutian Horse
Yakutian Horse uses the **warhorse**◉ stat block but has 30 HP.

Nisean Horse
Nisean Horse uses the **draft horse**◉ stat block but has a passive Perception score of 14.

Steppe Pony
Steppe Pony uses the **pony**◉ stat block but has a speed of 50 feet.

Mountain Pony
Mountain Pony uses the **pony**◉ stat block but has 20 hit points and 12 AC.

Bactrian Camel
Bactrian Camel uses the **camel**◉ stat block but has 30 hit points.

Arabian Camel
Arabian Camel uses the **camel**◉ stat block but has a speed of 60 feet.

Mighty Camel
Mighty Camel uses the **camel**◉ stat block but has 50% more carry capacity.

Our Eternal Gratitude

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Ali Moinzadeh
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Allen Irizarry
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Amit Netanel
Ammon Lauritzen
Amy Kendall
Amy Nguyen
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Anders Jonsson
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BlackRabbit85
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Blake McCormack
Blake Taylor
Blayke Humphrey
Blue Feather Society
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Bob Reinsch
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Colton Holder
Commodore Erickson
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Connor Holman
Connor McC
Connor McLaughlin
Connor Sabourin
Conor Kenny
Cooper Comerford
CopperKettle
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David Chambers
David Dalton
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David Garcia-Blasquez
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David Hazzard
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David Miller
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Dillon Stockman
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László Selmeci
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Omegamanzking
Omer Raviv
Oni_Radix
OrcBot
Orhan Ertughrul
orion952@gmail.com
Orion Iacovelli
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Ronald Whitehead
Ronan Plessis
ronclark73
Rory Burke
Rory Flannery
Ross Aitken
Roxanne Baechler-Gill
Roy Volcanoes
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Ruben Weller
Rui Manuel Almeida
Rurik farserkr
Rurik James Nackerud
Russell Bowman
Russell Hefner
Russell Hoyle
Russell McLaughlin
Russell Pattie
Ruston Ropac
Ruth Behrends
Ruthy Cabrera
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Ryan Case
Ryan Duddleson
Ryan Henry
Ryan Junk
Ryan Pierce
Ryan Przybyl
Ryan Smith
Ryan Weast
Ryan Whitcomb
Ryan Williamson
Ryleigh Bowman
Ryon Ready
S. Kelly Marshall
Sabrina Royal
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Saleana Judd
salem alkuwari
Salvador Martinez
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Samantha Cargill
Sam Brillhart
Sam Cattle
Sam Cooper
Sam Hoffman
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Sam Jones
Sammy Bravo
Sam Peterson
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Sam W
Sam West
Sandra Ahlqvist
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Sarah Byrne
Sarah Filkorn
Sarah James
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Sarah Speer
Sarah Taub
Sara Keefe
Sara Pullman
Savage Cree Hess
Savan Gupta
Scotia Baker
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Scott Campbell
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Sean Mountcastle
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Sebastian Scholz
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Sergei
Sergio Ramirez Olloqui
Serhan Handani
Serious6
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Seth Scott
Seth Turbeville
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Shadowjezus
ShadowNet
Shad Scarboro
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Shaenon Langeneckert
Shane Dunn
Shane Giles
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Shannon John Clark
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Shannon Savisky
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Sharon Muffett
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Shawn Spitaleri
Shawn Spitler
Sheogorath
Sheridan Forbes
Sheridan Hoare
Sheryl Anne
SHRAPN3LS
Shweta Akella
Shyam Naik
Shyloh Wideman
Sid Razavi
Sierra
Silas Mortensen
Simmy Sims
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Simon JW
simon olthof
Simon R
SippySenpai
Skoomaholic
Skye
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SlyDarling
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SNAKE P.
Snarkayde (Philip)
SnowfoxAU
SnuTBuT
Sochay
Sofia
Solveig
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SotekSucellus
Spenser Gray
SpenserTR
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stefano tagliaferri
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Stirling Argent
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Stéphanie Silvano-Tellas
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Taiga Brenerman
Talakai
Tamsin Davis-Langley
Tanya Bowers-Dean
Tate Torkelson
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Taylor Gaughf
Taylor Smith
Taylor Vik
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TCAustin
Ted Bunt
Ted Wilson
Tegan Berry
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Temujinzen
Terrence
Terry Colligan
Terry Mixon
terry roberts
Tess
Thaddeus Watulak
Thad Doria
Thalji
Thalsturz
Than Gibson
Thasmid
ThatNorthWind
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TheCatalyst
TheCmikePro
The Creative Fund by BackerKit
The Loopymonkey
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Theodore McCormick
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Thomas T Adkins
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Thor Walter Kristensen
Thuong Pham
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Tim Griffin
Tim Hall
Tim Mushel
Tim O'Neil
Tim O'Shea
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Timothy Dillon-Cheetham
Timothy Ferrell
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Timothy McDonad
Timothy Newman
Timothy Obiedzenski
Timothy Staub
Tim Shaw
Titia Thun
Tobias Norén
Tobin Anderson
Toby Shearman
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Todd Branch
Todd Hansen
Todd Jacobson
Todd Mason
Todd Newkirk
Todd Patrick
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Tomasz Borys
Tom Hudson
Tom McLachlin
Tom Melanson
Tommi Ojala
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Tom Nelson
Tom Ridge
Tonda
Tony
Tony Evans
Tony Horne
Tony Weston
Topher Bostick
Tor
Tormod Gjeitnes Hellen
Town_Fool
Tracy Emrich
TranquilSilence
Transience
Trashie
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Travis Lovellette
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Travis Propes
Travis Spencer
Tre Fewell
Trent
Trent Redfield
Trent Revis
Trevor
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Tristan White
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Triston Liu
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Troy Storfjell
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Tyler Cody
Tyler Faught
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Wally Tillery
Walter Witschey
Walt Williams
Wanda Kurtcu
Warf
WarOrdos
Wayne Budgen
Wayne Ligon
Wayne MacLaurin
Wayne Marshall
Wayne Petersen
Wayne Sweeney
Weltkamp
Wes Baker
Wes Harvin
Weston Peterson
wheeler
whiskey-one-eye
Wickwire's Workshop
Will
Will
Will Culbertson
Will Godar
William
William Anthony
William Beard
William Colstad
William Kramer
William Pullen
William Sanders
William T Fee
Willus Maximus
Winston Chiu
Winston G.
Winterbeer
Witty Banter
WMcF3
Woodmant
Woodrow Jarvis Hill
Wrathamon
wtnewman
Wyatt Fecht
Wyatt Fetner
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Xacur
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Y. K. Lee
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Yoly
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Zacharia Heider
Zachary
Zachary Baldauf
Zachary Butler
Zachary Derenne
Zachary Fioravanti
Zachary Kaveney
Zach Hitzeroth
Zach King
Zach McMechan
Zach Ricks
Zach Ward
Zack
Zee
Zeke
Zendurak
Zhul
zhulchenn
Zoraxx Astrea
ZTombur
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~Rob H.