HISTORICA ARCANUM™

ERA OF THE CRUSADES



METIS CREATIVE





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Foreword

Dear Friends,

As we sit down to share our thoughts on the journey to "Era of the Crusades," it's hard not to feel a rush of emotions. We're Sarp and Doğa from Metis Creative, and if there's one thing we've learned from our adventures in creating worlds to explore, it's that stories have the power to bridge worlds.

When we first dreamed up this project, the idea of Historica Arcanum, the idea of running a Tabletop RPG Studio, we couldn't help but worry about being left out of the global community. We were culturally, and geographically far away - and the dread of not being able to get our voices heard was overbearing. Yet, this was one of the instances that we couldn't be happier to be proven definitively wrong.

The love, passion, and unwavering support you've shown us have not just filled us with an insatiable hunger to create; they have truly made us feel that we were a part of the global Tabletop community. And for that, we are grateful. Honestly, we're still pinching ourselves to make sure it's real.

"Era of the Crusades" is a project that's close to all of our hearts at the office. It was a setting that we really wanted to make since we released the first Historica Arcanum - City of Crescent. Everyone in the team, from writers to artists, poured their hearts and souls into this book, making sure every page, every illustration, and every line of text captured the essence of the story and world we wanted to bring to life. It's with this setting, where we've started to really nail the dark, mysterious, and slightly eerie tone we've always wanted the World of Historica Arcanum to have. This book marks a significant step in developing our universe, laying down even more pieces of the lore that will grow and evolve with time and new entries to the setting.

Sharing this creation with you feels like sharing a piece from souls. The late nights, the brainstorming sessions, the occasional frustrations, and the breakthrough moments—it's all been a labor of love, a testament to what we can achieve together, as a team and as a community. Your enthusiasm and support light the way for us, encouraging us to keep dreaming, creating, exploring, and sharing new worlds that resonate with the depth and diversity of the human experience.

Thank you for joing this incredible journey with us. As you turn the pages of Era of the Crusades, know that you're stepping into a world crafted with love, dedication, and a little bit of magic from everyone at Metis Creative.

With all our gratitude and love,

Sarp and Doğa
Metis Creative

Introduction

World of Historica Arcanum

The World of Historica Arcanum combines the arcane powers and eldritch horror with a vast historical lore rooted in our world. Magic is hidden away from those not privy to its secrets. Magic is also very dangerous and those who venture to harness its power, face the peril of corruption and madness. This section is designed to get Game Masters and players immersed in the World of Historica Arcanum.

Welcome to the Era of the Crusades

In this chapter, we will guide you through the world of the 12th century, focusing on the history, culture and politics of Jerusalem and Cairo of the era. Here, you will embark on a journey of historical discovery, exploring the significant events and gaining insights into the motivations and actions of the key factions of the time.

Character Options

Here in this chapter, you will find subclass options created for Era of the Crusades setting and the World of Historica Arcanum, a series of profession choices for our mechanical addition to 5th edition, new spells, magic items, feats and other options.

Character Builder

In this chapter you will find a comprehensive character and backstory builder that draws inspiration from the rich history and diverse geography of the Holy Lands. This section features dozens of rollable tables to quickly generate unique characters with deep backstories, as well as to give players inspiration to build their own.

The Era of the Crusades

The main chapter of the setting book. Here, in the Era of the Crusades you will find a world nestled on the verge of war. Within this chapter, you will find everything a Game Master could need to create and run a game in the legendary cities of Jerusalem and Cairo in 1182, with quests, character highlights, locations and cultural insights.

Additional Information

The Knight Orders

Forge your factions as a Game Master or allow your players to form a Knight Order - whether they are noble warriors defending the realm or adventurous mercenaries seeking fame and fortune. This section offers the tools and rollable tables for everything, from distinct heraldry to guiding tenets, from headquarters management to recruiting and promoting allies and players.

The Deck of the Damned

The combat encounters and story arcs of the 5th Edition are inherently intense, marked by fierce battles, mystical upheavals, and heart-wrenching losses, seldom mechanized. To address this, we have developed the Deck of the Damned: A System for Combat and Narrative Stress. Within this section, you will find everything you may ever need to add Deck of the Damned to your campaigns - without the need for physical cards.

Boxes and Statblocks

In the book you may encounter a monster 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. In addition some statblocks that carry this symbol ▣ at the end are from Historica Arcanum: Empires of the Silk Road and given at the Appendix section.

Information Boxes

These boxes are used to deliver important information for the Game Masters. They usually contain crucial tools and information for dungeons, story or mechanics.

Descriptive Boxes

Text that appears in a box like this is meant to be read aloud or paraphrased for the players.

PDF & SOUNDTRACKS

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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 Era of the Crusades - 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 Holy Lands 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.

"CAN YOU RUN AWAY FROM YOURSELF?
FOR I AM THE ONLY ONE FOR YOU
THERE IS NO OTHER
YOUR PROMISE, YOUR REWARD I AM ALONE,
YOUR PUNISHMENT, YOUR LONGING
AND YOUR GOAL."

IBN ARABI

Chapter I

World of Historica Arcanum

Welcome to the Holy Lands

The **Era of the Crusades** is a setting that is based on late 12th century Jerusalem and Cairo, which serve as the core of the Crusades and the war for the Holy Lands. Before diving into the setting and its magical concepts, it is important to examine the political situation and main actors of the era.

War for the Holy Lands

Since 1071 CE, the Seljuk Empire had grown into one of the most influential and powerful empires of its time, captured most of Anatolia, and threatened the very heart of the ByzantineEmpire: Constantinople. Twenty years later, in 1095 CE Byzantine emperor Alexios I Komnenos reached out to Europe and asked for help from Pope Urban II to fight against the advancing threat of the Turkish Empire. Urban II was organizing the councils of Piacenza and Clermont, and the emperor's call for help resulted in Urban II taking action. He declared a holy war against the Turks, and the crowd raised their voices high, shouting "Deus vult!" "God wills it!"

After countless years of turmoil and hundreds of thousand deaths, The First Crusade was successful; the crusader armies reached their goal of taking Jerusalem in 1099 CE from Muslim rule, establishing the Kingdom of Jerusalem. The first king was crowned as "Advocatus Sancti Sepulchri," the Defender of the Holy Sepulchre. The shores of The Levant were carved to be the home of the Crusader states, such as the County of Tripoli and of Edessa.

For decades, the Muslim states struggled to unite against the Armies of the Crusaders, until the Zengid dynasty's rule came to power, first as the vassals of the Seljuk Empire and ruling the western frontier of the empire on behalf of them. The Zengid Emirs succeeded in taking down the County of Edessa, which ignited the fires of the Second Crusade that eventually failed to restore the fallen County.

Zengi's rise to power did not stop until they succeeded in taking Egypt under their control during the reign of Nur ad-Din Zengi, a celebrated hero in the Muslim world in 1169 CE. Shirkuh, a General serving the Zengis, seized the political power in Cairo, only to leave this position after his death to his prodigious nephew Yusuf Ibn Ayyub, a talented commander of the Zengis Cavalry Corps, better known as Salah ad-Din, the "Salvation of the Faith." who is better known as Saladin in the West.

Saladin's personal talents in both warfare and diplomacy eventually saw him rising to be the sole ruler of Syria and Egypt, uniting all the Muslim forces of the Levant under one rule.

By the year 1185 CE, the Crusaders were trapped between the Muslim powers of Egypt and Syria - commanded by the legendary Saladin. With their attempts to expand into Egypt thwarted by the Zengis and combined efforts of the Muslim atabegs, the Crusader states now faced mortal peril. Yet a new hope was found in the ascendant King Baldwin IV - though the young King's reign would prove to be significantly short, for his body was decaying under the effects of leprosy.

The Historical Context

Peace of God is under siege. The one who united a hundred thousand warriors under the banner of the Holy Crescent, Saladin, set his eyes on the jewel of the Holy Lands, the city that represents everything: Jerusalem, Al Quds. Facing the Grand Commander is the young king Baldwin IV, valiantly defying odds for God's Kingdom and the Holy Sepulchre.



Jerusalem

A city of great importance, Jerusalem is a sacred city for all Abrahamic religions and has been the center of turmoil, war and intrigue. It is the reason the Crusades started, and it has been held by the Crusader forces since 1099 CE. Now, the Kingdom of Jerusalem is restless, as its greatest enemy encircles the holy lands.

The king, **Baldwin IV**, secured a victory against Saladin a few years ago at the **Battle of Montgisard** and showed the sultan that the Kingdom of Jerusalem will not surrender easily. However, in the following years, the king's sickness, **leprosy**, advanced greatly and left him unable to lead his forces from horseback. His condition is known to be very poor, and this greatly affects the city's morale.

Guy of Lusignan, a powerful and proud noble of the kingdom, is a prominent figure and has loyal followers in the city. He is married to the heir to the throne: **Princess Sybilla**, sister of the king.

Raynald of Chatillon is the Lord of Oultrejordain and a prominent knight in the Kingdom of Jerusalem. He is usually known for his raids at the borders and breaking the truce with Saladin.

Balian of Ibelin is a courageous knight and a crusader known for his loyalty to the king and the city. He is renowned for his skills in battle and his marriage to the king's stepmother.

There are rumors about distress in the high court. **Princess Sybilla** had a child from her earlier marriage, named Baldwin after the king. It is said that the king wants him as his heir and powerful lords like Guy and Raynald oppose this decision. It may create a rift between the king and some nobles.

Cairo

Where the civilization breathes, a shift in power resonates in the Holy Lands and beyond. One of the most capable leaders the Muslim world had ever seen, Salah ad-Din, seized the opportunity and united the Muslim banners under his command. He is on the cusp of fulfilling the ongoing dream of the late Zengis, the late Seljuk Sultan Muhammad Tapar, and other visionary leaders of the Muslim world.. His capital, Cairo, while a shining center of knowledge, art, trade and wealth, now prepares for a war of vengeance on a grand scale!

Saladin is the sultan of both Syria and Egypt. He is a well educated leader, a capable governor and a renowned commander. He is skillful in both art of war and the intrigues at high courts, as he proved to be when he took control of Egypt.

Ismail al-Jazari is a renowned scientist, engineer and a philosopher in the court of Saladin. He is known for his works based on robotics and engineering, as early as the 12th century.

Imad ad-Din al-Isfahani is a historian and a scholar of Persian origin. He is a close advisor to Saladin and accompanies him on his campaigns and records events.

Due to earlier failures in battles against Baldwin IV, Saladin faces pressure and criticism from the nobles and other commanders. If **he** fails to capture Jerusalem, it is likely that he will face strong opposition and rebellions against his rule.



Magic in Historica Arcanum

The Origin of Magic

A crusader marches through the gates of Jerusalem with a bright eye and burning soul. With faith as his guardian, his power is unmatched. A fortune-teller in the city of Cairo gazes through the skies under the scorching sun and reads the tides of fate among the scattered clouds. A Mamluk stands ready at the towers of Damascus, ever watchful against the Crusader forces, facing the dreadful winds flying to the south and ready to face every danger that may stand in his way. A pilgrim and a traveler share bread and the dangers of the road together.

"Magick took her name and original form from Persia," wrote John Baptista Porta in his Natural Magick (originally *Magia Naturalis*, 1558 CE. The 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 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 Untamed: Spell Rebound Effects

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

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.

PR.BONUS	TRIGGER
+2	Expending all spell slots.
+3	Expending a highest level spell slot[2].
+4	Casting two spells in successive rounds or in the same round[3]. Cantrips do not count.
+5	Casting a spell that includes a damage roll[4].
+6	Casting a spell of 6th level or higher.
+7 or higher[1]	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.

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

[2] *For warlocks, this trigger is considered as "Casting a spell that is provided with Eldritch Invocations requires to expend a spell slot or somehow limited way, such as casting compulsion through bewitching whispers."*

[3] *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.*

[4] *Such as fireball, magic missile, blight, and scorching ray. Cantrips do not count.*

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, greater restoration* and *antimagic field.* (Except 9th level spell slots)

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

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. Some vague but apparently magical features require the caster to succeed a Constitution saving throw. The DC is equal to caster level's + its proficiency bonus. On a failed save, it causes a trigger. These magical features include channel divinity, some eldritch invocations

5. 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 in Empires of the Silk Road 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	COSMETIC 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).	Your order is put together to spread their religion through military means.
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.	Your order focuses on converting crowds through the activities of missionaries and other members of the clergy.
3	**Rot:** Vegetables and plants within 120 ft. of the caster wither and die. It lasts 2d6 days.	Your order is put together to unite the members of the same craft and protect their rights: Such as masons, smiths, tailors and more.
4	**Pale Skin:** The caster appears sickly and extremely pale. It lasts 2d6 days.	Your order was founded for protecting and controlling the trade. It could extend to mercenaries, sellswords and even religious charities for the distribution of money and medicine.
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.	Your order was founded to help people in need. For example the orphans, the wartorn citizens and more.
6	**Scar:** The caster receives a scar determined by the GM. It can't be removed.	Your order was founded to cure illnesses and take care of those who have fallen to heavy diseases.
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	DESTRUCTIVE 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 is equal 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 Mortem:** 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.

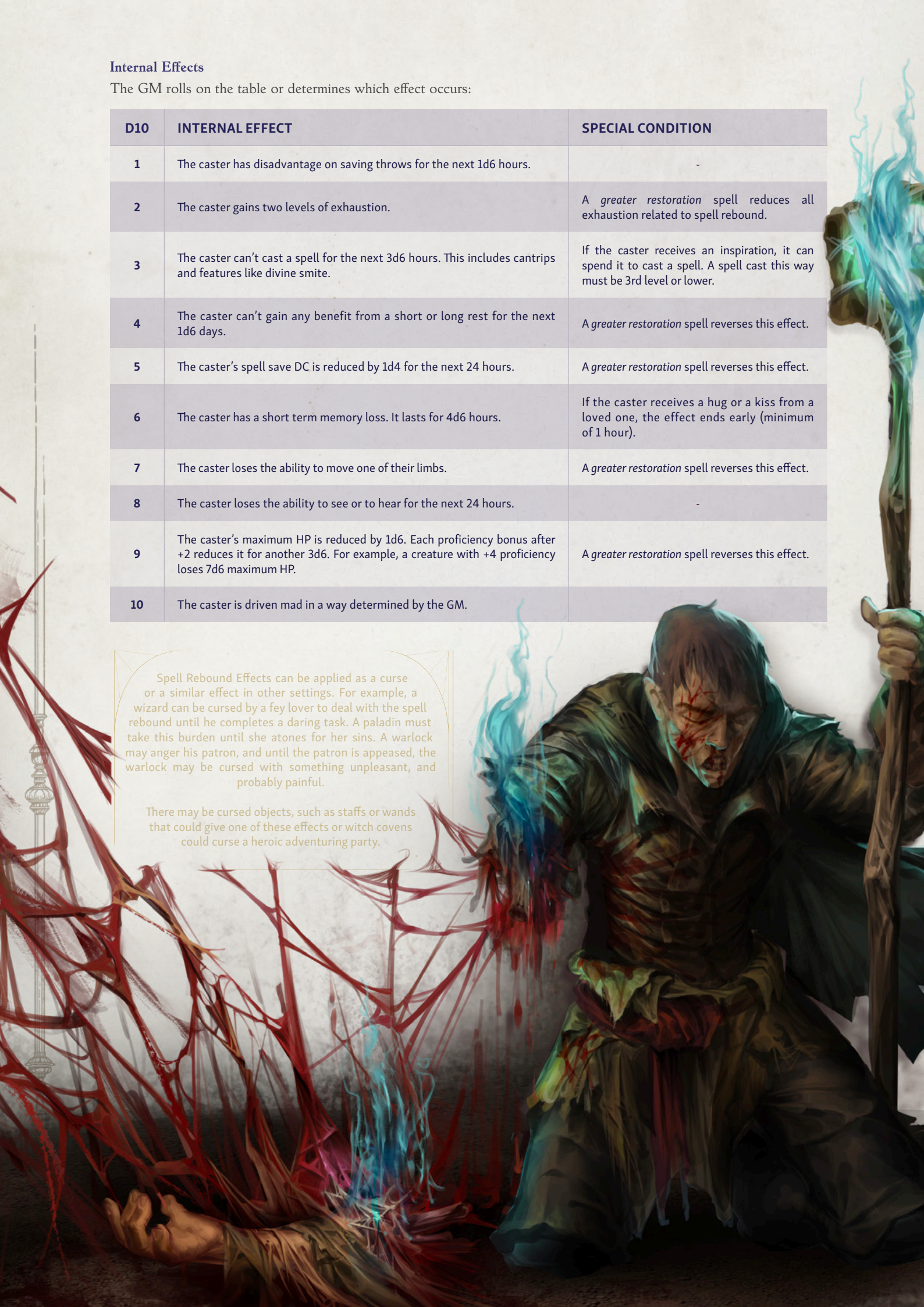
Internal Effects

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

D10	INTERNAL 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 The Sigil of Jerusalem and some NPCs that are encountered in this book, or the ones that they create when playing. For example, in The Sigil of Jerusalem, Al-Jazari has the Arcane Ark feature of the Permanent effects.

Permanent Effects must be extremely hard to remove if not entirely impossible (there are few useful effects, if the caster is lucky). Gaining divine favors, completing daring quests, seeking out holy fountains, or similar solutions must be pursued.

D20	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 cornea is 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	**Abyssal Being.** The caster slowly resembles an abyssal 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.

Running a Story in the Holy Lands

A divine ember has been ignited, and its sparks landed on the kindling –vainglorious men of ambition and desire. Millions of people, aflame with the desire to rescue a distant city they had only heard of in legends, embarked on a journey seldom witnessed in the annals of history. Lords, knights, priests, monks, peasants, slaves, and kings rallied under the banner of the Crusade.

Most of the flock found themselves confronting the inescapable specter of death – via the claws of a perilous journey or at the sharp end of a blade – with the whispers of heavenly choirs in their ears.

The few who survived the years of untold misery on the treacherous paths arrived in ancient lands where the holy dead rose, where a hundred prophets' cries echoed in a thousand temples still, and where the voices of God resonated in every wall, street, and mountain.

Crusaders, after years of untold carnage, have carved their way into the City of God. Yet the laments raised high to the heavens by the Holy Cross were, in the end, as sorrowful as the lament raised by the Holy Crescent, for even if victory was achieved in the end, a lasting peace was not within the confines of possible.

The banner of the Crusaders that had been waving atop the walls of Jerusalem for almost a hundred years was now put to a vengeful siege; attrition and infighting ensued. With castles and settlements being surgically removed by cunning statesmen and generals of the Holy Crescent each year, the fate of the Crusaders was grim.

The divine spark was now carried only by the king of Jerusalem and a handful of knights. These sacred lands no longer echoed with the invading Knights' chants of war and conquest, but a whimpering melody befitting victims succumbing to the relentless ambitions of warmongering Lords and Bishops. Now, what seemed like a quest worthy of heroes of the legends, is a chessboard of power struggles – the end result of each and every grand endeavor.

Alliances were formed, lines were blurred, and the Crescent and the Cross became one - not in peace, but in cutthroat politics.

The era is changing. A visionary leader who united the scattered forces of the Holy Crescent had set his sights on the gem of the Holy Lands - a vengeance hundreds of years in the making. Yet this master plan was cut short by an ascendant king with but a few years left in this world. Now, the world held her breath as the two men sat down on the opposite ends of the chess board.

The first move, however, was made long ago, and by neither the white nor black pieces.

Arcane & Divine Matters

The world of Historica Arcanum is where arcane powers, occult secrets, and eldritch creatures lurk in the shadows - hiding, hunting, or pulling the strings.

Most of the common folk of the Holy Lands may believe in the existence of magic due to bedtime stories, urban legends, religious revelations and folktales; however, most of them don't know about the actual spellcasters and arcane matters that truly exist in this world.

Magic is rare but focused.	In the Holy Lands, magic is still very rare. Spellcasters can only be found if one knows where to look, eldritch creatures and non-humans are an even rarer sight, and objects with arcane properties are extremely hard to come by. However, in the cases of Jerusalem and Cairo, these cities hold many secrets, both arcane and divine, hidden in their dark alleys and underground places.
Magic is hidden.	Spellcasters, magical monsters, and arcane humanoid species exist throughout the Holy Lands, but they keep a very low profile - especially if they are sentient. In discreet districts of large cities and remote villages within the wilderness, humanoid species can be found - if you know what to look for. In Jerusalem, they often conceal their identities by wearing heavy armor or clerical robes. Cairo, with its wide and overcrowded streets and bazaars, provides ample opportunities for them to move about stealthily.
Magic is punishing.	Magic means breaking reality. It is a dangerous life, where the Vengeful Reality pushes back against the arcanists, by setting up traps disguised as coincidences, and most importantly, by rebounding the spells. All magic users and arcane researchers are aware that spell rebound is real, and the cost of spellcasting can be harsh, even deadly.
Magic hunts Magic.	For the few that already exist behind the arcane veil, the Vengeful Reality ensures their doom by entangling them in the lives of others like them - curious coincidences, unfortunate accidents, or paranoid encounters. Once one is marked for death, they will keep stumbling upon eldritch creatures, spellcasters, or abhumans - and in such a dangerous world, these encounters always carry deadly consequences. Only the very cautious, or the talented can hope to survive, for Lady Luck seems never to be on the side of the marked.
Divine matters are unknown.	Everyone is entitled to their own beliefs. One's ability to harness divine power doesn't have to prove or refute a religion or belief. Spellcasting may be achieved through faith, but magical prowess is primarily a result of one's studies, mindset, and the power that lies within them. Believers from various faiths and religions can demonstrate remarkable feats in spellcasting, and many indeed believe that this is a reward for their faith.
Monsters are hidden or dwell among the common folk.	For the few that already exist behind the arcane veil, - the Vengeful Reality ensures their doom by entangling them in the lives of others like them - curious coincidences, unfortunate accidents, or paranoid encounters. Once one is marked for death, - they will keep stumbling upon eldritch creatures, spellcasters, or abhumans - and in such a dangerous world, these encounters always carry deadly consequences.

Non-Human Races

As magic plays a vital role in the world of Historica Arcanum, non-human races hold significant importance. Players can select a non-human race for their characters, and they may also encounter NPCs from these races. The purpose of this table is to provide guidance for blending in within a city, town, or caravanserai, and to assist the GM in creating non-human NPCs, societies, and interconnected ideas that encompass the realm of non-human races.



How to Disguise?

Elf / Half-elf	Usually, concealing their ears is sufficient, but some of them resort to using makeup and similar substances to avoid drawing the attention of common folk.
Dwarf	Dwarves are generally perceived as shorter individuals by common folk, making it easy for them to blend in. They are encountered more frequently than other non-human races, and most of the time, there's no need for them to disguise themselves.
Halfling	Halflings typically present themselves as children among the common folk, or by behaving like exceptionally short humans who were born that way. They don't raise suspicion or fear, unlike a tiefling or an orc might. One thing they excel at is going unnoticed by taller individuals.
Orc / Half-orc	Orcs who don't make an effort to move stealthily through a bustling city may encounter difficulties due to their distinctive features, such as tusks and fangs. They often conceal these attributes by wearing heavy cloaks and garments that obscure their appearance. It's 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, might find it easier to go unnoticed than their full-blooded counterparts, as their fangs are typically less prominent.
Gnome	Like halflings, gnomes excel at sneaking around. While their facial features are more obviously 'non-human' than halflings, they rely on their talents and arts as a means of distraction. Their access to innate spells like illusions makes this easier for them. Additionally, if their illusions fail, they might pretend to be afflicted by a disease to divert suspicion. However, a failed disguise can arouse suspicion and subject them to the supernatural fears of common folk.
Dragonborn◆	Dragonborns, with their scaly, dragon-like skin, require more extensive means of concealment than any other race. They heavily rely on masks, cloaks, and magical items to disguise themselves, often posing as individuals suffering from a skin disease to avoid drawing attention. Additionally, the GM may allow a dragonborn character to begin with the **Amulet of Adam and Eve**, a powerful magical item that offers a range of beneficial effects. If a disguise fails, common folk may perceive a dragonborn as a monster or a threat.
Tiefling	The tails and colorful skin of a tiefling can arouse suspicion and supernatural fear among the common people of the Holy Lands. Consequently, tieflings often take great care to disguise themselves effectively. Additionally, the GM may permit a tiefling character to begin with the **Amulet of Adam and Eve**. If a disguise fails, tieflings may encounter hostility from common folk due to their resemblance to devils in folktales and urban legends.

◆*A GM could allow a character to play a dragonborn with a more human appearance, featuring scales on their body but a human-like face.*

Amulet of Adam and Eve

Wondrous item, uncommon, requires attunement

While attuned to and wearing this amulet, a humanoid belonging to a non-human race will appear outwardly human without altering their general appearance features. For instance, a tiefling will seem to lack a tail and will have skin resembling a shade of brown of their choosing. However, these changes, such as the disappearance of a tail, can be detected through physical touch.

Where Do They Live?

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. Again, the difficulty is not lower than 10.

Notes on Religions & Divine Powers

Within the Historica Arcanum Universe, real-world religions manifest in every corner of the Holy Lands. Abundant mosques, churches, synagogues, pagan shrines, ancient temples, and sacred sites are strewn across this realm. Faith constitutes a commonplace aspect of most individuals' lives, occupying a significant position within their culture and psyche. Some individuals profess that their abilities stem from their convictions, pledges, deities, gods, beings, and benefactors. The landscape is populated with individuals assuming titles like clerics, druids, rangers, and paladins. Additionally, there exist warlocks who assert that their power flows through a pact with entities beyond this world.

All of these are true. They genuinely *believe* that their power comes from a higher or deeper place, and they have strong proof through their achievement of amazing and unbelievable feats before 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, Allah, 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.

A Pantheon

Most TTRPGs, and especially 5th Edition, include pantheons for clerics, paladins, rangers or druids. These pantheons also exist in the world of Historica Arcanum. For example, all of the gods from Greek Mythology are sources of godly beliefs and magical power of their own respective domains.

Note on Economy: Instead of gold pieces (gp) gold dinar (gd), instead of silver pieces (sp) silver dirham (sd) and instead of copper pieces copper fals (pl. fulus) (cf) is used. The conversion is the same: 1 gold dinar is equal to 10 silver dirhams and 1 silver dirham is equal to 10 copper fulus. Please note that these changes do not affect the official pricing of items and other shoppings and are not designed to be historically accurate.

Notes on Languages

In most TTPRGs, humanoids have languages based on their cultures, and other races largely speak the same language, such as Elves speaking Elvish. However, in Historica Arcanum as in real life, humans speak a variety of different languages, and fantasy tongues such as Elvish, Giant and Orc don't exist.

Table of Languages

Common	If a player's chosen character allows them to speak Common, there are three alternatives for a player: • Choosing the languages that are spoken in the Kingdom of Jerusalem: **Latin**, **French**, and **Italian** • Choosing the languages that are spoken in Egypt and Syria: **Turkish**, **Arabic** and **Persian**. • If they are from another civilization, they can choose the civilization's native tongues (e.g. **German**, **Danish**, **English**, **Mandarin Chinese**, **Mongolian**, **Spanish**) and one extra language that is spoken in the Holy Lands.
Normal Languages	If a player's chosen character allows them to speak regular languages in the 5th edition (Elvish, Gnomish, Dwarf, and the like), they can choose other living languages throughout the world and take the other option in the Common section. Examples of living languages include: **German**, **Greek**, **Aramaic**, **Hebrew**, **Kurdish**, **Armenian**, **Mandarin Chinese**, **Tibetan**, and more.
Exotic Languages	If you allow your players to choose exotic languages, they can learn dead and/or worldly exotic tongues, such as **Ancient Greek**, **Ancient Latin**, **Sumerian**, **Sogdian**, **Old Norse**, and even hieroglyphs in Egypt.

Note: To avoid confusion in the matters of communication, as there are many languages in the area, players may be allowed to choose the first two options of the Common, as they will encounter those languages mostly.

As for script: Most of the Western languages use the Latin alphabet and almost all of the languages spoken in the Ayyubid dynasty use the Arabic script.



The People of the Holy Lands

The people living in the Holy Lands can be categorized into these: The Levantines, Eastern Christians, Eastern Crusaders, and Western Crusaders.

Levantines represent the local Arabs, Turks, and other minorities that live under the rule of Saladin. However, many Muslims may come from far lands to fight against the Crusaders. For example, they can be Seljuks, Khwarazmians, or even Indians. Most of the Muslim characters fall into this category, such as Saladin, Ismail al-Jazari, and more.

Eastern Christians represent the locals that lived here and had roots in the Holy Lands before the Crusades. Mostly, Greeks, Armenians, Copts and others fall into this category.

Eastern Crusaders represent the descendants of the First Crusaders that settled in Jerusalem and had a mixed culture of the West and the East. Usually second or third generations of Christians fall into this category, such as King Baldwin IV, Princess Sybilla, and Raynald of Chatillon.

Western Crusaders represent the warriors, priests, pilgrims and others that were born in Europe and came to Holy Lands in recent years. Characters like Guy of Lusignan fall into this category.

The People of the Levant

Cairo, Damascus, Aleppo, Dimashq, Konya, Baghdad... The people from Mesopotamia, Syria, Egypt and Anatolia are of mostly Turkish, Arabic, Persian or Kurdish descent. Syria and Egypt are under the control of a new rising dynasty: The Ayyubids.

Usually, the names appear like this throughout the Levantine lands:

Masculine Names: Mehmet, Muhammad, Ahmet, Hasan, Rıza, Halil, İbrahim, Selim, Mahmut, Aziz, Mustafa, Şevket, Emin, İsmail, Yusuf, Musa, Ali, Hüseyin, Ziya, Adem, Akif, Bahri, Bashir, Fuad, Haldun, Hamza, Jubayr, Kadir, Labib, Muhsin, Nusret, Omar, Shakir, Talal, Zafer

Feminine Names: Ayşe, Hatice, Behiye, Cemile, Dilşad, Hacer, Mihrimah, Mediha, Naciye, Şerife, Fatma, Berhayat, Nesrin, Nergiz, Emine, Esma, Fehime, Gülüstü, Elif, Ayla, Nur, Amina, Bushra, Dina, Esma, Farida, Hafsa, Nafisa, Nayla, Rabia, Sabiha, Yasmin, Zehra

Surnames were not common among the folk; they were usually identified with their birth place or a nickname that was earned:

Place Names: Al-Jazari, Al-Baghdadi, Al-Sham, Al-Rumi, Al-Isfahani, Al-Qudsi, Al-Halabi

Nicknames: Sayf ad-Din (Sword of the Faith), Nur ad-Din (Light of the Faith), Abadi (Eternal), Hakim (Wise), Abd al Haq (Servant of the Truth), Abd al Latif (Servant of the Kind), Sabah ad-Din (Dawn of the Faith), Ghazi (Warrior, The one that fights for the glory of Islam), Al-Ghalib (Victor), Al-Muzaffar (The Victorious), Jalal ad-Din (Glory of the Faith)

Common Folk of the Levant

Most of the common folk of the Levant are of Turkish, Arabic, Persian and Kurdish origin. The concept of "ümmet (ummah)" binds them together and mostly unites their cultures as one. Of course, many cities have their own flavor and differences from the others, but the ones that are controlled by the Seljuks or Ayyubids share many similarities. Thus, the common folk have certain aspects in common.

- The usual languages are Arabic, Turkish, Persian and Kurdish. Most of the common folk know Arabic and Turkish. Turkish is especially common among the military and Arabic in scientific or artistic circles and highborns. Persian is mostly used in bureaucracy, governing business and especially in poetry.
- They are weary due to the Crusades. It is a time of troubles, and since the Zengis (The most notable Noble lineage) took power in the area, the fight against the Crusaders has accelerated, and this has cost the common folk mostly. They pay taxes and are raised as levies by nobles and commanders of the area. However, they are devoted to Saladin and his campaign, as most of them want to see the Kingdom of Jerusalem defeated and the Holy City reconquered.
- Almost all do not know about the real magic of the world. Their aspect is limited by folktales, urban legends, stories, and superstitions. Most Muslims believe in the existence of the Djinnkind due to religious texts and oral tradition.
- They live closely with the Crusaders and Eastern Christians. Not all relations are hostile. In the past, the Holy Lands have seen many alliances between Muslims and Crusaders that fought against other Muslim and Crusader alliances. Such an example happened in 1108: Tancred, the Prince of Galilee, and Rıdvan of Aleppo made an alliance against Baldwin II and Jawali of Mosul, an infamous Muslim commander and governor.

Military of the Ayyubids

The army of Saladin consists of three main parts: levies, Mamluks, and Turkomans. Mamluks and the Turkomans are the main and most effective sources of power.

Seasonal levies	Levies represent the seasonal warriors who are either volunteers to participate in the conquest of Jerusalem or the ones raised by noble emirs and beys.
Mamluks	Mamluk 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. It is mostly derived from the Ghilman system of earlier caliphs. Mamluks eventually gained much more influence due to their military effectiveness. In the future, they established the Mamluk Sultanate in Egypt.
Turkoman Soldiers	The nomadic Turks that continue to live and fight like the people of the Eurasian steppes. Many Turkoman tribes lived in the borders of hostile countries and raided the lands. They rely on their mobility and their expertise on horseback archery to overwhelm and defeat the enemies. They mostly serve as vanguards, scouts and cavalry for the Sultan's army. They are mostly lightly armored and heavily trusting their mobilization.

The military consists of many different ethnic backgrounds and cultures. They are mostly united through religion and the charisma of Saladin. They are mostly focused on gaining the Holy Lands back and driving the Crusaders back to their lands.

The Highborn of the Levant

The nobility is ephemeral in the Muslim society. Ranks, lands, and castles could easily be gained and lost, as they usually relied on the relations with the Sultans and greater governors. Military successes, scholarly progress, serving the state and similar activities could make a man a noble, but failure, disobedience, strife and discord with the sultan could result in losing all titles and lands. "Noble families that last hundreds of years" as seen in the West are not that common in the Muslim lands.

"Emir" is the given name to the lords and commanders.

Most of the nobles in the Levant are of Arabic and Turkic descent, usually assigned by the Great Seljuk Sultans and earlier bloodlines descended through the Umayyad and Abbasid emirs. They are mostly tasked with raising armies and organizing the fight against the Crusaders and defending their lands and trade routes from possible enemies.

- Most emirs have military characteristics due to ongoing wars: The Crusades, power strife between the Sultanate of Rum and the Great Seljuk Empire, and other conflicts. An emir is expected to know how to command an army and train the levies well. A good portion of them may have fighting abilities themselves.
- They are mostly literate and educated. They know many languages due to the multicultural milieu of the area. Most of the emirs have an occupation at their disposal, such as being a poet, woodcarving, goldsmithing, blacksmithing, philosophy, or the like.



- Some of them may be a witness to the actual magic in the game. They may possess a magical weapon, an heirloom from their families, magical loot that was gained by plundering, or a similar item. They may be in pursuit of the arcane themselves and have an advisor that also possesses some arcane abilities, especially skilled with divination and augury.
- Some emirs trust Saladin entirely and support him to the fullest. However, due to envy or the earlier failures of the Sultan, some emirs developed an enmity towards the Sultan and are showing open signs of displeasure and are putting a pressure on him to conquer Jerusalem. Some are sincere emirs that want to see Jerusalem conquered, while others want to see him fail and gain power themselves.

The Titles of the Land

TITLE	MEANING
Sultan	An Arabic word coming from "to rule," Sultan means "the one who has sovereignty." The Caliph blesses the sultans so that they can rule their country.
Emir	Equivalent to feudal lords, it comes from the Arabic word "to command."
Tegin	The Turkish equivalent of "prince." It is usually used as a nickname among the highborn of Turks to denote nobility.
Beg/Bey	Equivalent to lords in nomadic cultures, mostly the leaders of Turkomans.
Atabeg	Another word for nobles. It actually means "Father Beg/Older Beg" but is used to represent the teachers of the nobles, princes, and other highborn children. It represents a lesser nobility.
Malik/ Melik	Persian equivalent of "prince" and currently used by Muslim rulers, heirs and similar highborns, relatives of sultans, and their family.
Hatun/ Khatun	Hatun was the wife of a Khan/Khagan. It now means "woman of higher importance" in Muslim lands. Concubines, sisters, and relatives of the Sultan may hold this title.
Hodja	Hodja actually means "teacher" but has a religious understanding during the time period of this game. Usually imams and other religious figures are called hodja.
Imam	The priests in mosques. They are respected among society. They conduct the prayers, teach the local kids how to read, and guide the people spiritually.

What Did They Wear?

Hijab	A 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 is 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 Jerusalem

The protectors of the Holy Sepulchre stood strong in the holiest of cities, and for a hundred years, they ruled and defended the city with all their might. Either descendents of the First Crusaders or newcomer Crusaders, the people of Jerusalem face a great threat to their very existence.

Names usually appear like this throughout the land:

Masculine names	Gerard, Giovanni, Albert, Guy, Raymond, Guiseppe, Bartholomew, Archibald, Robert, Thomas, Alaric, Balthazar, Conrad, Otto, Baldwin, Arthur, Henry, John, Richard.
Feminine names	Anna, Emma, Joan, Eleanor, Hildegard, Alice, Ursula, Mary, Abigail, Euphemia, Beatrice, Elizabeth, Margaret, Celestina, Valentina, Paola, Cristina, Sofia, Rosa, Caterina.

Eastern Christians

After the capture of the city in 638 CE by Caliph Umar, the Jewish population were let into the city once again, and all three of the Abrahamic religions once again coexisted in the Holiest City. Umar made a treaty with the Patriarch, and the Christians were also allowed to live peacefully inside the walls. Patriarch Sophronius invited the Caliph to pray inside the church, but Umar declined so as not to set a precedent and thereby endanger the church's status as a Christian site. Instead he prayed outside, on the steps east of the church.

The peaceful coexistence crumbled into dust when Jerusalem was conquered in the First Crusade.

When the First Crusaders took the city, it is said that their massacres were considered extreme even by medieval standards. Muslim holy sites were converted into Christians ones, and the very few Non-Christians that survived the bloodshed were expelled from the city. Many sources speak of Eastern Christians living in the City following the conquest, so they are considered to be relatively untouched by the Crusaders.

- They are mostly of Greek, Armenian, Coptic and African descent. They are mostly Christians and follow the Eastern churches such as Eastern Orthodox Church or Coptic Orthodox Church.
- They have had roots in the Holy Lands for a very long time. Most of their ancestors lived closeby or right in the heart of the Holy Lands. They know the area, its history and legends better than most. A good portion of them that live in the cities are literate.
- They have a settled culture and usually are occupied with trade, all kinds of crafts and artisanships, husbandry, agriculture, and similar jobs. Since the advent of the Crusades, the Western Christians needed them as soldiers as well due to the failure of the 1101 Crusade and the Second Crusade.
- Some of the ancient families (although not need to be nobles) are aware of the arcane matters, but most of them stay out of it. Some of the cities' mages and divine spellcasters are among them.

Eastern Crusaders

The followers of the True Cross stand proud in the hills where Jesus of Nazareth was believed to have ascended to heaven in the first half of the Common Era. They are the descendents of those who have reconquered this city from the hands of Muslims, and it is now their duty to protect the Kingdom of God.

- They mostly originate from Europe and are the followers of the Roman Catholic church. Most are of French, German and Italian origin and speak Latin, French, Italian and German.
- They are the majority in Jerusalem and serve as soldiers, priests, monks, guards, blacksmiths, stablemen, armorers, knights, butchers, cavalry, and more.
- Highborns are especially educated in Latin and Greek. Latin is important for religious rituals, and Greek is seen as important in philosophy and similar pursuits.
- They have better relations with the locals of the lands, both Levantines and Eastern Christians. Most of the people are focused on protecting their kingdom and living in prosperity. Most trust their king, Baldwin, more than anyone else. However, his disease has had a major negative impact on the city, and the residents are in fear for their lives. They want to see a suitable heir to the throne.
- Their daily lives have traces from both Muslim and Eastern Christian societies. Due to their differences over time, the local Eastern Crusaders sometimes struggle to get along with the Western Crusaders.
- There may be arcane researchers and pupils among them, but most of them have never met with the actual magic in our game. Mostly, urban legends and folktales are spread among them.

Western Crusaders

The calling of the Holy War has never been stronger. Brave and the foolhardy hearts in Europe set sail to the Holy Lands and hone the yearning in their hearts to see the Holy Lands and fulfill their destiny. They strengthen the lines of the kingdom against the Saracens and bring tidings from Europe.

- There are many knights, warriors, exiles, runaways, pilgrims, and wanderers among them.
- Some of them sincerely joined this Crusade to defend Jerusalem against Muslims. However, there are many who pursue personal glory and other ulterior motives. Some failed to gain power and seek it in the Holy Lands. Some are running away from their families to start new lives. Others seek the wealth of the eastern lands, and some try to make a name for themselves.
- There may be followers of the arcane business, some trying to find out the legends concerning the Holy Lands and see for themselves. However, few of them actually are aware of the arcane reality of the world.
- Most of them are of European origin. Most speak French, Italian, English, and German.

- Almost all of them are Roman Catholics.
- They have trouble adjusting to local culture and living with different religions. Some of the warriors are seen as warmongers, vicious soldiers and stubborn individuals. A really good portion of them support military means and armed conflict against the Muslims. This creates a strife between the locals.
- Some of them don't feel like home here and regard this kingdom as a means of their divine duty or an extension of their loyalty to the kingdom. Their goal is to see the Muslims are defeated and the Kingdom of Jerusalem is put to safety. Others see the Holy Lands as a new home and want to be a part of it.

Nobles of Jerusalem

Highborns of the Holy City are the ruling class in Jerusalem, and they decide the fate of the kingdom. Most of them are stationed in their own lands, castles and fields to protect the people and the realm. Some share similar traits:

- Most of them are proficient with heavy armor in case of war and emergency and one martial weapon, possibly longsword. They are used to the constant fighting and wars; thus, many have experience in commanding armies.
- Almost all of them know several languages, including Arabic or Turkish, to be able to communicate with the minorities in their lands. They also learn Latin due to religious reasons.
- Some of them are aware of the arcane matters and have appropriate means to access it, such as a mage servant or an advisor, a magical item found as loot, or tomes on magical lore of the world.
- Some even know about where the non-human communities dwell and let them be. Some try to recruit them in secret business and arcane matters.

The Titles of the Land

TITLE	MEANING
Advocatus Sancti Sepulchri	Advocate of the Church of the Holy Sepulchre. First King of Jerusalem, Godfrey de Buillion's title. He refused to be known as king.
Bailiff	Regents during the absence of the king of Jerusalem.
Basileus	A title used by Byzantine Emperors, originally coming from Ancient Greek "king".
Roi	The French word for king, coming from the Latin word "Rex" which means directly "king".
King	Ruler of a realm. Coming from the German "son of the people".
Queen	Consort of the king or the ruler of the kingdom. Originally coming from the German word "kwoeniz" meaning "wife"
Prince/Princess	Offsprings of the ruler. Coming from the Latin "princeps" originally meaning "ruler".
Duke	Hereditary nobleman of the highest rank, originally coming from the Latin word "dux" meaning "leader, governor".
Marquis	Coming from Medieval Latin "Ruler of a border area" and eventually coming from the word "frontier". Signifies a lower rank than duke.
Count	Coming from the Latin "companion, attendant", a title of nobility.
Baron	Coming from uncertain origins, possibly from the Latin "baro" meaning man. A lower rank in nobility.
Lord	Coming from Old English "hlafweard" meaning "one who guards the loaves" and its later version "hlaford - master of the household, feudal ruler"
Knight	Military follower of a king or other superior. It wasn't a nobility rank until the 16th century. Originally coming from Old English and Middle High German "boy, youth, servant and attendant".

Jewish Community in the Holy Lands

The Oldest owners of the city of Jerusalem, the Jewish population defended the city in the First Crusade against the Crusaders but were slaughtered or expelled in the aftermath. Many Jews that were captured from the Dome of the Rock were taken prisoners and were deported to Apulia. Most of the remaining were slain during the first siege and only a very small and hidden number of them remained in Jerusalem. Others were expelled and settled throughout the Levant.

- They are devoted to their religion and even practice it in hard times. If necessary, they practiced their religion while hiding from the governing factions.
- They suffered from the Crusades harshly, and this made the communities deeply resentful of the Crusader factions. On the other hand, the relationship between the Jewish population and Muslim authorities has become considerably stronger.

Religious Strife

A very complicated topic, but it is important to address the main conflicts in the area. First one can be considered the elephant in the room: The war between the Muslim countries and the Christian ones. It is not the only religious conflict in the lands, as each religion has its own sects that are in conflict. It may be useful to know the main differences of the sects.

Christians: Great Schism

In 1054 CE, the Roman Catholic Church and the Eastern Orthodox Church parted ways, and this enmity is seen throughout the Crusades, even as the Pope agreed to help the ByzantineEmpire against the invading Turks.

Both the warriors in People's Crusades and the greater First Crusade's army pillaged lands of the Byzantine Empire, causing great distress to the seat of the Orthodox Patriarch in Constantinople. The rift between the two peoples of the same faith has even resulted in infighting in the Crusaders' ranks.

Witnessing the devastation that the Crusaders caused, Byzantine Basileos Alexios took it upon himself to make sure warriors from the West reached the Muslim lands as fast as possible.

During the Second Crusade, the Byzantines even fought against the armies of Conrad III, the Holy Roman Emperor, in the outskirts of Constantinople to evict the Crusaders from their lands. It is rumored that the Byzantines secretly supported the Sultanate of Rum against the marching Crusaders. Emperor Manuel and Sultan Mesud even signed a peace treaty and ended attacks on each other, resulting in a massive loss of trust between Byzantines and the Crusaders.

Ultimately, years after the events in this game (in 1204 CE) this enmity reached its peak when the city of Constantinople was captured by the forces of the Fourth Crusade. The Byzantine Throne, who first called for a Crusade, ended up being destroyed by the Holy War they initiated.

Muslims: Schism Between Sunni & Shia Sects

The strife in the united Islam began in 656 CE, when the Caliph Uthman was killed. The schism brought Ali and Muawiya, favored candidates for the seat of Caliphate, against each other. Supporters of Ali were known as Shiites; they did not accept the Caliphate of Muawiya, and they proclaimed their own Caliphate eventually, known as the Fatimid Caliphate.

Muawiya and his supporters, known as the Sunnis, won the civil war between the two sects, establishing the Umayyad Caliphate. Umayyads were out-throned by the Abbasids and Abbasids eventually lost their influence but managed to remain important as they continued to rule in Baghdad. Their influence was limited and mostly the Sultanates that originate from Nomadic Central Asia ruled the Islamic world in their stead.

In 1099 CE, the Fatimid soldiers were the ones that defended Jerusalem from the Crusaders' siege. Following the fall of Jerusalem, the Fatimid Dynasty ruled in Egypt until Saladin's rise to power. Saladin ended up swearing loyalty to the Sunni Caliphate in Baghdad, thus ending the influence of Shia.



Armors & Weapons

Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTY	TYPE
Steppe Bow	40 gd	1d6 piercing	1 lb.	Ammunition (range 120/500), Mounted (1d8), two handed.	Martial
Steppe Kargi	5 gd	1d6 piercing	1 lb.	Finesse, Thrown (range 20/60), Mounted 1d8.	Simple
Hanchar	2 gd	1d4 slashing	1 lb.	Finesse, Light, Handy.	Simple
Shamshir	25 gd	1d6 slashing	2 lb.	Finesse, Light.	Simple
Yatagan	15 gd	1d8 slashing	3 lb.	Versatile (1d10), Handy.	Martial
Push Dagger	75 gd	1d4 piercing	1 lb.	Swift, Light.	Martial
Najhak	50 gd	1d8 bludgeoning	1 lb.	Mounted (1d10), Handy.	Martial
Saber	45 gd	1d6 slashing	2 lb.	Mounted (d8), Handy.	Martial
Cutlass	40 gd	1d6 piercing	1 lb.	Sweep, Light.	Martial

Mounted. This weapon can be used on mounts if the user is proficient and the damage die becomes the specified number in parenthesis.
Handy. You can choose to deal piercing damage.
Swift. When you miss an attack roll, you can choose to deal 1 piercing damage once per turn.
Sweep. When you make an attack roll, you can also target one additional creature within 5 feetof you once per turn. Your attack roll is counted the same for each creature, and you deal half damage to the other creature.

Armors

ARMOR	COST	ARMOR CLASS	SPECIAL EFFECT	STR	STEALTH	WEIGHT
Leather Kaftan (Light Armor)	75 gd	12 + Dexterity modifier	-1 damage from ranged weapons	-	Normal	13 lb.
Steppe Leather Armor (Light Armor)	45 gd	11 + Dexterity modifier	Advantage on checks and saving throws made to avoid fall from a mount.	-	Normal	10 lb.
Silk Robe (Light Armor)	75 gd	13	-	-	Normal	5 lb.
Seljuk Mail Armor (Heavy Armor)	150 gd	16	-	15	Normal	30 lb.
Royal Ayyubid Armor (Heavy Armor)	100 gd	15	-	13	Normal	45 lb.
Mamluk Armor (Heavy Armor)	500 gd	17	-	15	Disadv.	50 lb.
Turkoman Armor (Medium Armor)	125 gd	13 + Dex (max 2)	-1 damage from ranged weapons	-	Normal	35 lb.



"DID I REQUEST THEE, MAKER, FROM MY CLAY
TO MOULD ME MAN? DID I SOLICIT THEE
FROM DARKNESS TO PROMOTE ME?"

JOHN MILTON
PARADISE LOST

Chapter II

Character Options

Subclasses



Bard

The College of the Doomsayer

"The end is nigh!" cries a shrouded figure - the shriek cuts through the hustle of the street. Her words burn the hearts of men who listen, her prophetic verses sprout madness in all. Death, apocalypse, and judgment are surely inevitable.

Doomsayers are an infamous cadre of bards that despoils the hearts of their enemies within and beyond combat. Just as their proficiency with foretelling cataclysmic events through prophetic verses is legendary, so too are the instruments of their choice: brutalistic grand horns, quarterstaffs with brutish religious iconography, and overbearing prayer beads with gothic trinkets.

Level 3: Impending Doom

You receive signs of danger around you due to your eldritch affinity for foresight. By spending a Bardic Inspiration die, you gain one these abilities:

- You choose one of the following spells and cast it without expending a spell slot: *augury, detect magic, detect evil and good, or divine favor* and cast it without expending a spell slot. This lasts for 10 minutes.
- Your voice is infused with magic. You can awaken the feeling of impending doom in a creature you can see within 60 ft. of you as an action. The creature must succeed on a Wisdom saving throw or be frightened of you for the next minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This feature works as if you are concentrating on a spell, and it lasts for 1 minute. It doesn't work on undead or constructs.
- You can inspire your allies at the brink of twilight. With a bonus action, you can give +1d4 bonus to ability checks, saving throws, or the attack rolls of the allies within 60 ft. of you. They must be able to hear or see you. They can use this +1d4 only one time in the next 10 minutes and must add it before making the roll. This bonus becomes 1d6 when you reach 6th level, and it becomes 1d8 when you reach 11th level.

In addition, you have advantage on Initiative rolls.

Level 3: Tale of the End

When you reach the 3rd level, your consciousness starts overflowing with visions of the End. Aspects of these visions have taken root in your speech, music and art. Using your action, you can start a performance and choose one of the aspects of doom below and you can use each feature once per long rest.

Destruction

A deep voice inflicts the minds around. Creatures within 60 ft. of you that can hear you must succeed on a Wisdom saving throw against your spell save DC or become paralyzed and have visions about the end of the world until the end of your next turn. Moreover, you can expend a Bardic Inspiration dice and roll it. You can spare people from this effect equal to the result, and they gain temporary hit points equal to your Charisma modifier. This feature does not work on constructs.

Conflict

A mix of loud and chaotic melodies invade the room. You choose up to five creatures other than you that hear you within 60 ft and grant them either +2 bonus to their Armor Class, or they can add your Charisma modifier to their damage rolls for the next 3 rounds (limited to once per turn for each creature). You can't choose differently: all chosen creatures are granted the same benefit. You can extend this duration by rolling one of your Bardic Inspiration dice. The extended number of rounds equals the result.

Judgment

A strong and short burst of a deep violin ranks with the sky. Every fey, fiend, celestial, and undead creature within 60 feet of you must succeed on a Wisdom saving throw against your spell save DC. On a fail, you know their type and location precisely

Salvation

The hopeful voice of a beautiful woman is heard in the distance. One creature you choose within 60 feet of you regains hit points equal to 2d8 + your charisma modifier. You can increase this amount by rolling one of your Bardic Inspiration dice. The number of hit points gained equals the result.

Level 6: Imposing Prophecy

At 6th level, the way you foretell impending doom is so powerful that you can manipulate the battlefield by using your words, dark melodies, and imposing rhythm. Using your bonus action, you can unleash a powerful melody and choose one of the effects from below:

Repelling Melody.

Each enemy within 15 feet of you must make a Strength saving throw against your spell save DC. On a fail, they are pushed 15 feet away from you. If they hit a solid object like a wall or a person during this process, they take 1d6 bludgeoning damage.

Towing Rhythm.

Each creature in a 60-foot cone must make a Strength saving throw. On a fail, they are pulled 15 feet towards you. You can use this feature a number of times equal to your Charisma modifier and regain expended uses when you finish a long rest.

Level 14: Fear of Doom

Starting from 14th level, your mere presence can reek of doom and despair whenever you wish to have it so. Every enemy within 30 feet of you gains vulnerability to every damage type as long as they are frightened.

Barbarian

Path of the Otherworldly Might

"What do you see behind the veil?" asks an elderly man with a faint but stern whisper in a pitch dark room. A warrior embraces the darkness around her, sharpening her senses to accommodate the darkness within, and without. She senses where the fabric of reality is torn, and with her mind's eye, catches glimpses of eldritch entities and worldbending powers peeking from the burst stitches that connect the weave of two worlds.

With her iron will, she plucks the essence of the immaterial world beyond the veil and imbues her weapon with its power. A lethal course of action for all but a select few - herself included.

Exposure to torn reality can change people, almost always in dreadful ways, but there are warriors who use these changes to pull strength from the void, the Al-Ghaib. Path of the Otherworldly Might is a warrior's discipline passed down through lines of warriors who were marked by an arcane disaster, or a scarring spell rebound. This discipline allows the wielders to be aware of the reality rifts around them and use these rifts to draw upon martial aspects to enhance their combat abilities.

Level 3: Otherworldly Aspect

Exposure to magic and tears in reality make you aware of the differing arcane aspects that inhabit the edge of this reality. Through mental discipline, meditation, and careful experimentation, you open your body to one of these aspects.

When you reach level 3, you can embrace one of the arcane aspects and gain unnatural powers through it. Each aspect makes you resistant to fear effects. You have advantage on saving throws against spells or other features that may frighten you.

Any saving throw required by these features or future abilities will be determined by your Aspect DC. Which is equal to 8 + your proficiency bonus + your Strength modifier.

Aspect of the Fiend:

Darkness and madness reign in your blood. You overcame the eldritch corruption of Al-Ghaib and bent this influence to your will.

You gain darkvision to a range of 30 ft. If you have darkvision from another source, this effect stacks on top of it, increasing the range.

Additionally, while raging you have resistance to fire damage and deal 1d4 extra fire damage with your melee attacks based on Strength.

Aspect of the Celestial

Not all that the Al-Ghaib touches is corrupted with evil. You invite the power of belief and pure conviction to your body.

You can use your action to touch a creature and bless it. The blessed creature adds 1d4 to its attack rolls or saving throws for the next minute. You can use this feature a number of times equal to your maximum Rage (Also 6 at 20th level). You regain expended uses after you finish a long rest.
Additionally, while raging you see if there are other otherworldly creatures within 30 ft. of you. They have a faint aura around them that is related to their origin – for example, black for fiends, green for feys, purple for aberrations, red for dragons, etc. You also deal 1d4 extra radiant damage with your melee weapon attacks based on Strength.

Aspect of the Fey

The trickery, the overflowing essence, and the way of the eerie. Your body is now home to the secrets of the Green Gate.

You have resistance to being charmed.

Additionally, while raging you deal extra 1d4 psychic damage with your melee attacks based on Strength. If you forgo your rage after a landed strike (no action required), the target makes a Wisdom saving throw. On a failed save, it believes to be in a situation determined by you and looks awed, and it is stunned until the end of your next turn.

Aspect of the Undead

Some sought immortality in the world beyond - most found death and despair. But you are not most - your body is infused with the essence of undeath.

You have resistance to necrotic damage and you no longer need food, drink, and air.

Additionally, while raging, you deal extra 1d4 necrotic damage with your melee attacks based on Strength, and if you die while raging, you can't be turned into an undead.

Level 6: Otherworldly Aspect Improvement

Your body is a gateway through which the essence of arcane flows into this world. Being present in both ends of the bridge you see through the veil and sense the otherworld better than most.

Starting at 6th level, you have advantage on Intelligence checks to remember lore about arcane aspects, other worlds, and such matters.

In addition, you can choose one of the aspects below. You can take your early choice again or choose another, as your understanding and mastery over the aspects have improved.

Fiend

While raging and after you deal damage, you can end your rage early (no action required) and deal fire damage to a 20 feet radius. You deal 6d8 fire damage. Anyone caught in the area must succeed on a Dexterity saving throw. Any flammable objects catch fire in the area.

Celestial

You can use your action and your primal instincts become sharpest ever. You can discern lies for 1 minute and gain *true sight* for 1 round. Your damage die for your extra damage becomes 1d6 (if you chose another aspect earlier, its damage die increases, but does not become radiant).

Fey

When your rage ends (you can also end it early to use this feature with a bonus action), your fey aspect unleashes its illusory powers. It works as if you have cast a mirror image spell but requires no concentration.

Undead

While raging undead have disadvantage if they attack other creatures than you (or other creatures with this feature) if you are within their line of sight.

Level 10: Otherworldly Communication

Starting at 10th level, you start to hear and understand beyond the veil, as if you have ears there. You learn the contact other plane spell. You can only cast it as a ritual and you roll a Constitution saving throw instead of Intelligence saving throw as stated in the spell. You choose one of your aspects directly, and an appropriate creature answers you.

Level 14: Ultimate Aspect

Starting at 14th level, the veil has shrouded you and you reach your ultimate understanding. You choose one of the aspects below and reach the epitome of your understanding of aspects. In addition, you can cast the detect evil and good spell without needing any material and as an innate spell once a day.

Fiend

You have Devil's Sight (120 ft. darkvision and can discern colors in it, as well as see in magical darkness). Receiving fire damage while raging heals you 1d6, but you must use your reaction in order to do this. You may use it a number of times equal to your proficiency bonus. You regain expended uses after you finish a long rest.

Celestial

If one of your allies within 30 ft. of you drops to 0 hit points while you are raging, you can use your reaction to end your rage early and save your fallen ally. The ally drops to 1 hit point instead and gains 4d8 temporary hit points. You can't use this feature again until you finish a long rest.

Fey

While raging you can attempt to affect your foes with great might. You can choose to end your rage early and choose up to three creatures within 20 ft. of you and force them to make a Charisma saving throw. On a failed save, they are transformed into a creature of your choice that is no more than CR 2 and stay that way until the end of your next turn. You can use this feature 3 times and gain expended uses after you finish a long rest.

Undead

While raging whenever you hit a creature with a melee weapon attack based on Strength, you gain 1d4 hit points. You can use this feature a number of times to equal to double of your proficiency bonus. In addition, if you kill a creature while you are raging, the target rises as an undead of your choice no more than 2 CR. The creature follows your orders. There can be only one creature at a time under your control (except other ways, such as multiclassing into a class with necromancer abilities).





Cleric

The Flagellant Domain

"A WHIP FOR THE HORSE, A BRIDLE FOR THE DONKEY, AND A ROD FOR THE BACKS OF FOOLS!"

-PROVERBS 26:3

A sharp sound intervenes the ungodly stagnation of the night. A follower, a believer, strikes herself repeatedly while quoting the Holy Scripture. Her blood is spilt all over the place. Her face reminds the ultimate serenity and pain only flashes in the moments of the strike. Her faith prevails and her sins are taken away with each stroke. She knows that her back is full of scars and with the memories of pain. She knows, however, that her Lord suffered more, and she finds power and might with each strike.

Flagellent Spells

At each indicated cleric level, you add the listed spells to your spells prepared.

CLERIC LEVEL	SPELLS
1st	sacred retribution, inflict wounds
3rd	flagellant's aid, saint's gravity
5th	protection from energy, vampiric touch
7th	healing litany, blight
9th	Omar's justice, divine agony

Level 1: Wounds of Faith

From 1st level, your faith commands you to repent for your sins and remember martyrs and their pain. As a bonus action on your turns, you can strike yourself with a weapon and damage yourself. It is called "Atoned Damage" and you take normal damage from the weapon but don't add your ability score modifier to the damage roll.

If you make a melee weapon attack on the same turn that you take Atoned Damage, it delivers your sins and the rot that corrupts your wounds to the opponent. If you hit a creature with a melee attack, you can choose one of the following:

- You force the target to make a Constitution saving throw against your spell save DC. On a failed save, it deducts the Atoned Damage on its next attack roll or saving throw until the end of your next turn. You can use this ability a number of times equal to your Wisdom modifier and regain expended uses when you finish a long rest.
- You force the target to make a Constitution saving throw against your spell save DC. On a failed save, it takes poison damage equal to the Atoned Damage.
- You gain a bonus to your Armor Class until the end of your next turn. It is equal to half of the Atoned Damage you took (rounded up).

In addition, due to constant fighting with infections on your body from the cuts of your flagellant rituals, you are resistant to poison damage and have advantage on saving throws against being poisoned.

Level 1: Repenting the Sins

By spending an entire long rest dedicated to your flagellant rituals and forgoing, recovering hit points, you gain the following benefits:

- In case of restoring hit points, you are counted as if you have taken a short rest. You roll your hit dice according to the rules of short rest but all the hit points you restore through this process are counted as temporary hit points and your hit dice remain unspent.
- You recover your Spell Slots as you would in a regular long rest. Also, if you have other features from feats, multiclasses or other sources that replenish when you finish a long rest, they also replenish your such abilities.
- You gain +2 bonus to your Armor Class.
- You gain advantage on Wisdom (Perception) and Wisdom (Insight) checks.
- You have resistance against Atoned Damage.

All features last until you finish a long rest.

Level 2: Channel Divinity: Redemption from the Lord

With a divine gaze, you tear into the very minds of your enemies, making them endure the torment of every wound you bear. Your pain becomes their undoing, meted out in cruel, psychic reprisals. The more you've suffered, the more they will.

As an action on your turn, you choose up to six creatures within 60 ft. of you and force them to make a Wisdom saving throw against your spell save DC. You deal psychic damage to the ones who failed the saving throw. The damage is coming from a pool which is equal to your missing hit points. For example, if you have 50 maximum hit points and currently have 10 hit points, the pool is 40. You can divide the number between the failed creatures.

Designer's Note: This feature is intended to work together with the Level 1 feature Repenting the Sins. Temporary hit points do not count. For example, if you have 10 current hit points and 30 temporary hit points and your hit point maximum is 40, the damage pool is 30.

Level 6: Faith is My Shield

By the time you become 6th level, your unwavering faith has forged an ironclad bond with the divine. At the very moment you carve penance into your own flesh, you can channel this divine might, turning the pain into a testament of your unyielding devotion.

When you strike yourself to take Atoned Damage, you can choose to deal full damage. By doing so, you can use your reaction to expend a spell slot to nullify the damage you took.

Level 8: Punishing Strike

At 8th level, the holy rage within you starts infusing your strikes with searing divine wrath; each blow bathes foes in sanctified agony.

When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

Level 17: The Ultimate Sacrifice

When your zeal itself threatens to usher you to oblivion's door, the divine essence intervenes, granting you a shred of their holy might and leaving you teetering on the precipice between life and death, a place where your faith shines the brightest.

If the Atoned Damage you took reduces you to 0 hit points, you regain a use of your Channel Divinity, and instead of falling unconscious, you are reduced to 1 hit point.

In addition, you are immune to poison damage and the poisoned condition.

Druid

Circle of the Sun

From dawn's first light, mankind revered the sun's boundless blaze; it was their deity, compass, and ensign. Those who truly understood would dare to meet its gaze, finding solace in its brilliance. Recognizing its hand in the flourishing of both tender sprouts and towering titans, they hungered for such might, forging sacred circles.

Within these radiant conclaves, a chosen few began to commune more deeply, their souls intertwining with the very essence of the sun. They became the keepers of its secrets, the whisperers of its ancient tales, and the bearers of its untamed energy, sometimes leading whole civilizations with banners beholding the sun's golden visage, sometimes with whispers within temple complexes and catacombs. The land responded to their call, the beasts heeded their song, and from their hands, golden, blazing magic flowed. It was whispered among the shadows and sung atop the mountains that these chosen were not mere druids but the very embodiment of the sun's benevolence: The Circle of the Sun Druids, guardians of nature's most hallowed luminescence.

Level 2: Sun's Embrace

When you reach 2nd level, you bind your soul more intimately to the sun's relentless power than any mere mortal caressed by its rays. As an action, by spending one of your Wild Shape uses, you choose one of the benefits below for 10 minutes:

Eyes of the Sun

Your eyes shine like the sun and they shed bright light in a 5 ft. cone and dim light for an additional 5 ft.. Any creature within 10 ft. of you is considered under the sunlight. You can ignite flammable objects within 30 ft. of you. Any damaging spell you cast deals an additional 1d6 fire damage. This damage becomes 1d8 at 6th level, 1d10 at 11th level and 1d12 at 16th level.

Solar Touch

Your hands seem as if they are aflame with golden radiance. Whenever you heal a creature within 30 ft. of you with a spell (including yourself), you heal the creature an additional amount equal to your Wisdom modifier. In addition, your unarmed strikes are empowered, or you can imbue non-metal weapons or ammunitions with the power of sun. You can use your bonus action to hurl the flames on your hands or a non-metal weapon of your choice (or 2 pieces of ammunition). Until the end of your next turn, if you score a hit with the chosen weapon or your unarmed strikes, you deal an extra 1d6 fire damage (any ammunition used like this loses its fiery power). This damage becomes 1d8 when you 6th level as a druid, 1d10 at 11th level, and 1d12 at 16th level.

Molten Will

The ground you call upon ignites with your eldritch might, and the heat obeys your command. You gain resistance to fire and cold damage. You can use your bonus action to make a 5 ft. square floor a fiery ground that damages whomever that enters. The square stays on fire for the next minute or until a spell of 1st level or higher extinguishes it. You can choose creatures up to a number equal to your Wisdom modifier (including yourself) to be unaffected by the flames. Anyone other than the designated characters take 2d6 fire damage when they enter the area for the first time or start their turn there. You can have 2 such squares active at the same time. This number increases by 1 each time your proficiency bonus increases.

In addition, your movements do not provoke opportunity attacks while the Molten Will is active in at least one square.

Level 6: Might of the Golden Visage

Basking in the sun's unyielding radiance, your form becomes nigh impervious, its golden armor deflecting blows.
While under direct sunlight or while using your Sun's Embrace ability, you gain +2 bonus to your Armor Class, and each time you cast a spell of 1st level or higher, you roll 1d8 and gain temporary hit points equal to the total.

Level 10: The Solar Form

The sun's fierce ardor and your unyielding allegiance to the circle meld, forging you into a being of transcendent resilience. The inferno's wrath leaves you untouched, and the sanctified luminance finds it hard to scald your now-hallowed essence.

When you reach 10th level, your connection to the sun and your devotion to your circle empower you greatly. You are immune to the fire damage and gain resistance to radiant damage.

In addition, when you enter one of the Sun's Embrace forms, you can use your bonus action to change your form. You can do so a number of times equal to your Wisdom modifier and regain expended uses when you finish a short or long rest.



Level 14: Scorched Eyes

The sun's blazing majesty, which once might have seared the sight of mere mortals, becomes a mesmerizing dance for your eyes. Bathed in its pure luminance, you are shielded from all radiant harm and your scorched eyes are gifted with a sight beyond sight.

When you reach 14th level, you are immune to radiant damage and gain Blindsight (30 ft.).
In addition, when you take fire damage (you take no damage due to your immunity), you can use your reaction to embrace the damage. Until the end of your next turn, as an action you can direct the damage total to a creature within 30 ft. of you that you can see with a ranged spell attack. For example, if you are caught in the middle of a fireball spell that deals 33 fire damage, you can use this feature to deal a creature (within 30 ft. of you) 33 fire damage if you score a hit. You can't use this feature again until you finish a long rest.





Fighter

The Memluk

Upon the sun-baked sands where ancient pharaohs once reigned supreme, a lone warrior casts a shadow, his lineage tracing back to the untamed wilderness and nomadic tribes. His martial prowess, a fusion of wandering skirmishes and the disciplined techniques of Egypt, is unparalleled, turning each weapon into an exquisite instrument of warfare. In this theater of blood and brutality, they paint masterpieces of violence, elevating war to the sublime art of carnage.

Enter the mamluk, a nomadic warrior bred from the vast deserts, whose very name evokes dread. Their martial brilliance, a blend of their roving heritage and the sophisticated arts of Egypt, outshines all, turning battlefields into grand stages of their deadly ballet. Unleashed, they are tempests of steel and fury, delivering punishing blows that decimate foes. Beside them, allies draw strength, inspired by the relentless dance of the mamluks, whose every move is a testament to their dual legacy and spells doom for their adversaries.

Level 3: The Art of War

From 1st level, your faith commands you to repent for your Amidst the endless dunes and ancient ruins, your dedication to martial arts as a Mamluk has carved a path of mastery that mere aspirants can only gaze upon in envious reverie.

You gain a pool of dice that is called "Mamluk Dice," which currently is a d8. The number of times you can use the Mamluk Dice is equal to your proficiency bonus and you regain expended uses after you finish a long rest. You can expend the die in some conditions that is mentioned here and in later levels and gain benefits from it:

- When you are forced to make a saving throw that puts you in a condition, you can roll one of your Mamluk Dice and add it to your result. You must choose to do so after seeing the roll but before the outcome is announced.
- When you fail a Strength or Dexterity check, you can roll one of your Mamluk Dice and add it to your result, potentially turning a failure into a success.
- When you score a critical hit, you can roll one of your Mamluk Dice and add it to the damage.
- When you roll for Initiative, you can roll one of your Mamluk Dice and add it to the result.
- When an attack roll hits you, you can roll one of your Mamluk Dice as a reaction and decrease the number from the attacker's attack roll, potentially causing it to miss.



Level 7: Battlefield Command

When you reach Level 7, your Mamluk discipline and the blood-soaked tapestry of the martial cultures you draw inspiration from have made you a beacon of command that others rally behind.

Your Mamluk Dice is now a d10. You can now use the following effects for your Mamluk Dice:

- If an ally within 15 ft. of you fulfills the conditions mentioned in Mamluk Dice effects unlocked in Level 3, you can use your reaction to give one of Mamluk Dice uses to that ally. That ally can use the die for that fulfilled condition. If the ally fails to use the die at that moment, the die is lost.
- When a creature has an advantage on an attack roll against you or an ally within 15 ft. of you, you can expend one of your Mamluk Dice to cancel the advantage.
- You can spend 5 ft. of movement to escape a nonmagical restraint by expending one of your Mamluk Dice.

Level 10: Grizzled Veteran

Sharpened by the relentless desert skirmishes, your agility and force of presence becomes nigh unbreakable, defying threats that would daunt others.

You gain proficiency in Dexterity or Charisma saving throws. In addition, your Mamluk Dice becomes d12.

Level 15: Death Herself Trembles

With a rallying cry that resonates with the spirit of battles past, you summon fallen allies to rise once more. Such is the gravity of your command that even in the face of death, they heed your call and rejoin the fray.

When a creature within 60 ft. of you drops to 0 hit points, you can use your reaction to expend one of your Mamluk Dice. You roll the die, if the result is higher than 6, it is dropped to 1 hit point instead. A creature must be able to hear or see you to be able to gain this benefit, it can't be an undead or a construct, and you must not be incapacitated. This feature does not work if the damage kills the creature outright. You can't use this feature again until you finish a long rest even if you have Mamluk Dice uses left.

Level 18: Custodian of the Sands

In moments when your unyielding spirit defies fate, your ancient heritage compels you to surge once more, standing proud, fighting with unmatched discipline.

Whenever you use your Indomitable feature, you regain one of your Mamluk Dice.

Monk

Way of the Pilgrim

In the midst of a desolate expanse, a woman, sun-kissed and garbed in simple attire, stands unyielding before the marauders that encircle her. The trials she's faced under the relentless sun have forged in her an unwavering spirit, a deep acceptance of the world's truths, and an indomitable strength. She will not be swayed by darkness. A sudden flash of light follows her movements and ethereal strings forge a mighty eagle above her arms. Within seconds, she and the eagle fly out of the danger.

Pilgrims, unlike mere travelers, tread the paths of the world driven by a purpose transcending mere destinations or whimsical wanderings. In the dance of dust and footsteps, the enlightened discover not just the world's vast expanse but its intricate heartbeats, choosing to embrace the grand tapestry of life rather than retreat to solitary introspection stop distant peaks.

Level 3: Essence of the Long Road

Tempered by endless horizons and the silent wisdom of the road, the journey bestows upon you an enlightened mind.

Starting at 3rd level, you gain these benefits:

- You gain proficiency in the Survival skill and Navigator's Tools.
- You can't be lost except by magical means.
- While traveling, you have advantage on saving throws that force you to take exhaustion.
- By spending 1 Ki Point, you can cast the misty step spell.
- You can spend 3 Ki Points and 10 minutes meditating to decrease your exhaustion level by 1.

Level 6: Share the Bread

The shared hardships and camaraderie of the road have etched deeper lessons into your soul. Your presence alone steels the composure of your allies.

By the time you reach 6th level, you learned to share the roads and its perils with your companions. Whenever you spend a Ki Point near an ally that is within 5 ft. of you, you choose one of the benefits below:

- Both of you gain +2 bonus to your Armor Classes for a number of turns equal to your Martial Arts die while you are within 30 ft. of each other. If another Ki Point is spent while this bonus is active, this AC bonus does not stack.
- You and your ally gain temporary hit points equal to your Martial Arts die + your Wisdom modifier.
- If you cast the misty step spell until the end of your next turn, you can include a willing ally that is within 5 feet of you. When you cast the spell, the target appears within 5 ft. of you in an unoccupied space. If no such place is available for the character, it fails to come with you.
- You and your ally gain resistance to one type of damage for a number of turns equal to your Martial Arts die while you are within 15 ft. of each other. The damage type can be: bludgeoning, piercing, or slashing.

In addition, you can spend 4 Ki Points to cast the *dimension door* spell. Once a day, you can cast it without expending Ki Points or spell slots but can't do so again until you finish a long rest.

Level 11: Hard Roads Strided

The roads, once mere pathways, now bend to your profound mastery. Such is the depth of your expertise that you can now invoke the arcane arts to bridge vast distances with but a thought.

At 11th level, you can cast the *teleportation* circle and tree stride spells once (each), without expending a spell slot. You can't do so again until you finish a long rest.

In addition, you can spend 3 Ki Points and 1 minute meditating to decrease your exhaustion level by 1.

Level 17: Pilgrim of the Promised Lands

You are now a whispered legend among seekers of sacred sanctuaries. With an ethereal presence, you materialize in moments of dire need and fade away, leaving naught but awe in your wake.

At 17th level, you can cast the teleport spell once a day without expending a spell slot. You can't do so again until you finish a long rest.





Paladin

Oath of Crusade

"God wills it!" echoes a voice, dark and haunting, over the scorched battlefields of the Holy Lands. Each word carries an omen, a reminder of the cyclical nature of existence and the mortality of men. Amidst the blood and sand, these warriors emerge, bearing symbols not just of faith, but of relentless resurgence.

They are more than just holy warriors; they are the harbingers of resurgence. Their armor, marred with the scars of countless battles, is adorned with emblems of a holy war. With blades that seem to shimmer with the promise of dawn and shields etched with tales of divine retribution, they stand as a beacon in the darkest of wars.

In the midst of clashing steel and fading faith, their presence is a chilling reminder: even in the throes of death, the Crusader fights on.

Tenets of Crusade

Unyielding Faith.

A Crusader's heart must burn with the unwavering flame of their belief. Doubt is the gateway to defeat. In every decision, in every conflict, the Crusader must let their faith guide them, defending the truth of their convictions even when faced with insurmountable odds.

Resurgence in Defeat.

To fall in battlev in their darkest moments, they find the strength to stand once more.

Guardian of the Holy.

Sacred places, artifacts, and truths are entrusted to the Crusader's protection. It is their duty to ensure these remain untarnished and out of the hands of those who would use them for nefarious purposes. To desecrate the holy is to invoke the full wrath of the Crusader, who will stop at nothing to restore sanctity and deliver retribution.

Oath Spell

PALADIN LEVEL	SPELLS
3rd	heroism, shield of faith
5th	find steed, magic weapon
9th	beacon of hope, spirit guardians
13th	death ward, freedom of movement
17th	dispel evil and good, hold monster

Level 3: Channel Divinity: Reclaim the Lost

Your oath steels your soul against the onslaught of horrors, you stand resolute, unflinching, unyielding.

As an action, you use your Channel Divinity to renew your oath to regain what is lost to you and a divine help surrounds your soul. You are resistant to slashing, piercing and bludgeoning damage and one type of elemental damage of your choice (fire, cold, acid, lightning, thunder). It lasts for 1 minute.

Level 3: Channel Divinity: Holy Will

Empowered by your unwavering faith, you let loose a divine warcry, emboldening your resolve and shattering the hearts of enemies around you.

As an action, you can force each creature within 20 ft. of to make a Wisdom saving throw against your spell save DC or take radiant damage equal to your highest possible divine smite.

Level 7: Divine Retribution

Your belief alone allows you to bring retribution to those who oppose you, by summoning holy flames from the aether.

Whenever an ally within 60 ft. of you that you can see or hear takes damage, you can use your reaction to expend a spell slot and make a ranged spell attack against the enemy, if it is within 90 ft. of you. If you hit, the creature takes damage as if it were hit by divine smite. In addition, if your ally did not drop to 0 hit points it gains temporary hit points equal to your Charisma modifier + the level of the spell slot you have expended.

Level 15: Unyielding Bulwark

Death is but a distant possibility for a warrior of your grit and faith - you heed its call no more, and its unholy grasp is weak upon your body.

When you take a damage and not killed outright, you can expend a spell slot as a reaction and reduce the damage taken equal to 2d8 + your Charisma modifier. The damage neglected increases by 1d8 for each spell slot used above 1st level to a maximum of 5d8.

Level 20: Sword of the Divine

Your divine essence grows so powerful that even the arms you bear are now infused with your radiant faith. They act as if they are not merely inanimate objects, but comrades in arms under the same oath, bringing divine retribution to your enemies.

As a bonus action, you can imbue one melee weapon you are holding with multiple benefits for 1 minute:

- It deals an extra 1d8 radiant damage.
- It ignores resistances.
- You can score a critical hit with a roll between 18-20.
- You can only willingly drop the weapon; external interventions can't do that.
- Whenever you expend a spell slot to cast divine smite or a smite spell, you regain a spell slot. The slot you regain must be of a level lower than the spell slot you used to cast the divine smite or the smite spell and can't be higher than 5th level.

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



Ranger

The Sentry

Perched high upon the crafted stones of civilization, a vigilant sentinel casts her gaze, an ever-watchful eye amidst the urban sprawl. Though her soul resonates with the wild, the enigma and enchantment of the city anchor her. No shadow eludes her sight; no prey evades her bow's deadly embrace.

A Watcher, unlike the common ranger, is drawn to the heartbeats of settlements. Whether guarding the city's denizens from lurking dangers or lured by its manifold secrets, they tread the cobbled pathways more than the untamed trails, bound by a sense of higher purpose or captivated by the urban tapestry's intricate dance.

Level 3: Watchful Eyes

In the labyrinthine alleys of the city as in the wilds, you are at home. The urban jungle yields its secrets to you.

At 3rd level, you have advantage on Survival and Investigation checks made to find your way and follow a target and you have a climbing speed equal to your walking speed. In addition, once per turn, when you hit a creature with a weapon attack, you deal an additional 1d6 force damage. This damage increases to 1d8 when you reach 11th level.

Level 3: Sentinel's Tricks

The city's arcane rhythms have awakened within you unique mystical abilities and arcane tricks.

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Sentry Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Sentry Spells

RANGER LEVEL	SPELLS
3rd	*find familiar*
5th	*locate object*
9th	*clairvoyance*
13th	*locate creature*
17th	*teleportation circle*

Level 3: Ultimate Ambush

Harnessing the cityscape as your weapon, you command the battlefield with unerring precision. No foe can dodge your gaze, and your aim remains unchallenged, as even the shadows become allies in your relentless pursuit.

When you have advantage on an attack roll with a weapon, you have these benefits:

- You ignore half cover and three quarters cover.
- You can force the creature to make a Constitution saving throw against your spell save DC. On a failed save, the creature gains a condition of your choice: prone, blinded or deafened. The condition stays for 1 minute and the creature can repeat the saving throw at the end of each of its turns to free itself on a success. You can use this feature a number of times equal to your Wisdom modifier and regain expended uses when you finish a long rest.
- If you score a critical hit, you roll one additional damage die of the weapon.

Level 7: Warhawk's Flurry

With a tempestuous fury, you unleash a maelstrom of strikes, targeting a single adversary with a deadly barrage.

At 7th level, when you score two successive hits on the same target in the same turn, as a reaction you can apply one of the options below:

Crippling Strike.

You cause the target to lose its balance. The target's movement speed is halved for 1 minute.

Bleeding Strike.

You open a wound in the target. The target loses 1 hit point per turn, and for each hit it takes if its proficiency bonus is equal to +3 or below. Otherwise it loses 1d4 damage per turn and for each hit it takes. This lasts for 1 minute and works as if concentrating on a spell. If the target receives some healing or an action is spent to make a Wisdom (Medicine) check against your spell save DC, the condition ends early. It doesn't work on creatures that don't have blood, such as constructs or some celestials.

Assisting Strike.

You distract the target. Until the end of your next turn, attack rolls against this enemy add your Wisdom modifier. You can use this feature a number of times equal to your proficiency bonus and regain expended uses when you finish a long rest.

Level 11: Vanishing in Daylight

Melding your intimate knowledge of the urban terrain with arcane subtlety, you've mastered the art of becoming a shadow, disappearing seamlessly amidst the city's labyrinthine embrace.
You learn the invisibility spell; it does not count against the Ranger spells you know, and it is a Ranger spell for you. You can cast it without expending a slot and you can do so 2 times a day. You regain expended uses when you finish a short rest

Level 15: Sundering Blows

With a profound understanding of your foes' vulnerabilities, your strikes now shatter their defenses, paving the way for subsequent blows that are even more lethal and unrelenting.

At 15th level, When you score a hit against a creature, you can cause it to have vulnerability against a type of damage of your choice. It lasts for 1 minute.

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

Rogue

The Veil Warden

"He that keepeth his mouth and his tongue, keepeth his soul from distress."

-Proverbs 21:23

In the oppressive shadows of the city's underbelly, silence is the currency of the powerful. Those who harbor the world's darkest truths wield a power far beyond mere knowledge, bearing burdens that could shatter weaker souls. Behind grimy facades and in the echoing chambers of forgotten crypts, initiates of time-forgotten orders, whispered cults, and clandestine sorcerers either stand as the last bulwark against these eldritch truths or scheme to thrust their malevolence upon the unsuspecting world.

Level 3: Power of Mystery

Within the prison of your psyche lies a secret, both wondrous and malevolent, whispered into your being by ancient voices. Mastering its weight, you wield it as a weapon or a boon, ready to unleash its torrent upon friend or foe at your merest whim.

Its power is represented by Secret dice, which is a d6. You have a number of Secret dice that is equal to your Dexterity modifier + your Intelligence modifier.

Some of your powers expend the Secret die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Secret dice when you finish a long rest. In addition, using your bonus action, you can regain one expended Secret die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Secret die increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

Secrets' Power

With a chilling murmur, you unveil a sliver of the dread secret you harbor. When you make an attack and don't have advantage on it, you can expend one of your dice to give yourself a bonus on the attack roll equal to the roll of your Secret die. If you don't qualify for Sneak Attack, you can use Sneak Attack nonetheless.

Secrets Remembered

With iron resolve, you shield both your thoughts and those of your comrades from malevolent intrusions.
You can use your bonus action to expend one of your Secret dice and choose a number of creatures equal to your Intelligence modifier (including you). You roll your Secret die and until the end of the next minute, the creatures can add the total to their attack rolls or saving throws, they can do that once with one expended die.

Secrets from the Depths

Uttering a cryptic word steeped in personal significance, you channel its arcane might.
As a bonus action, you can reach into other minds by expending one of your Secret dice. The target must be within 15 ft. of you and its Intelligence score must be 5 or higher. On a failed save, you can read its surface thoughts for a number of rounds equal to your Secret die roll. If you wish, when the reading ends you can deal damage equal to your Secret die as a reaction. The damage is psychic. If a creature is immune to psychic damage, this feature doesn't work on them and if it has resistance, the saving throw is made with advantage.

Secrets Shared

With caution, you bestow upon your allies a fragment of the forbidden knowledge you bear.
You expend one of your Secret dice and choose a number of creatures equal to your Intelligence modifier within 30 ft. of you. These creatures gain temporary hit points equal to the number rolled and gain resistance to a type of damage until the end of the next minute. The damage type can be psychic, force, or necrotic.

Secrets Unleashed

With a mere whisper, you awaken the deepest terrors within a soul.
When you hit a creature with an attack, you can expend one of your Secret dice to force the target to make a Wisdom saving throw. On a failed save, you can use your bonus action to whisper one word. The creature is considered frightened of that word. For example, you can say sword, hat, wall, ground, even your own name. The creature is frightened by a number of rounds equal to the result of your expended Secret dice. If the creature succeeds the saving throw, you deal psychic damage equal to half the total rolled.

Level 9: The Eldritch Retribution

Bound within your very essence, the concealed truth not only fortifies your thoughts but manifests as a dark arcane force against foes.

By the time you reach 9th level, you have learned to cast these spells without expending a spell slot or a material component. You can cast each of them once a day: bane, detect thoughts, and fear.

In addition, you gain resistance to psychic damage, and your mind can't be read by magical means.

Level 13: Gateway of the Mind

Harnessing forbidden utterances, you breach the sanctum of minds, bending creatures to your malevolent will.

When you reach 13th level, you can expend 3 of your Secret dice, roll each of them and add the results together. You have two choices:

Infiltrate the Mind

As the part of the action you make to hit a creature, you force the creature to make a Wisdom saving throw. On a failed save, you enter its mind for a number of rounds equal to the total of your rolled Secret dice earlier. You can probe deep in its mind and learn its emotional state, goals, dreams, and secrets. The creature knows that you are in its mind. On each of its turns it can use its action to make an Intelligence contest with you. On a success, the effect ends.

Crush the Mind

When you score a hit against a creature and roll for Sneak Attack damage, you can turn the damage type into psychic damage by expending one of your Secret dice and add it to the result. All Sneak Attack damage becomes psychic. When you do so, you can also force the creature to make a Wisdom saving throw. On a failed save, you can issue a one sentence command to it. It must obey it until the end of its next turn. The command must not be directly harmful to it or its companions – for example to walk into a chasm or a similar command. The GM has the final say in the legitimacy of the command.

Level 17: Occult Arcana

Your psyche is now an impenetrable fortress, resistant to the darkest of intrusions.

You are always under the effects of the*mind blank* spell.



Sorcerer

Soul of Maat

In the silent annals of time, where the tapestry of fate is woven, a resonant whisper emerges – the heartbeat of cosmic balance. This is the echo of Maat, the ancient Egyptian essence of truth, order, and harmony. From this primordial concept, the Sorcerers of the Soul of Maat draw their profound power, their magic intertwined with the timeless scales of justice and morality.

These sorcerers are not mere conjurers of spells: they are living vessels of Maat, guardians of equilibrium in a chaotic universe. Their presence oscillates between shadow and light, their very souls a testament to the age-old dance of truth and balance. Every incantation they invoke is touched by the divine essence of harmony, and their gaze, penetrating and wise, reflects the eternal quest for order.

Clad in robes woven from threads of destiny and bearing staffs carved from ancient trees, these sorcerers carry a subtle yet powerful symbol – the ostrich feather, the emblem of Maat. It serves as a reminder of the universe's enduring search for balance: just as the hearts of the departed are weighed against this feather in age-old rites, so too do these sorcerers weigh their every action against the eternal scales of truth. In a world teetering on the precipice of imbalance, the Sorcerers of the Soul of Maat stand as unwavering sentinels of cosmic harmony.

Level 1: Aspects of the Sands

With ancient energy coursing through you, you call forth a primordial form, a titan of old, echoing an era when the world was young and wild.

At 1st level, by expending a 1st level spell slot as a bonus action, you embrace the form of a creature below. The form lasts for 1 minute. You gain the *feature* granted by it for the minute. Each time you spend a sorcery point (creating a spell slot, using a metamagic option, etc.), you can activate its *effect*.
Starting at 2nd level, you can use 1 sorcery point instead of spell slots.

Sphinx

You assume the form of a mighty sphinx.
Feature: You are under the effects of the detect evil and good spell.
Effect: You gain flying speed, equal to half your walking speed, until the end of your next turn. If you end your turn in the air, you don't take fall damage if the fall is no more than 30 ft and you land on your feet if you don't take damage.

Serpopard

You resemble the legendary creatures that are half serpents, half lions.
Feature: You have resistance to poison damage and have advantage on saving throws about being poisoned.
Effect: Your Armor Class increases by 2 until the end of your next turn.

Sha

You resemble the beast from the underground, the blessed of Set.
Feature: You gain darkvision with a range of 30 ft. and you can see in magical darkness.
Effect: You gain resistance to bludgeoning, slashing and piercing damage until the end of your next turn, but you are vulnerable to radiant damage.
The assumption of the forms can vary, but must have some physical representations about the form. For example, if you assume the form of the sphinx only your head can change or only your arms. The choice is up to you.
Thanks to the power that resides in you, there are some permanent effects that have stayed with you. Determine these with your GM or roll from the table below:

Maat Quirks

D6	SPELLS
1	**Pharaonic Visage:** You always have a goatee resembling the old pharaohs or a snake tattoo appears on your face if you can't grow a beard.
2	**Desert Touch:** When you rub your hands together or someone caresses your skin, sand pours down.
3	**Hieroglyphic Whispers:** Faint, ever-shifting hieroglyphs appear on your skin, vanishing as quickly as they appear.
4	**Osirian Veins:** Veins on your arms and legs take on a greenish tint, like the fertile banks of the Nile, especially when you use your sorcerous powers.
5	**Desert Mirage:** Onlookers occasionally see heat waves emanating from your body, as if you were standing under the desert sun.
6	**Anubis' Shadow:** Your shadow occasionally takes on the silhouette of a jackal when cast under moonlight.

Level 6: Maat's Legacy

The aspects of the Sands have grown more powerful, rendering your forms into monstrous paragons of dread and might.

By the time you are 6th level, whenever you activate a form, they gain heightened powers:

Sphinx the Mighty:

Its effect now lets you have a flying speed equal to your walking speed.

Serporard the Mighty:

Its effect also gives temporary hit points equal to your Charisma modifier.

Sha the Mighty:

With its effect, you are no longer vulnerable to radiant damage.

Level 6: Book of the Dead

Bound in unholy matrimony to the very soul of Maat, you tread the blurred line between life and death, summoning power from both ends of the existence, in the form of an ancient grimoire.

At 6th level ,you learn the *spare the dying* cantrip; it doesn't count against the cantrips you know, and it is a sorcerer cantrip for you.

As a bonus action on your turn, you can spend 3 sorcery points to summon a black book or a golden scroll to your hand, and it remains there for 1 minute. With it you have resistance to necrotic damage and advantage on death saving throws. You can store your own life's energy in it to unleash its powers:

Resonating Chaos

You can summon **specters**◉ within 10 ft. of you. For each specter you summon, you take 1d6 psychic damage. The maximum number of specters you can summon is equal to your proficiency bonus. When you reach 11th level, you can summon **poltergeists**◉ (1d10 damage for each), and when you reach 16th level, you can summon **ghosts**◉ (2d10 damage for each). This damage can't be prevented by any means.

Echo of the Underworld

You can cast *revivify* without expending a spell slot and materials; then the book vanishes, and you take 2d10 psychic damage. Once you do so, you can't cast spells of 2nd level or higher until you finish a long rest.

Doors of Death

You choose a number of creatures equal to your Charisma modifier. The chosen creatures have advantage on death saving throws.

Level 14: Power of the Sands

In the cruel embrace of the desert, you meld and contort, until the very grains of sand course through your veins, forging you into an unyielding specter of the ancient lands.

When you reach 14th level, your forms' duration increases to 10 minutes.

Level 18: The Immortal Pharaohs

With the fury of ancient pharaohs pulsing within, death itself quivers at your feet, for you now possess the eldritch choice to tread beyond its grasp.

At 18th level, you can use your bonus action to change between aspects of the sands without expending sorcery points. While your aspect is active, when you are dropped to 0 hit points, you can use your reaction and spend 4 sorcery points to drop to 1 hit point instead. When you do so, you gain temporary hit points equal to your sorcerer level + your Charisma modifier. Once you use this feature, you can't use it again until you finish a short or long rest.





Warlock

The Weaver Patron

Her hands moved with purpose, weaving a silent spell that bound a king's speech. Her smile, a subtle blend of triumph and secret delight, seemed to twist fate itself. Around her, the threads of destiny responded, bending gracefully to her silent command, making her the unseen weaver of a kingdom's fate in the heart of shadow.

Under the same dark stars, an elderly elf saw the threads of the future in mirrors, gently separating each one, delving into the mysteries of time behind the misty mirrors of fate. His raven black hair fell over his black robe covered in magical runes, perfectly complementing the hands that wove fate in the darkness.

In the heart of the void between cosmic horror and stars, the masters of predestination work the stretched strings. Legends like the Fates sisters, Norns, Shai, and Kala swirl around in this space. Some follow these legends, while others encounter a weaver in their search for power and answers. Through their pact, they aim to take the threads of their fate into their own hands. The real question, however, is whether they are merely serving a fate already written, or can they truly rebel against a fate written with their own free will?

Expanded Spell List

SPELL LEVEL	SPELLS
1st	alarm, shield
2nd	augury, rope trick
3rd	glyph of warding, sending
4th	divination, fabricate
5th	commune, legend lore

Level 1: Fate's Twist

Bound to the timeless weavers, your soul resonates with the very threads of fate and the inexorable march of time, making you a living conduit of the universe's most enigmatic designs.

Starting at 1st level, you can twist the threads of fate around you, and you can do that a number of times equal to your Charisma modifier and regain expended uses when you finish a long rest.

Bound Fate

As a bonus action, you bind your fate with a willing creature within 30 ft. of you for 1 minute. During that minute, you can magically swap places or share damage. To swap places you must use your action, and the creature must be able to hear you. After you swap places, the bond between you and the creature ends.

If either of you takes damage, you can use your reaction to split the damage in half (rounded up) and divide them amongst two of you, if the creature is willing. When you do so, the one that originally did not take the damage reduces the damage by half and your bond ends.

At 6th level, your range for this feature becomes 40 ft. At 11th level, it becomes 60 ft.

Bound Time

As an action you can rewind time for a brief moment whenever you or an ally that you can see within 30 ft. of you is endangered. If you or a creature you can see fails an ability check or takes a hit, you can use your reaction to reroll the dice. If the target is hostile to you, it can avoid the reroll by succeeding on a Charisma saving throw against your spell save DC.

At 6th level, you can also rewind saving throws.

Level 6: Threads Intertwined

The cryptic tapestries of destiny unfurl before your gaze, as your grasp over the intricate weaves of fate tightens, plunging you deeper into the world's shadowed secrets.

When you reach 6th level, you can magically control another humanoid's fate within 15 ft. of you. As an action, you can force the humanoid to make a Charisma saving throw. On a failed save, you decide on its fate:

Bound. It is stunned until the end of your next turn.
Speechless. It can't talk for 1 minute. It can repeat the saving throw at the end of each of its turns to end the effect.
Ill-Fated. It has disadvantage on attack rolls and saving throws until the end of your next turn.

You can't use this feature again until you finish a long rest or you can expend a spell slot to refresh it. If you expend a spell slot in this way, it can't be restored until you finish a long rest.

Level 10: Threads Past and Future

With the arcane rites whispered in forbidden tongues, you summon the audacity to beckon fate to your circle, demanding answers from the very cosmos that dares to weave destinies in its silent loom.

At 10th level, you can spend 10 minutes and 150 gd worth of special herbs that are collected under the blood moon to make a sacred ritual known to the weavers. You name a specific event, person, war, or place that existed in the past and ask up to five questions about it. Your patron or another entity related to that name answers the questions with one sentence. The answer's accuracy depends on the nature of the creature.

Level 14: Foretold Life

Bound to the very sinews of time, your communion with fate elevates you to an omnipotent apex, where you deftly pull and twist the strings of destiny, reshaping the world's narrative in your dark design.

A 14th level, you learn the foresight spell and it doesn't count against the warlock spells you know or Mystic Arcanum that is available to you. Until you reach 17th level, it works differently for you. You can cast it using an action, without expending a spell slot and its duration is 1 minute. When you reach 17th level, if you choose the foresight spell for your Mystic Arcanum, you can use this feature to cast it without expending a use of Mystic Arcanum, but the spell's duration is 1 hour for you.

Wizard

School of Inventors

In the grand tapestry of existence, where the arcane dances with the tangible, a distinct path emerges, marrying the mystic with the mechanical. Wise and inventive arcanists from the cradle of civilization emerge, an enclave of scholars and artisans who weave together the ethereal mysteries of the cosmos with the tangible intricacies of metallurgy, engineering, and precise mathematics.

These are not mere blacksmiths or scholars but visionaries who see the universe as a grand machine, its gears propelled by spells and equations. Their forges glow with both fire and arcane energy, crafting artifacts that bridge the chasm between science and sorcery. Every creation is an embodiment of precise calculations, underpinned by age-old enchantments.

In their workshops, star charts lay beside intricate blueprints, and equations meld seamlessly with incantations. For a member of this conclave and one that follows the footsteps of minds from all corners, the universe is both a vast expanse to be explored and a complex mechanism to be understood. Their craft is not just about melding metal or channeling magic but about understanding the harmonious dance of existence, where stars align with gears and where the boundaries of artifice and arcane blur into one.

Level 2: Arcane Contraptions

You learn how to craft eldritch machines and soulless automata, forged in arcane fire, to serve as silent sentinels and inexorable allies in your quests.

When you reach 2nd level, you learn several inventions and similar useful items and record them into your spellbook, as they contain arcane power. You can prepare 2 of the inventions when you finish a long rest and use them during the day.

Inventions

You can use your action to invoke the arcane ways from your spellbook into reality and create the inventions. You must expend a spell slot to create them. Additionally, if they have a Ritual (-R) tag, you can prepare them beforehand without expending a spell slot but still must spend the cost on necessary materials. You can only prepare two objects at the same time with a ritual.

You can work with your GM for additional devices to be available for you. The GM may add some blueprints during your adventure or enables some merchants, shops, or dealers to have plans for such devices to increase your arsenal.

Wondrous Compass (-R)

This compass has interesting carvings and some personal runes carved by Al-Jazari himself. When you expend a spell slot as a bonus action while holding this compass, you can whisper a location's name to it, and it will magically point to that location until the end of your long rest. The location must be specific and one of a kind – for example, the city of Samarkand, House of Wisdom in Baghdad, Forbidden City in Beijing, or Mahmud al-Isfahani's Blacksmith Shop. Personal residence and similar locations do not work (for example, Farhad bin Abu Bakr's House won't work); the location must be a public place or at least must be known to many people. In addition, whoever holds this compass has advantage on Survival checks.

Primitive Automaton (-R)

This robotic design resembles a metallic human or another creature of your choice. It can only be tiny in size, but when built from different materials, give out different benefits at different prices. You can use the **homunculus**◉ statblock (Speed 30 ft., no flying speed and no Telepathic Bond) for the created automata, any changes will be mentioned below.

- **Flesh:** Price 10 gd. It can turn invisible as an action and can stay like that for 1 hour. If it attacks or takes damage, it reverts to normal.
- **Wooden:** Price 50 gd. Its Armor Class is 14 and has +1d4 hit points. It deals 1 extra damage. While Wooden Automaton is within 15 ft., you can cast *speak with animals* without expending a spell slot. Once you do it, you can't cast it again until you finish a long rest this way.
- **Stone:** Price 75 gd. Its Armor Class is 15 and has +2d4 hit points. It deals 2 extra damage. While Stone Automaton is within 15 ft., you can cast mage armor without expending a spell slot. Once you do it, you can't cast it again until you finish a long rest this way.
- **Steel:** Price 100 gd. Its Armor Class is 16 and +3d4 hit points. It deals 3 extra damage. While within 5 ft. of an ally, the ally deals additional damage equal to your proficiency bonus when dealing slashing, piercing or bludgeoning damage.
- **Gold:** Price 200 gd. Its Armor Class is 15 and has +2d4 hit points. It deals 2 extra damage. While within 5 ft. of you, you have advantage on Constitution saving throws.

Firestarter

This tiny device creates fire and easily ignites flammable objects. You can use it to strike foes within 5 ft. of you. You make a melee spell attack. On a hit, the creature takes 1d4 fire damage.

When you reach 6th level, the firestarter can be used to produce other elements: acid, poison, lightning, cold.

Magical Mirror (-R)

This mirror costs you 100 gd. It works and functions like a normal mirror and has other magical properties. Whenever you activate its magical powers, shapechangers, aberrations, fiends, feys, celestials and the undead shine with an aura in the mirror (if it can't have reflections, only an aura is seen). The activation lasts for 10 minutes and can't be used again until the next dawn.

When you reach 6th level, when such a creature's reflection is caught in the mirror, you can expend a spell slot of 3rd level or higher as a reaction and force the creature to make a Wisdom saving throw. On a failed save, it takes 4d6 psychic damage.

Wondrous Hook

This hook works as a normal grappling hook with some magical properties. If a silk rope is bound to the hook, its magic prevents the silk from being ripped due to weight. It still can be torn by taking damage. Also, you can use its command word for it to cling to any surface you like or summon it back to your hand.
You can use your action to invoke the arcane ways from your spellbook into reality. You must expend a spell slot to create them. Additionally, if they have a Ritual (-R) tag, you can prepare them beforehand without expending a spell slot but still must spend the cost on necessary materials. You can only prepare two objects at the same time with a ritual.

The automata understands you and shares a magical bond with you. However, you can also release them from this bond to make it act with freewill. Then it no longer serves you, but depending on how you treated it before, it may choose to stay with you or can turn an enemy against you.



Level 2: Aspirant Inventor

You learn how to properly focus your arcane essence to mend the broken by deconstructing the broken objects' intricacies.

You learn the *mending* cantrip. It doesn't count against the wizard cantrips you know, and it has different uses for you. You can repair twice the normal size and you can do it using an action.

Level 6: Machines of War

You improve upon your arcane designs and material techniques, creating advanced automata and war engines, their cold steel and clockwork hearts ready to unleash havoc upon a world unprepared for your innovations.

When you reach Level 6, you know Your Automata can be of medium size now and add your Intelligence modifier to their hit points when you first create them.

In addition, you can invoke your magic on inanimate objects. By spending 30 gd 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.
Additionally, you can use your Search action as a bonus action and when you do so, you can identify substances and materials of objects and items easily.

Level 10: Spirit of Everything

Your feats of engineering are unparalleled, and you learned how to infuse your creations with an essence of your psyche. Your machines are yours and yours alone, ready to obey your orders.

By the time you are 10th level, your Automata can be of large size now and add your wizard level to their hit points when you first create them. In addition, they gain the Telepathic Bond feature of the homunculus, but it is limited to 1 mile in range.

You have a bond with handmade objects as well. When you expend a spell slot of 3rd level or higher as an action while touching an object, you must succeed on a Charisma saving throw. The DC equals to 8 + the owner's proficiency bonus + the owner's Charisma modifier. The DC can't be lower than 13. On a success, you learn the owner's alignment and the last thought since it held the object.

Level 14: Miraculous Invention

You need but wish to craft the most powerful creatures and automate, as you now control your arcane potential with incredible ease.

When you reach 14th level, you learn the creation spell and can cast it without expending a spell slot. You can't do so again until you finish a long rest.

Level 14: Animus

You have learned to control all inanimate objects around you and instill faint and obedient consciousness upon even the most basic of materials.
You learn the *telekinesis* and *animate* objects spells and have them always prepared, they do not count against the spells you can prepare each day. You can cast each of them without expending a spell slot but can't cast them in this way again until you finish a long rest. If you have spell slots, you can cast them as normal.



Profession Options

Core of the System

The Profession System is designed to enhance the backgrounds and current **occupations** of player characters besides their "adventuring classes." Adventuring classes define players' core abilities and their general features from combat encounters to social situations. The Profession System is aimed to giving players opportunities to enrich their downtimes, backgrounds, non-combat activities, explorations, daily goals and occupations and their characters out of adventure days.

Characters can take up the path of a Profession between Levels 1-3 and have access to Apprentice levels of the Professions if they meet the prerequisite for the intended profession. It is recommended that players should take at least 2 weeks of downtime to begin a Profession. It is not advised for characters to have more than one profession, as the system is not designed for multi-professions. However, at the GM's discretion, players may take suitable perks from other professions if needed. If a character wants to start a Profession at later levels, GM may let them start with more Profession Experience (PEX) depending on the earlier experiences of the adventurer.

PEX is the main way of progressing through the Ranks and gaining new abilities. Most of the Professions explain how to gain PEX. For example, the very first Profession designed by us –The Bounty Hunter in **The City of Crescent** – gains PEX through collecting bounties, and it is scaled with Challenge Ratings of said bounties.

To improve ranks, a character must spend their PEX for the current rank's abilities (usually at least two of them), and also reach the designated PEX for the next rank and expend the experience as well. It should be noted that the rank system does not work like 5th edition class leveling; you must spend your PEX in order to rank up.

There are 4 ranks for each profession: Apprentice, Journeyman, Expert, and Master. Apprentice is the starting level, and there is no PEX needed to enter that profession, but investments should be made beforehand or the backstory of the character must fit the profession.

For Journeyman rank, you must spend at least a total 100 PEX on abilities and spend 300 PEX to reach the rank.

For Expert rank, you must spend at least a total of 200 PEX on abilities and spend 1,000 PEX to reach the rank.

For Master rank, you must spend at least a total 400 PEX on abilities and spend 5,000 PEX to reach the maximum rank.

When you spend enough PEX to reach the next rank, you can also purchase other abilities as well. In addition, you can purchase earlier abilities from lower ranks.

Earlier Professions

In earlier books (**The City of Crescent** and **Empires of the Silk Road**), there are several professions: Grave Robber, Oracle, Herbalist, Tinker, Beast Tamer, Smuggler, Ecclesiastic, Merchant, Bounty Hunter, Antiquarian, Burglar, Alchemist, Archeologist, and Spy. Most of these professions can work for the Era of the Crusades as well, so it is recommended to examine those books for inspiration.

Earlier Professions did not have prerequisites; they are provided here:
*Mentioned tools require proficiency, not having the actual tool.

PROFESSION	PREREQUISITES*
Alchemist	Intelligence 13 | Arcana |
Antiquarian	Intelligence or Wisdom 13 | Insight |
Archeologist	Intelligence 13 | Survival or History |
Beast Tamer	Dexterity or Wisdom 13 | Animal Handling |
Bounty Hunter	Dexterity or Strength 13 | One martial weapon |
Burglar	Dexterity 13 | Sleight of Hand or Stealth |
Ecclesiastic	Wisdom or Charisma 13 | Religion or Persuasion |
Grave Robber	Dexterity 13 | Survival |
Merchant	Wisdom 13 | Medicine |

Oracle	Charisma 13 | Persuasion or Deception |
Smuggler	Wisdom 13 | Insight |
Spy	Dexterity 13 | Stealth |
Tinker	Dexterity or Charisma 13 | Stealth or Deception |

Blacksmith

Being a Blacksmith

When the First Crusaders took the city, it is said that they The Profession System is designed to enhance the backgrounds and current occupations of player characters besides their "adventuring classes." Adventuring classes define players' core abilities and their general features from combat encounters to social situations. The Profession System is aimed to give players opportunities to enrich their downtimes, backgrounds, non-combat activities, explorations, daily goals and occupations and their characters out of adventure days.

How to Play

You will craft metallic objects, such as armors, weapons, horsenails, and similar ones, and repair such items.

Prerequisites

In order to start a Profession as a Blacksmith, a character must have at least Dexterity or Strength 13 and must have proficiency with Smith's Tools.

Climbing the Ranks

You gain PEX through the activities listed beyond, but it is up to the GM to award PEX for other possible activities that are not listed.

ACTIVITY	REWARD
Repair an object, such as a dull weapon	5 PEX
Crafting and selling a simple weapon	5 PEX
Crafting and selling a martial weapon	10 PEX
Crafting and selling a shield	5 PEX
Crafting and selling a medium armor	5 PEX
Crafting and selling a heavy armor	10 PEX
Crafting and selling daily objects, such as horsenails, hammers, furniters, shackles, bars, chains, safety cases and the like.	5 PEX

Apprentice Blacksmith

Rank One

As an apprentice blacksmith, you have the basic comprehension of the craft and have access to basic abilities related to smithing.

Hard Work —50 PEX

"Do you even lift, brethren?"

By working your muscles and lifting heavy objects frequently, you gain proficiency in the Athletics skill.

Fast Blows —50 PEX

With experience, you gained speed in your profession. You need only half the time and cost for producing a metal object.

Useful Arcana —50 PEX

Your leaning into arcane arts finally paid off, and your learning from the ancient ways have made the difference. You learn the mending and produce flame cantrips. Wisdom is your spellcasting ability for it.

Heat Adaptation —50 PEX

"The heat never bothered me anyway."

You are no longer affected by extreme heat conditions.

Training with the Blades —50 PEX

You spend your free time with the objects you craft, and your training has paid off. You gain proficiency in two weapons of your choice that you can craft.

Defensive Training —50 PEX

You train in armors of your own making, gaining proficiency with Medium Armor and Shields.

Journeyman Blacksmith

Rank Two —300 PEX

You spent enough time to be known as a skillful blacksmith. Possibly locals know and love your metalwork. Most experienced and expert blacksmiths think highly of your work.

Specialization —100 PEX

You now specialize in your craft. You either choose to focus on weapons, their balance, sharpness and so on, or focus on armors, how to make them better and protective as well as to make them lighter or so on.

Weaponsmith

When you choose this specialization, you further hone your ability to forge weapons. You add a **Quirk** to the weapon when you craft it or spend 1 hour working on it. Check out the table below: **Quirks for Weapons**. No matter what quirk you apply to a weapon, it is counted as a magical weapon for the purpose of overcoming resistance.

Armorer

When you choose this, your craft excels at armor making. You can add a **Quality** to an armor you craft or if you spend 1 hour working on it. Check out the table below: **Quirks for Armors**. No matter what quality you apply to an armor, it reduces damage taken by equal to the wearer's proficiency bonus.

Quirks for Weapons

QUIRK	PROPERTY
Sharp	Any damage roll you make on the die that is 1 is counted as 2.
Flexible	You can choose to deal bludgeoning, slashing, or piercing damage with the weapon when you score a hit.
Balanced	You choose a number between 10-19. That number is counted as a critical hit for you when you roll for an attack roll.
Hard End	You can use a bonus action to make an attack with the weapon's other end if it's not a weapon like that already. It deals 1d4 damage.
Sturdy	The weapon's durability is doubled.
Slight	The weapon's penalties from Heavy no longer apply.
Bound	With specially made leather-bonds or metallic chains, the weapon is bound to you, and you can't be forced to drop it.
Sturdy Ammo	Your ammunition does not break when you miss an attack.

Special Clothing —100 PEX

"Fashion is my passion."

Your art is so fine that you can work on regular clothing and enhance them. Working on clothes requires 1 hour and 150 gp. When you are done, the cloth makes the wearer's Armor Class 11 + regular bonuses when they are not wearing armor.

Premial Arcana —100 PEX

You honed your skills with arcane ways and learned beneficial spells to aid you in your daily tasks. You can cast the *find familiar* and the *unseen servant* spells as rituals. Wisdom is your spellcasting ability for the spells.

Weapon Training —100 PEX

You train with the weapons of your own design, and you learn to use them as well as a warrior. You gain proficiency with four weapons of your choice that you can craft.

Heavy Armor Training —100 PEX

You spend your time with the heavy armor you craft, and your training has paid off. You gain proficiency in Heavy Armor.

Adept —100 PEX

You double your proficiency bonus with any check related to your Smith's Tools.

Qualities for Armors

QUIRK	PROPERTY
Enhanced Shield	This shield gives +1 to AC rather than +2, but you can wield a light weapon with that hand.
Quick	Don and doff time is halved for the armor.
Embrace	When the wearer hits a creature with an unarmed attack while wearing the armor, it deals 1 additional damage (type is chosen when the armor is forged). In addition, when it grapples a creature, it deals 1 damage to the grappled creature at the start of the grappled creature's turns.
Stealthy	If it normally gives disadvantage on Stealth checks, this armor does not.
Agile	While wearing this armor, standing up and mounting/demounting only costs 5 feet movement for each.
Comfortable	While taking a long rest with this armor, you suffer no penalties, such as restoring your Hit Die as normally sleeping without armor.
Nimble	Armors that limit Dexterity modifier to +2 now limit it to +3.
Quick Shield	This shield can be donned and doffed with a bonus action.
Feather-like	Heavy property for the weapons you make can be carried by races that have a Small body type.





Expert Blacksmith

Rank Three —1000 PEX

You are a renowned blacksmith, having visitors and customers from all over the world. There are adventurers who want to have your gear, and commanders visit you to hire you for future conflicts and arming of their armies. Many young aspiring apprentices arrive at your shop with a desire to be trained by you.

Specialization Improvement —200 PEX

You have been a blacksmith so long, your craft is like breathing for you. Weaponsmiths get Expert Weapons and Armorers get Expert Armor perks.

Expert Weapons

You can add one of the Quirks below to a weapon you craft:

Reach	The melee weapons you craft that are spears, staffs or have metallic blades now have the Reach feature.
Versatile	The melee weapons you craft that have the Versatile ability now normally deal that damage. For example, when used with one hand, your Longswords deal d10 slashing damage.
Finesse	If the weapon has the Finesse property, its damage die becomes one greater. For example, a dagger deals 1d6 damage.
Ranged	If the weapon has the Ranged or Thrown property, its normal range is doubled.

Expert Armors

You choose a damage type: acid, cold, fire, poison, lightning, bludgeoning, piercing, or slashing. The armor you make grants resistance to one of the damage types. If you spend an extra of 200 gp and use enchanted metals, you can make it +1 Armor.

Magical Weapons —200 PEX

By spending an extra 250 gp for the weapons you make (for each property), you can embed them with magical properties. A weapon can have Magical Properties up to a number equal

MAGICAL PROPERTIES	EXPLANATION
Magically Sharp	The weapon gains +1 bonus to attack rolls and damage rolls and counted as magical.
Elemental Core	The weapon deals extra 1d4 elemental damage (chosen when the weapon is built): fire, cold, acid, poison, lightning, or thunder
Protective Spell	With the weapon, the user can cast one of the spells once a day, without expending a spell slot: false life, shield, mage armor
Offensive Spell	With the weapon, the user can cast one of the spells once a day, without expending a spell slot: faerie fire, burning hands, thunderwave
Utility Spell	With the weapon, the user can cast one of the spells once a day, without expending a spell slot: jump, expeditious retreat, longstrider
Enterprise	While holding this weapon, the user adds an additional 1d6 to their Initiative rolls.
Alert	While holding this weapon, the user can't be surprised.

to half your Dexterity modifier (rounded up).

Secrets of Gunpowder —200 PEX

If your GM allows, you may research gunpowder and its effects on explosives and have access to gunpowder weapons,

Early Pistol	100 gd	1d6 piercing + 1 fire	3 lb.	Ammunition (range 50/150), Loading, Impact, Loud
Early Rifle	100 gd	1d8 piercing + 1d4 fire	5 lb.	Heavy, Two Handed, Ammunition (range 120/500), Loading, Impact, Loud

such as pistols and rifles.

Impact

When you roll the maximum on one of the damage dice, you reroll the die and add the total to the damage. For example, if you roll an 8 with the Early Rifle, you roll another d8 and add them together. This ability works once per hit.

Loud

The weapon's blast can be heard from 300 ft away.

Arcane Flames —200 PEX

"Just add a little bit of spice."

Your work with the forge and fire over the years and research of the arcane matters have enabled you to use magic to improve your craft. You can cast the heat metal spell three times a day without expending a spell slot. If you are a spellcaster, you can cast it normally with your spell slots. Wisdom is your spellcasting ability for it.

Raised in Fire —200 PEX

You are so used to the flames touching you and hurting yourself, your body is adapted to it. You gain resistance to fire damage.

Master Blacksmith

Rank Four —5000 PEX

You are one of the greatest blacksmiths who ever lived. You probably forged a legendary sword that slayed a dragon, felled a demigod, or destroyed whole armies. An adventurer who is brave enough to face a cold-hearted lich's gaze is probably wearing armor forged by you. You armed kings, leaders, generals and conquerors.

Stories of the Past —Free

"Oh, have I told you about the time when..."

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.

Word of a Blacksmith —Free

You invoke the name of a magical metallic object that is known to you and touch a similar object. For the next minute, the mundane object gains the properties of the magical object you invoked. For example, you touch a mundane metallic shield and it becomes **Animated Shield*** for the duration. You can use this ability a number of times equal to your proficiency bonus and regain expended uses when you finish a long rest.

Downtime Activities for the Blacksmith

Research New Materials

You spend your time traveling and discovering new methods, materials, and other possible improvements in your field. You make a Smith's Tools check against DC 10. On a success, you gain 10 PEX. Depending on the nature of your discovery, the GM may apply additional rewards or penalties. For example, if you discover a new type of weapon that is uncommon for your land (such as a blacksmith from Damascus learning to make a Wakizashi - a short katana), you can craft and sell that weapon for more coins than usual.

Market Sale

You sell your basic materials in a market. You roll a Charisma (Persuasion) check against DC 10. On a success, you gain 2d6 gp (3d6 if you roll more than 15) and 10 PEX. Depending on your success, the GM may introduce new customers.

Training

You either train an apprentice or find someone to train you. You roll for a DC 10 Intelligence check. On a success, you gain 15 PEX.

Interrogator

Being an Interrogator

Every law enforcement organization needs a professional who is an expert at getting people to talk and extracting information on tough targets. You always had a skill in touching people's nerves, both figuratively and literally. You know the mind games and the like, and you know the human body well enough to inflict the right amount of pain.

How to Play?

You question people, extract knowledge, learn secrets, find information, conduct research, observe people, and do many similar activities.

Prerequisites

In order to become an Interrogator, a character must have at least 13 to Charisma, Strength or Dexterity and must have the Insight skill proficiency.

Climbing the Ranks

You gain PEX through the activities listed below, but it is up to the GM to award PEX for other possible activities that are not listed.

ACTIVITY	REWARD
Extracting Knowledge in an interrogation (CR 1 and below)	5 PEX
Extracting Knowledge in an interrogation (CR 2-4)	15 PEX
Extracting Knowledge in an interrogation (CR 5-7)	30 PEX
Extracting Knowledge in an interrogation (CR 8+)	75 PEX (GM may award more for creatures that have drastically more CR)
Learning an important secret	10 PEX
Breaking an organization leader in an interrogation	50 PEX

Apprentice Interrogator

Rank One

You joined an important organization and started to conduct interrogations to extract knowledge. It may be a law enforcement organization, an illegal thieves' guild, a military order or a similar one. You may even be working as a freelancer, a guy that is called when someone needs to be "talked to." You are at the start of your career, but you are discovering the ways to improve your skills.

Reading People —50 PEX
"I see right through you."

You are good at reading expressions and catching lies, as someone in your shoes must. You double your proficiency bonus in all Insight checks.

Right Skills for the Job —50 PEX
You trained yourself in many ways to better do your job. You gain proficiency in two skills of your choice: Persuasion, Deception, Intimidation, Perception or Investigation.

Right Amount of Pain —50 PEX
When you interrogate people with physical methods, such as inflicting pain to make them talk, you deal only 1 point of damage (damage type is based on the tools you used)

The Necessary Tools —50 PEX
"Something smells fishy in here."

You gain proficiency in the Forgery Kit and Poisoner's Kit. In your profession, it is important to catch lies and forgeries in documents and crime scenes.

Armed and Dangerous —50 PEX
You never know what your enemies carry with them, you must be ready. You gain proficiency in two weapons of your choice. In addition, you gain proficiency in Light Armor as well.

Journeyman Interrogator

Rank Two —300 PEX

Specialization —100 PEX

You specialize in a way of your choice: You either choose to train yourself to make people talk with your charms and wits (Silver Tongue) or through physical methods (Surgeon).

Armed and Dangerous
"Few can resist my charms."

You force a creature to make a Charisma or Wisdom saving throw (your choice) with your action that is restrained or confiscated in a room with you. On a failed save, it must answer a question asked by you. The DC for this ability is determined when you choose this specialization. It equals to 10 + your Charisma (Persuasion) bonus or your Charisma (Intimidation) bonus. If a creature succeeds in this saving throw, you can't use this ability on it again until a month has passed.

Surgeon
As an action, you force a creature that is restrained or confined in a room with you to make a Constitution saving throw. On a failed save, it must answer a question asked by you. The DC equals to 8 + proficiency bonus + Dexterity modifier. If a creature succeeds on this saving throw, you can't use this ability on it again until a month has passed.

Arcane Methods —100 PEX

You can spend some time and coins to establish a connection with a potion dealer or make your own potions for interrogations. For potions to work, the creature must be restrained or confiscated in a room with you.

Truth Serum —200 gd
The drinker must succeed on a DC 10 Constitution saving throw or be compelled to tell the truth for the next minute. A dose large enough to affect a humanoid is worth 200 gp.

Friendship Serum —150 gd
The drinker must succeed on a DC 10 Constitution saving throw or be charmed by the nearest person for 1 minute. A dose large enough to affect a humanoid is worth 150 gp.

Dread Serum —100 gd
The drinker must succeed on a DC 10 Constitution saving throw or be frightened of the nearest person for 1 minute. A dose large enough to affect a humanoid is worth 100 gp.

Agony Serum —200 gd
The drinker must succeed on a DC 10 Constitution saving throw or lose 1d4 hit points at the start of each of its turns and experience incredible pain for 1 minute. A dose large enough to affect a humanoid is worth 200 gp.

Conducting Investigation —100 PEX

You double your proficiency bonus on Perception and Investigation skills.

Foreign Tongues —100 PEX

Some enemies may speak other languages for many different reasons, so you must know them as well. You learn two languages of your choice.

Underground Smarts —100 PEX

"I know these dark tunnels like the back of my hand."

You've been to the underground more than you care to admit. You learn Thieves' Cant.

Chasing the Criminals —100 PEX

"I really need to work on my stamina!"

Some interrogations need the culprits to be caught, and you have found yourself in rooftops or hot chases more than you wanted. Your walking speed increases by 10 ft.

Guarded by Metal —100 PEX

You can be the target of many attacks, as you are a valuable asset. In order to protect yourself better, you gain proficiency in Medium Armor and shields.

Expert Interrogator

Rank Three —1000 PEX

Specialization Improvement —300 PEX

When a creature makes a saving throw against your abilities chosen with this Specialization, they have disadvantage on the saving throw.

Smelling Lies —300 PEX

You understand when you hear a lie.

Expert Liar —300 PEX

"Sometimes even I believe in my own lies."

You have heard so many lies that you can make up a new one easily. When another creature rolls to see if you're lying, they have disadvantage on the check.

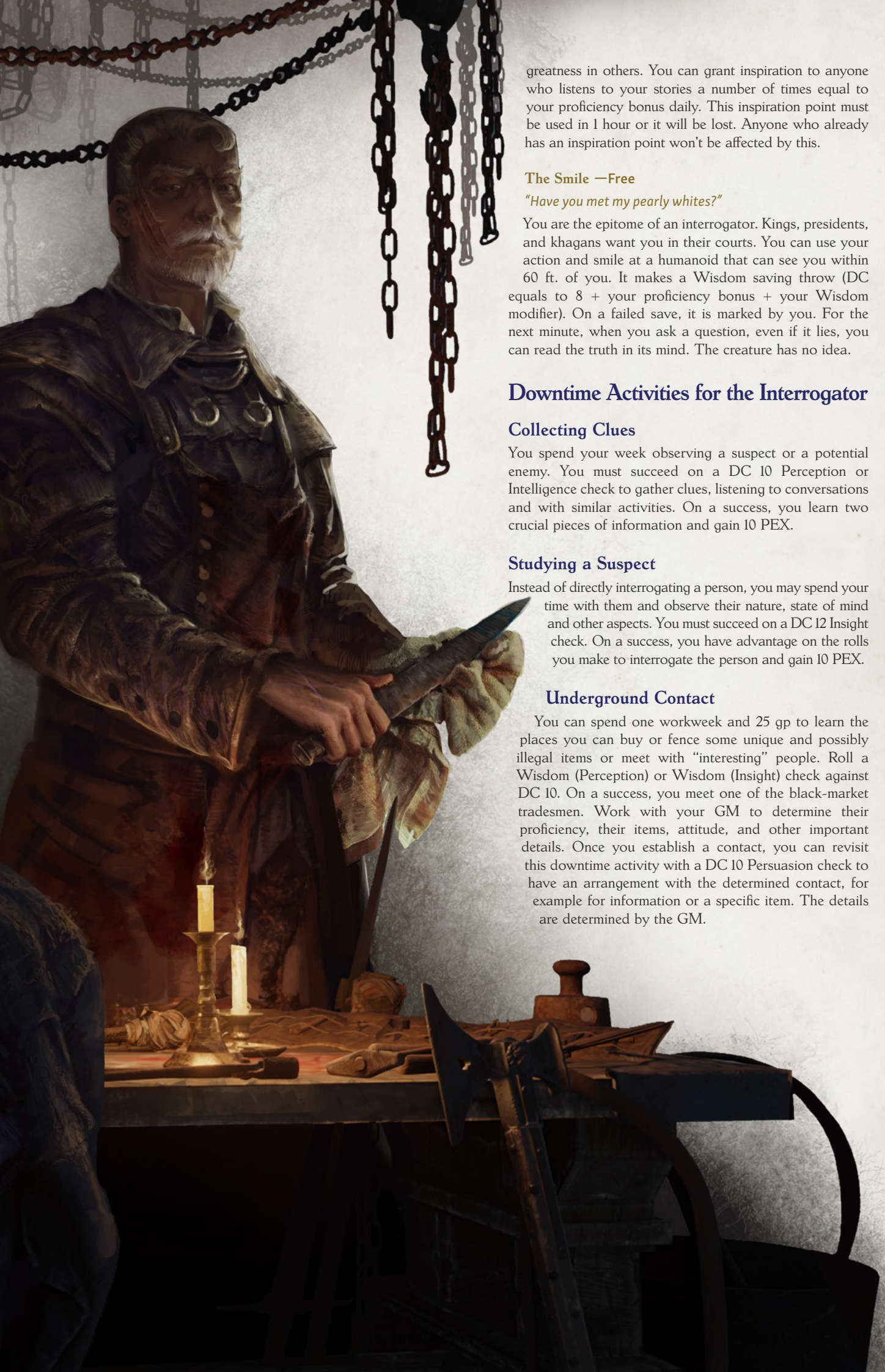
Master Interrogator

Rank Four —5000 PEX

There is no secret safe from you. There is no person living who won't talk while your gaze is upon them. You are already a living legend at what you do. Underground guilds are filled with youth who aspire to be you. Law enforcement organizations teach your ways to their new apprentices, and you are only wanted when the balance of the world may be at stake.

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.

The Smile —Free

"Have you met my pearly whites?"

You are the epitome of an interrogator. Kings, presidents, and khagans want you in their courts. You can use your action and smile at a humanoid that can see you within 60 ft. of you. It makes a Wisdom saving throw (DC equals to 8 + your proficiency bonus + your Wisdom modifier). On a failed save, it is marked by you. For the next minute, when you ask a question, even if it lies, you can read the truth in its mind. The creature has no idea.

Downtime Activities for the Interrogator

Collecting Clues

You spend your week observing a suspect or a potential enemy. You must succeed on a DC 10 Perception or Intelligence check to gather clues, listening to conversations and with similar activities. On a success, you learn two crucial pieces of information and gain 10 PEX.

Studying a Suspect

Instead of directly interrogating a person, you may spend your time with them and observe their nature, state of mind and other aspects. You must succeed on a DC 12 Insight check. On a success, you have advantage on the rolls you make to interrogate the person and gain 10 PEX.

Underground Contact

You can spend one workweek and 25 gp to learn the places you can buy or fence some unique and possibly illegal items or meet with "interesting" people. Roll a Wisdom (Perception) or Wisdom (Insight) check 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. Once you establish a contact, you can revisit this downtime activity with a DC 10 Persuasion check to have an arrangement with the determined contact, for example for information or a specific item. The details are determined by the GM.

Herbalist

Being an Herbalist

To the uneducated, nature is a brutish, hostile place, but to those who know it, there are uses for everything to cure, to enhance, and to harm. Certain people have spent their lives identifying and analyzing the aspects of nature, the diseases it wrought and cures that help. Herbalists can be found in almost every civilization, especially in the countryside. They are needed by the common folk when their children have a fever, when they are coughing blood, or when they need something to soothe the pain.

How to Play?

You gain PEX through identifying plants, herbs, mushrooms, and the like; preparing medicine; diagnosing diseases; and curing people.

Prerequisites

In order to become a Herbalist, a character must have at least 13 to Wisdom, and must have Medicine skill proficiency.

Climbing the Ranks

ACTIVITY	REWARD
Identify a plant/herb/mushroom	5 PEX
Diagnose a disease	10 PEX
Curing symptoms	5 PEX
Curing a disease	10 PEX
Preparing a medicine*	15 PEX
Discovering a new disease**	25 PEX

***Note:** The medicine such as a burn ointment or a pain killer must be useful in order to gain PEX. Such medicines will be introduced below.

****Note:** As most campaigns in 5e resemble the Middle Ages, there were many diseases and conditions people were not aware of. Encountering such a disease or illness through adventuring is not enough. A herbalist must be able to understand and analyze the disease in order to gain PEX.

*****Note:** Possible elixirs and potions will be introduced below.

Apprentice Herbalist (Rank 1)

Rank One

You have basic knowledge of the beauty and the horror of nature.

Understanding Nature —50 PEX

You begin to tell the difference between seeds, plants, mushrooms, and their properties.

You gain proficiency in two skills of your choice from the list: Nature, Survival, Medicine, or Perception. In addition, you can forgo one of the skills and gain proficiency in the herbalism kit.

Journal —50 PEX

You keep a journal for your plants, seeds and herbs. If you encounter a new plant that is not recorded in your book, you can make a Nature check against a DC determined by the GM according to the rarity of the plant. On a success you can learn its properties without needing a kit or a long identifying process.

Additionally, if you spend 1 hour studying a plant, you can learn its properties, such as poisoning or healing abilities. This 1 hour can be a part of a short or a long rest.

Diagnose —50 PEX

Ninety percent of a cure is early and correct diagnosis. When you encounter a sick person, you immediately understand what external symptoms (not the internal ones) the patient has. You can examine the patient for 10 minutes and make a Medicine check against a DC determined by the GM. With normal diseases, you have advantage on this check.

Potion Making —50 PEX

Hubble bubble.

You learn the recipes for some basic potions for diseases and other problems that can be made with herbs and plants. You have advantage on the ability check in order to find the necessary ingredients.

NAME	REQUIREMENTS	EFFECTS	COST OF SELLING
Painkiller	1 gd worth of lavender. The herb can be found with a DC 10 Survival check if the area consists of bushes and similar plants. The herb is consumed in the making.	Soothes the pain and relaxes the target. If the character rolls for a Constitution save for exhaustion in the next 1 hour, they have advantage on the roll.	2 gd
Sleeping Potion	2 sd worth of herb/root. The herb can be found with a DC 10 Wisdom (Survival) check if the area consists of bushes and similar plants. The herb is consumed in the making of the potion.	Soothes the mind and enables a good sleep for the target. The character has advantage on wisdom saving throws during and when the next time it rolls its hit dice to regain hit points; the first roll is considered the highest possible.	4 gd
Internal Potion	Ginger worth 1 sd. It can be found with a DC 12 Survival check if the GM sees the area fitting. The root is consumed in the making.	Helps the stomach and bowel movements. Gives the character 1 temporary hit point and grants advantage against being poisoned for the next roll for 1 hour.	2 gd



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

You can sell these potions as mentioned in the table below. The buyers or you may negotiate on the price, but other herbalists or the folk who have knowledge on this subject will know the normal price.

Journeyman Herbalist

Rank 2 —300 PEX

Specialization —100 PEX
You specialize in your profession either as a pharmacist or a sawbones.
Pharmacist
You excel at potion and medicine making. You double your proficiency using an Herbalism kit.
Sawbones
You excel at attending wounds and injuries. You double your proficiency bonus in ability checks which let you treat these conditions, such as a Medicine check.

Little Friends of Nature —100 PEX
The cures nature provides are not limited to the things that grow in the ground. You gain basic knowledge of insects and similar creatures. You can identify them and their poisons and other bodily fluids and can extract them. If the area is appropriate you can look for insects and find them if you succeed on a DC 15 Survival check and spend 5 gd for appropriate items, such as ointments, traps, odors, or similar means. On a success you'll gain one use of the table below:

FLUID TYPE	APPLY METHOD	EFFECTS
Poison	Digestion	DC 10 Constitution saving throw. On a failed save, the target becomes poisoned for 1 hour.
Venom	Wound Can be applied to a weapon or one ammunition. It dries after 1 minute.	DC 12 Constitution saving throw. On a failed save, the target takes 1d4 poison damage.
Blood or essence	Digestion	DC 13 Constitution saving throw. On a failed save, the target can't regain hit points for 1 hour.

You can also use the produced items from the insects at the GM's discretion, such as silk or webs in order to produce glue, string, etc.

Healing Hands —100 PEX
You learn the basics for first aid and treating wounds. Whenever you roll for a Medicine check for a creature with 0 HP (but not dead) and succeed, that creature regains 1 hit point. This process does not work for undead and constructs.

Strong Body —100 PEX
Your time with the diseased has given you an edge when dealing with illnesses yourself.

Whenever you make a Constitution saving throw against a disease, you have advantage on the roll.

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

Expert Herbalist —1000 PEX

Specialist —100 PEX

You gain new abilities according to your specialization. Pharmacists get the Potion Master ability and Sawbones get the Surgery ability.

Potion Master

The color, the viscosity, the smell...all of these can help to tell the nature of a potion.You can identify potions, elixirs, and poisons by spending an action. This ability can be used a number equal to your proficiency bonus, and you gain expended uses after you finish a long rest.

Surgery

Surgery rarely takes place in optimal conditions. You have learned to work your trade in almost any circumstances.
You can attempt to close open wounds and small injuries during combat. You can use your bonus action to attempt a Medicine check on an injured ally. You can make a Medicine check against the DC that is determined according to the last damage they received. To check the DCs and the results, consult the table below. This ability can be used a number equal to your proficiency bonus and gain expended uses after you finish a long rest. Additionally, this process can't be used if the creature received psychic or necrotic damage.

DAMAGE TOTAL	DC	RESULT
1-5	8	All the damage is healed.
6-10	10	Half the damage is healed.
15-20	14	Roll a 1d10, the target gains that many temporary hit points.
21+	18	Roll a 2d10, the target gains that many temporary hit points.

Powerful Nose —300 PEX

"Lavender I think."

You can smell the diseases and poisons within 10 ft. of you although you do not know the exact type or place.

Finding Weakness —100 PEX

With an action you can make an Insight check against a creature that you can see (this does not work on the undead or construct) against their Deception check and learn one resistance, immunity, or vulnerability. You can't use this feature on the same creature twice if you succeed. On a failed check, you can't use it on the same creature for 24 hours.

The Curing Hands — 300 PEX

You have become very good at healing, so much so that people who have been touched by you feel stronger than ever. When you heal a creature, the creature gains resistance a number of times equal to your proficiency bonus. If your proficiency bonus is +4, the creature is resistant to the next 4 times it takes damage. This benefit lasts for 1 hour, and you can do it a number of times equal to half your proficiency bonus (rounded up).

After gaining two of these abilities, you can climb the next rank.

Master Herbalist —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.

Ultimate Medicine —Free

You have learned to create a panacea, a medicine that can heal even the most grievous of sickness.

You are immune to disease and by spending 2000 gd and 1 hour, you can make the ultimate medicine. This medicine gives the drinker immunity to disease and advantage on Constitution saving throws and death saving throws until the next dawn.

Downtime Activities for the Herbalist—5000 PEX

Home Visit

You can spend one workweek visiting the elderly and other ill people around a village, town, district, or a similar settlement. You can earn 10 gd and 10 PEX. At the end of the week, you roll a Medicine check if you have encountered a disease. On a success, you can add the disease to your Journal and immediately diagnose it whenever you see it again another time.

Medical Research

You can spend one workweek researching known diseases if there are available sources, such as libraries, or research centers. You gain 15 PEX and add one disease to your Journal.



Character Builder

Your Journey

This section is optional. These are not rules meant to be followed letter by letter but 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 the main tables.

Origins

1. Your Birthplace

D100	LOCATION
0 - 40	Your ancestral home
41 - 50	Home of a relative or family friend
51 - 55	Garrison
56 - 57	Epicenter of a battlefield
58 - 63	Cart or wagon
64 - 66	Barn, shed, or other outbuilding
67 - 70	Under the constellations
71 - 76	Pasture
77 - 79	Woodland
80 - 82	Sacred ground
83 - 85	Alley or street
85 - 89	Ship
90	Prisoner camp
91 - 93	Brothel
94	A hut allegedly belonging to a witch
95 - 96	Gutter
97	A government building
98	Graveyard
99	Old ruins
100	Al - Ghaib

2. The Ones That Raised You

D8	FAMILY
1	You have no family
2	Close relatives
3	Distant relatives
4	Adoptive family
5	Taken as a servant of a local merchant/lord
6	Picked to be trained as a mercenary or soldier from birth
7	Single parent
8	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	Knight
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. Lifestyle 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 gd and a Riding Horse)
Above 120	Exceptionally Aristocratic (Start with additional 50 gd, 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 Ties to the Arcanum

3.a The Relationship Your Community Has to the Arcane

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 searching and investigating 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.*

3b.How Did Your Arcane Abilities First Manifest

D100	LIFE EVENT
1-10	You have inherited magic; your family is part of a long line of spellcasters.
11-20	You stumbled upon a magical artifact, and one day it spoke to you, promising power and fame in exchange for a small favor.
21-30	You witnessed a miracle as a child and devoted your life to learning the arcane.
31-40	You were adopted by a powerful mage and diligently studied under his tutelage until you chose to forge your own path.
41-50	You were standing too close to an arcane explosion and absorbed its power.
51-60	One night, you were abducted and found yourself being experimented on. You managed to escape with your newfound powers.
61-70	You drank an unknown potion instead of alcohol, and something awakened within you.
71-80	You wronged a mage and became cursed.
81-90	You were bitten by a monster, and the residue of its magic remained within you.
91-100	One day, you woke up with arcane abilities.

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. However, this world is rooted in real history. Getting a proper education is rare and very 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**.

Life Experiences

You are an adventurer. Regardless of your age, you have 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 gd.



Life Events Table

D100	LIFE EVENT
1	Unbeknownst to you, your significant other has been working for the enemy.
2	After a horrible accident, you were stripped of your rank in the army.
3	You embarked on a lengthy journey, and upon your return, your family was nowhere to be found.
4	You fell deeply in love, only to discover that they were a ghost.
5	You have been followed by the same crow throughout your entire life. It appears to desire something specific from you, but it is unable to communicate (the *speak with animals* spell reveals that the crow is speaking in Ancient Egyptian).
6	You have never experienced a single dream throughout your entire life. Suddenly, you find yourself within a dream, and a voice is calling you to come and find them.
7	You have witnessed a horrifying murder, yet the victim returned to your village the following day with a sinister grin on their face.
8	Throughout your entire life, you have been catching glimpses of a veiled figure just at the corner of your eyes, a presence that no one else seems to perceive. Since "**it**" happened the figure has disappeared.
9	One day, you woke up in a different body and found yourself in an unfamiliar place where no one recognized you, not even yourself.
10	You made the foolish decision to deceive one of the most influential businessmen in your region and have been in hiding ever since.
11	You discovered an incredibly valuable gem, yet you are the sole individual able to perceive it.
12	You stumbled upon a buried parchment that purportedly holds the world's secrets, but it's written in a language that no one seems to recognize.
13	You found yourself burdened with an incredibly heavy debt to a warlord, leading to the kidnapping of your family for ransom.
14	Someone has stolen your beloved dog, and you are now on a quest for revenge.
15	A con artist made a promise to double your entire sum of money if you entrusted it to them. However, they lost it all, resulting in your family disowning you.
16	Just before your mentor's passing, they disclosed the existence of a substantial hidden treasure that could guarantee wealth for generations in your lineage. Unfortunately, they forgot to specify the exact location before their demise, leaving you with the knowledge that it's somewhere in the vicinity of Jerusalem.
17	Your community holds the belief that you were the chosen child destined to bring them greatness. However, you actually switched places with your twin sibling, who was the true chosen one. As the pressure from the community continues to mount, you are compelled to locate your twin, who was sent to live with your aunt many years ago.
18	Unbeknownst to you, a fairy has fallen in love with you. You can't fathom why you're incredibly fortunate in every facet of your life except for matters of the heart.
19	Throughout your life, you've received telepathic messages from an unknown source. While you've been able to witness what they see, pinpointing their location has been an enigma. Until now.
20	You formed a close friendship with a mimic whose sole delight is to listen to stories. Resembling a mirror in shape, you carry this mimic with you. In return for sharing captivating tales, the mimic vowed to safeguard you, and this unique bond thrives as long as you continue to feed it with engaging narratives.
21	You find yourself recalling memories that don't belong to you – these are remnants from your previous life when you possessed great power.
22	One day, a door materialized within your house, a door that had not previously existed. Despite your persistent attempts, it remained resolutely sealed. Curiously, intricate carvings adorned its surface, guiding your attention to a mosque in Cairo. It became evident that this mosque might hold the key to unlocking the door's secrets.

23	As the offspring of one of the most prominent families in your hometown, you are entangled in a longstanding vendetta between your family and another. In a bid to preserve a fragile peace, you were designated as a sacrificial pawn. However, you managed to elude this grim fate and escape.
24	After a ritual gone wrong, you are now stuck with a completely useless and incredibly annoying demon by your side, who steadfastly refuses to assist you in any manner. However, they prove to be an exceedingly intriguing character.
25	Having struck a life-saving agreement with a dragon, you are now obligated to periodically locate new lairs for them, lest the dragon follow through on their promise to consume you in a most gruesome manner.
26	You repeatedly encounter individuals who bear an uncanny resemblance to you, yet the moment your eyes meet, they hastily flee. Despite your efforts, you have never managed to catch up to any of them.
27	Abducted as a child for ransom, your family's apparent indifference led your captor to raise you as a fellow criminal. In an unexpected turn, they proved to be the best parental figure you could have hoped for.
28	A curse cast upon you by a fairy has had an unexpected outcome. Instead of rendering you unlovable, it has made everyone perceive you as incredibly adorable, increasing your Charisma score to 17, if it isn't higher already.
29	Your reflection has gained sentience, representing the most exasperating aspects of your personality. As a result, you actively evade mirrors and any reflective surfaces.
30	Each time you drift into slumber, your mind immerses itself in incredibly lifelike dreams that unfold as if they were reality. Unknown to you, you are astral projecting during these moments, yet your abilities remain beyond your control. You had never realized this until you saw a familiar face.
31	For a significant duration, you served as the right-hand person to a satrap. However, your position was terminated after you delivered an incorrect message that jeopardized their identity. Consequently, your memories were erased, and you were left to navigate your path independently. Nevertheless, intermittent flashes of your former life manage to resurface in your consciousness.
32	One fateful day, you awoke from a profound slumber to find a knife clenched in your hands and your entire family brutally slaughtered. As you hurriedly stepped outside in a state of panic, the horrifying reality became apparent: your entire village had been mercilessly slaughtered. Since that harrowing moment, you've been in a constant state of evasion, fleeing from the law.
33	You had been employed by an amoral mercenary leader for years. Your employer saw no problems in slaying children, burning villages, or torturing ordinary people. When you were already fed up with him, he learned that he was not supposed to push your buttons the hard way. Now that you have killed their leader, the whole mercenary gang is trying to hunt you down.''
34	Having undergone rigorous training among the Hashashins, you stood on the brink of receiving your inaugural assignment. Yet, fate intervened when you overheard your supervisor unveiling the true character of the individual you were meant to assassinate. That very night, you made your escape, vowing never to return to that path.
35	Your master endeavored to ensnare a djinni within a bottle, similar to Aladdin's tale, yet the magic misfired, incarcerating you within the vessel instead. Accompanying your master, you embarked on a global quest to unearth a means of liberation. Only upon his demise did you finally escape the confines of the bottle, reemerging in Cairo.
36	Once a soldier within the Saladin's naval fleet, you found yourself in the throes of a tumultuous night of revelry. As morning broke, you awoke to discover that your ship had set sail without you, leaving you stranded in an unfamiliar land. Bereft of any means to return home, you now faced the daunting task of navigating this foreign territory.
37	Raised within the opulent confines of Jerusalem's palace as a member of the aristocracy, your life took a grievous turn several years back. Due to a mere rumor, your father and your entire family were exiled from the palace, forcing you to relinquish your privileged status. Since then, you've been navigating the unfamiliar realm of the common folk, endeavoring to find your place in this new world.
38	Your heart stopped when you were a child, leading to your death and subsequent rebirth. Ever since then, you have possessed the ability to see people who remain unseen by others.
39	You nursed an injured stray puppy back to health. From that day on, you have gained a loyal friend who was there for you in all your adventures.
40	When you were a teen, you were kidnapped by an entity of draconic origin and set aside to be food later on. However, upon seeing your birthmark, the creature let you go. Ever since, you have wondered what was so special about your birthmark that you were spared that day.

41	Your mother was a beloved witch and healer of your village. When witch hunters killed her, you vowed revenge.
42	You were experimented on by a group of scholars in the House of Wisdom. They kidnapped you and subjected you to torturous experiments, resulting in serious trauma and the acquisition of arcane powers.
43	Every year, one person from your village goes missing for a few days and returns with a changed appearance, sporting a completely different face and character. They resume their daily routines as if nothing has happened. No one but you seems to notice these changes. You didn't pay much attention to this phenomenon until your sister came back with a new face.
44	One day, you are stopped by a strange old person. Tears are streaming down their face, and they keep telling you how much they love you. No matter how many times you ignore them or try to get rid of them, they keep finding you. They tell you that you haven't met them yet, but when you do, you'll fall in love, too.
45	After winning a bet against a warlock, out of anger from losing, he told you that you have been cursed to die by the hand of a horse. You have been avoiding horses ever since.
46	While living in Cairo, you were digging into the ground to build a strong foundation for your new house. However, the area you were excavating turned out to be the grave of an Egyptian general. As a result, their soul became bound to you, and they now accompany you wherever you go. Only you have the ability to see him, and he is quite a stubborn individual.
47	You served as the food tester for the king. One day, while you were completely unaffected, the king suddenly died. It was later revealed that the king had been allergic to a spice that you were not allergic to. Despite your innocence, you were blamed for the incident and narrowly escaped being executed by beheading.
48	You were abducted by a cult with the intention of being sacrificed. Just moments before they could carry out the act, an invisible power intervened and mercilessly wiped out the entire cult. Miraculously, you emerged as the sole survivor of that fateful day. However, the remaining members of the cult, those who did not attend that particular ritual, hold you responsible for the devastation, and now they are relentlessly hunting you down.
49	For centuries, tales have circulated about a family heirloom prophesied to bestow wealth and power upon the entire lineage, should it ever be found. This legendary artifact is said to be housed within the Old Temple. Despite being dismissed as mere bedtime stories for generations, you made the daring decision to embark on a quest to locate it. Regrettably, the inner chambers of the temple are heavily guarded by the knights of Guy de Lesignon.
50	Throughout your entire life, you've kept seeing the spirit of a Hashashin everywhere you go. It was somewhat easy to ignore him until the day he finally spoke to you.
51	Having managed to escape from an emir's harem, you find yourself on the run, evading pursuit. Though your time within the harem was brief, you did receive some training, granting you a degree of arcane knowledge that could prove invaluable in your current circumstances.
52	Operating covertly as a monster hunter, you maintain the façade of a lumberjack in your official role. However, individuals who are aware of your true nature engage your services to safeguard against these creatures.
53	Upon the passing of your parents, you stumbled upon a letter hidden within your home. To your astonishment, the letter unveils a long-held secret: you were abducted as a child and raised under false pretenses by your parents. The letter repeatedly alludes to your father's immense power, tempered by a lurking danger. However, it withholds the true identity of your father, leaving you with a cryptic trail of clues to decipher. Determined to unveil the truth, you embark on a mission to follow the hints provided in the letter and finally uncover your father's identity.
54	For years, your sister persistently claimed to be the wife of Saladin. Her assertions, however, were met with disbelief, and many considered her to be delusional. Despite her pleas falling on deaf ears, one fateful night, a contingent of soldiers arrived and forcibly took her away. You have been looking for her ever since.
55	Your father held a distinguished position as a prominent knight within Baldwin's court, aligning himself with Tiberius' faction. His life was tragically cut short by a mysterious and unsolved murder, leaving his killer's identity concealed. In the course of your journey, you discovered his cherished dagger among his belongings. Strangely, from the moment you took hold of the dagger, an extraordinary connection was forged – enabling you to perceive your father's presence. Through this ethereal link, he shared the identity of his murderer and his unquenchable thirst for retribution.
56	(**If the PC is older than 40 years old**) The love of your life, an unforgettable figure who left an indelible mark on your heart, was a summer romance that blossomed during your youthful years. This person embodied all your desires and dreams. Yet, inexplicably, they vanished from your life without a single trace. However, recent events have taken an astonishing turn. A wandering painter happened upon your village not long ago, their canvases displaying a range of scenes. To your astonishment, one of these paintings depicted your long-lost love, frozen in time, bearing no signs of aging. This artwork was crafted merely months ago in the city of Jerusalem.

57	You have discovered a map that displays the locations of treasures. Every time you unearth a treasure, a new marking appears on the map. You've been diligently following the map to discover treasure chests and jewelry, which you intend to sell to sustain yourself. This marks the first instance where the marking, situated atop Jerusalem, is twice as large as the previous ones.
58	You had served as the palace entertainer for many years. However, you were sold to another king and were in transit to your new destination. Tragically, during the journey, your chaperone suffered a heart attack and passed away. As a result, you find yourself stranded in an unfamiliar land.
59	You were raised by a single mother on the outskirts of a small village. The house you moved into had been abandoned for some time due to its haunted reputation. However, your mother didn't mind, and neither did you, because the ghosts residing in the house became your closest friends and essentially raised you. You made a promise to these spirits that you would find a way to bring them back to life. This promise became your life's purpose.
60	You have carved out a livelihood by studying the stars and unraveling their hidden meanings. The constellations and their arrangements serve as your guide to foreseeing what lies ahead. Individuals from around the globe seek your insights to gain a glimpse into their future. One fateful day, you received a summons from a princess.
61	Throughout your life, you held onto an imaginary friend. Even as you matured, this companionship remained unbroken. As time advanced and your features became more defined, you gradually noticed an uncanny resemblance between your imaginary friend and an older iteration of yourself.
62	You have discovered a thick notebook among the belongings of your late father. It had belonged to your grandfather, who was evidently an adventurer, and these are the logs of his escapades. Within its pages, a few unfinished quests remain, which could possibly be undertaken even today.
63	Abducted and raised by a healer warlock in the heart of a forest, you were released to forge your own path upon reaching adulthood. As years flowed by, a startling realization settled in – the whereabouts of the warlock who had raised you had slipped from your memory entirely. The knowledge of your true parents remained a mystery, and the yearning to unearth your origins intensified.
64	Once a prosperous caravan master, wealth flowed through your veins. However, a harsh period of relentless security breaches and a chilling assassination attempt shattered your world. Faced with no recourse, you made the daring choice to orchestrate your own demise and slip into the shadows of hiding. Now, consumed by the need for answers, you are determined to unveil the hands that stole your life from you.
65	You have found an old book. It seems that someone has written a long novel about the protagonist's life story. The first few chapters eerily resemble your life. In the fifth chapter, it exactly matches your life. As the story moves along, the character sets out on a long journey that changes their life.
66	You are a priest or an imam, and you have been assigned to a new church in the unfamiliar land of Jerusalem.
67	Among the belongings of your late mother, you have found a worn-down pile of letters. They were written by your father, whom you have never met. It seems as though he had been sending funds to your mother for your care and inquiring about your life. You notice that the letters have been signed by a knight. Filled with curiosity, you decide to find him, hoping that you might inherit his knighthood when he passes.
68	You had been an emir who dared to offend a shah. Prior to your execution, an old friend orchestrated your escape. Now, you are wanted by the palace and find yourself on the run.
69	Raised in a cult your entire life, you were devoted to its beliefs. One night, you were abruptly awakened by whispers outside your door. Inexperienced cult members had been assigned to capture you for an upcoming ritual sacrifice. Their panic was evident. Seizing the opportunity presented by their incompetence, you managed to escape. However, you remain uncertain whether the cult is still actively searching for you or not.
70	You were an incredibly talented calligrapher. One day, you received a special pen as a gift and were instructed to use it only on special occasions. Upon using the pen, you realized that it possessed arcane powers. The things you wrote with the pen had a tendency to come true, although the effects were limited to minor things. Just as you were becoming adept at using the pen and achieving more significant miracles, it was stolen from you. The only distinctive detail you could recall about the thief was their bright red hair. Now, your sole aspiration in life is to recover your stolen pen.
71	You have spent years working as a guide for caravans. As your master's retirement approaches, you are poised to take over the business. However, there is another candidate vying for the same position. Both of you have been striving to maintain a favorable relationship with your master and seize any available business opportunities. The most recent assignment involved leading a caravan to Jerusalem. Surprisingly, your rival allowed you to take charge of this task without any dispute.
72	Due to your frequent work-related travels, you found yourself forming separate families in three different cities. On a particular day, as you were about to enter one of your homes, a chilling sight met your eyes: all three of your partners stood there, their gazes filled with vengeance.

73	Having been betrayed by your closest friend, you've been consumed by a desire for revenge. You've been on a quest to settle the score for a while now. The most recent information places them in Jerusalem.
74	As a highly skilled painter specializing in religious murals, you have received a prestigious commission. Your task involves creating a mural for a church located in Jerusalem.
75	From a young age, you have been deeply immersed in the teachings of Sufism. Integrating music into your prayers, you've skillfully played the oud and earned a revered place among your community's musicians. However, as time passed, you felt a calling to visit the sacred religious sites that hold profound significance to you. This inner urging led you to embark on a meaningful journey.
76	In the lands that ruled by the Seljuk Empire, you served as an alchemist in a manor, spending years trying to uncover the mysteries of the universe for patrons whose values clashed with your own. Having had enough, you orchestrated your escape and are, finally, free.
77	You were a well-established priest. One day, a person came to your church for confession, wearing a mask. They began talking about their life and started coming for confession every week. However, you never knew who they were. As they spoke, you found yourself falling deeply in love with them. One day, during a confession, they revealed that they would be moving to Jerusalem and that this would be the last time you would see them. Unable to banish them from your thoughts, you are determined to uncover their true identity.
78	You had a happy home with your partner and child. It was a peaceful sanctuary until that fateful day when individuals from the palace arrived and abducted your child. Your partner was slain as they attempted to intervene. Now, all that consumes your thoughts is vengeance and the determination to locate your missing child.
79	For years, you have been striving to initiate a revolution, but unfortunately, nobody is willing to join your cause.
80	You have been the owner of a bookstore for years. The best part about your store is the fact that it is immensely haunted. However, all the ghosts that live there are truly intriguing scholars and writers who simply didn't want to depart from the world of literature. One day, one of the ghosts opens up to you about how they died. Now, all you want to do is seek revenge on their behalf.
81	You were the son of an Ottoman padishah. When your father passed away, your brother assumed the throne, and according to tradition, he was meant to eliminate you to ensure there would be no one else with a claim to the throne. However, you managed to escape before he could carry out his intentions.
82	You had a profound purpose in life and were willing to go to any length to attain it. You came remarkably close to achieving your goal. However, right as you were on the verge of obtaining what you desired, you had an epiphany and recognized that you were, in fact, the antagonist. Overwhelmed by this realization, you chose to abandon everything in order to seek redemption for your wrongdoings.
83	You are a very accomplished cartographer, and your life's goal is to create an accurate map of the inner chambers of the Dome of the Rock.
84	You are a famous bard. Someone has stolen your name and is using your reputation. Their songs are not as good, but because of your fame, they are making great money even though their performances are subpar. You have decided to catch them in the act. You follow them around, going to their last known locations, but you always seem to be one step behind.
85	You have lost all your memory, and you don't even remember who you are. Your last bits of memories are returning to you in flashes. In your last memory you are sitting in a hut, sipping tea, while a great church looms in the distance with a very distinct bell.
86	Your biggest desire was to join the Crusades and prove yourself, but you were deemed unfit. After months of training, you will show all who doubted you that you have what it takes.
87	Your mother believed you to be a messiah and protected you your whole life, preparing you for your eternal duty. After her death you have set out for Jerusalem to fulfill your destiny.
88	The love of your life ran off on the night of your wedding with another person. They were last seen headed to Jerusalem. Your revenge awaits you in the city.
89	A traveling merchant announced themselves as a servant of Baldwin IV to you. They convinced you that you made the best potato soup in all the realms and should be awarded for it. He told you that word was sent to the king and he awaits you to give you riches and a medal for your marvelous work. At first you didn't believe it, but after being hyped by the entire village you set out for Jerusalem to collect your rewards.
90	After years of non-communication, your estranged father sent you a letter. He was locked up in Jerusalem because of a misdemeanor and pleads with you to come save him.

91	On a drunken night you found yourself in bed with the Lord's wife. You ran off to Jerusalem, both to save your head and to repent.
92	The last few months have been lost to you, as if your brain was under command of someone else. You woke up in a caravan, not knowing why you're there or where you're headed.
93	You have been running away from someone your whole life. A long life...you have run so long that you forgot who you were running from. But run you must. That's all you've known.
94	For the past year, an incredibly vivid dream has been haunting you. You see yourself looking down on Jerusalem, holding the hands of your future partner. You know this is where your happiness lies.
95	You have been bought off of your parents by some Bedouin soldiers. During one night of debauchery, they loosened their watch over you, and you ran off until you snuck into a caravan that's headed towards God knows where.
96	You have been possessed by a fairy but you eventually became good friends, because it made your life better and eventually stopped possessing you. All along, it was feeling sorry for you and decided to help you to improve the quality of your life.
97	You made a bargain with a local seer to use his powers for gain, but on one of the darkest nights, you approached his house and heard him talking to some weird crystal ball and a vicious voice answering. You ran away and have not looked back since.
98	Your ship sailing through the Mediterranean wrecked on a small and probably uncharted island. You spent months there, and you were sure there were other people who tried to hurt you but you never met one of them. Eventually, a ship passing by saved you but you never shook the feeling of being watched.
99	You found an interesting compass from a stranger in the market. The compass led you to a tree-house, and you found a lamp in it. There was a creature in the lamp that declared that it could grant you a wish. You accidentally wished for some nonsense, a very simple thing; it actually happened, but you never heard of the creature again.
100	You defeated gods, slain dragons, fought off ancient krakens at sea, and wrestled giants at the top of the clouds. Or so you thought until you were put in a mental institution proper to the area you live. You were eventually healthy enough to be released, or did you imagine that as well?



Supplementary Tables

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

1. Arcane Events

D8	ARCANE EVENTS
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**.
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 (the 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 gd and 10 sd.
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 with 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 cherished companion has departed. 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.

Spells

Cantrips

Al-Biruni's Fantastic Quill

Transmutation Cantrip

Casting Time: 1 Action
Range: Touch
Components: V, S, M
(an avian feather)
Duration: Special

You touch an object with an avian feather to give it properties of a magical quill. The object must have some sort of a sharp part to be used. A wooden stick, a sharp stone, a metal shard, or a similar object would do.

The Marvelous Quill: The object can be used to write and produce its own magical ink when you activate it as an action. It can be used for writing on any solid surface for 1 hour. When you reach 5th level, you can spend 4 hours and 15 gd to produce a cantrip scroll of your choice. When you reach 11th level, you can spend 8 hours and 50 gd to produce a 1st level spell scroll of your choice. When you reach 17th level, you can spend 12 hours and 200 gd to produce a 2nd level spell scroll of your choice. The spell scrolls must belong to your class's spell list.

The Unexpected Eraser: The object can be used to erase writing that is put on a surface within 1 day. The writing disappears, and the surface resembles as though it were never written. An *identify* spell cast on the surface reveals that the writing was erased and a *dispel magic* spell brings back the writing. When you reach 5th level, the duration of 1 day becomes 1 week. When you reach 11th level, the duration of 1 week becomes 1 month. When you reach 17th level, the duration of 1 month becomes indefinite.

Class Lists: Bard, Sorcerer, Wizard

Al-Farghani's Alchemy

Transmutation Cantrip

Casting Time: 1 Action
Range: Touch
Components: V, S, M
(a sprinkle of ginger)
Duration: Special

You touch a tiny object and grant a magical property from below that is useful for daily life and in matters of taste, aroma, and similar things.

Beverage Shifter: When put into a cup, jug or a similar object filled with water or another liquid, it can turn the liquid into a liquid that is drinkable and harmless, such as juice, coffee, tea, or something similar. Unless consumed, the liquid turns into its original state after 10 minutes. This object can't change the magical or other potentially harmless properties in the liquid (such as poison). When you reach 5th level, it can eliminate poisons and similar dangerous and non-magical properties. When you reach 11th level, it can change magical liquids into non-magical and harmless ones. When you reach 17th level, it can change magical liquids or normal ones into common or uncommon magical substances, such as turning water into a healing potion or a *potion of fire resistance*.

Magical Aroma: When applied to a creature, clothing or to a specific place, such as the corner of the room, kitchen counter or the dining table, it gives off a certain smell designated by you. It lasts for 1 hour. When you reach 5th level, you can make the aroma poisonous. You designate a point, and the air in a 5 foot radius area around that point becomes poisonous for anyone who enters or anyone who starts its turn there. They must make a Constitution saving throw or be poisoned. When you reach 11th level, they also receive 1d8 poison damage on a failed save. When you reach 17th level, the damage becomes 2d8, and the radius extends to 15 feet. When you make the area poisonous, you must concentrate on this spell, and it lasts for 10 minutes.

Class Lists: Bard, Sorcerer, Wizard

Al-Jazari's Metalsmith

Transmutation Cantrip

Casting Time: 1 Action
Range: Touch
Components: V, S, M
(a small hammer)
Duration: Special

You touch a tiny object made from metal to assign one of the features below to it. The features last until you dismiss them (no action required), after 1 hour, or when the feature says so.

Flame Tender: The object can start or snuff out fires on candles, torches, campfires and similar objects, as an action. At 5th level, you can use it to make a melee spell attack using your ability scores to deal 1d6 fire damage. At 6th level its damage increases to 2d6. At 11th level, 3d6. At 17th level, 4d6.

Acid Mouth: The object produces 0.1 ounces of acid. This acid can be used to melt and pierce through locks, handles and similar things and disappears after 3 uses. At 5th level, you can use it to make a melee spell attack using your ability scores to deal 1d6 acid damage. At 6th level its damage increases to 2d6. At 11th level, 3d6. At 17th level, 4d6.

Arcanasteel Shield: The object must be a circular or of a similar shape that is proper for a shield. It becomes a disk big enough for your hand. When a creature attacks you, you can use your reaction to activate it. It magically appears on your arm and does not take your ability to use your hand and grants you +1 to your Armor Class until the end of your next turn. When you reach 5th level, it grants +2 to your AC.

Class Lists: Sorcerer, Warlock, Wizard

Al-Jazari's Woodwork

Transmutation Cantrip

Casting Time: 1 Minute
Range: Touch
Components: V, S, M
(a small carving blade)
Duration: 1 Hour

You touch a piece of wood that was carved into a shape by human hands and assign some features to it.

Water Diviner: The object can be used for 1 hour to guide you toward the nearest water source within 5 miles. You can use it to clean contaminated water of 5 gallons. It doesn't remove poisons. When you reach 5th level, it can be used to duplicate the *purify food* and *drink* spell and it can't be used again, until you finish a long rest. At 11th level, it can duplicate the *create or destroy water* spell and you can't use the Water Diviner again until you finish a long rest. At 17th level, it can be used to cast *create food or water* and you can't use the Water Diviner again until you finish a long rest.

Totemic Ward: This totem wards you from otherworldly threats. You designate a type of creature: Aberration, celestial, elemental, fey, fiend, or undead. The object can be on a person, under a bed, or hanging above a door or a window to be active. While under the bed, whenever a chosen type of creature enters within 10 feet of the ward, it gives a designated sound, visual or scent and forces the creature to make a Wisdom saving throw. On a failed save, the creature can't come close to the ward until the end of its next turn and takes 1d6 psychic damage. The damage increases to 2d6 when you reach 5th level, 3d6 when you reach 11th level, and 4d6 when you reach 17th level.

Sturdy Weapons: You touch five pieces of ammunition, a wooden club, a wooden quarterstaff or a similar wooden weapon and grant them magical properties for overcoming resistances against non-magical attacks. For the duration, they can't be broken by normal means. For example, if you imbue 5 arrows, all can be collected after firing as normal ammunition. At 5th level, you double the number of ammunition or wooden weapons you can imbue. At 11th level, you triple the number.

Class Lists: Cleric, Druid, Sorcerer, Warlock, Wizard

Bedouin Fabrics

Transmutation Cantrip

Casting Time: 1 Action
Range: Touch
Components: V, S, M
(a piece of silk)
Duration: 1 Hour

You magically weave a tiny fabric to have magical aspects and choose one of the following options.

Saharan Haeadband: The object can be used as an action and grants advantage on saving throws related to extreme heat for the next hour to the creature using it. At 5th level, the creature wearing it is immune to the effects of extreme heat. At 11th level, the creature wearing it has advantage on death saving throws in extreme heat conditions.

Desertnight Scarf: The object can be used as an action and grants advantage on saving throws related to extreme cold for the next hour to the creature using it. At 5th level, the creature wearing the scarf is immune to the effects of extreme cold. At 11th level, the creature wearing the scarf has advantage on death saving throws in extreme cold conditions.

Surgeon's Bandages: When you receive healing from a source, or roll a Hit Dice to recover hit points, the bandage helps you magically. You can reroll a 1 or 2 once, but you must use the new roll. The bandage then disappears. When you reach 5th level, it can be used twice without disappearing. At 11th level, it can be used 3 times.

You can only have up to 3 of the objects at the same time.

Class Lists: Bard, Druid, Sorcerer, Wizard

Emboldening Tune

Enchantment Cantrip

Casting Time: 1 reaction when you or a creature within 30 feet of you fails a Charisma check
Range: 30 feet
Components: V, M
(a musical instrument)
Duration: Instantaneous

Magic of the myths surrounds the target within range and it adds 1d6 to the failed Charisma check and possibly turn it into a success.

At Higher Levels: When you reach certain levels, the bonus increases: 5th level (1d8), 11th level (1d10), 17th level (1d12).

Class Lists: Bard

Glee
Enchantment Cantrip

Casting Time: 1 Action
Range: 60 feet
Components: V
Duration: Instantaneous

You attempt to convince a creature with 5 or more Intelligence within 60 feet of you to perform a trick that's been long performed in festivals, gatherings, and other meetings. You force a creature to make a Wisdom saving throw. On a failed save, you choose one of the following actions:

Why Are You Hitting Yourself: You convince the target to spend its reaction to hit itself. The creature actually hits itself, spending its reaction and taking 1d6 force damage. The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (3d6).

Slip and Fall: The target falls prone in a hilarious way. When you reach certain levels, you can extend this effect's power. At 5th level, the target is pushed 10 feet away. At 11th level, the target is stunned until the end of your next turn. At 17th level, the target is either paralyzed or stunned until the end of your next turn.

Class Lists: Bard

Herculean Might
Transmutation Cantrip

Casting Time: 1 reaction, when you or a creature within 30 feet of you fails a Strength or a Constitution check.
Range: 30 feet
Components: S, M (a spinach leaf)
Duration: Instantaneous

Magic of the myths surrounds the target within range and it adds 1d6 to the failed check and possibly turn it into a success.

At Higher Levels: The bonus increases when you reach 5th level (1d8), 11th level (1d10), and 17th level (1d12).

Class Lists: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Mirror Mirror
Enchantment Cantrip

Casting Time: 1 reaction, which you take when you take a damage from a target within 60 feet of you.
Range: 60 feet
Components: S, M (a silver mirror)
Duration: Instantaneous

When you take damage from a creature within range, you make them look into a mirror as if they hurt themselves and inflict some damage onto them. You make a spell attack against the target, a melee spell attack if it's within your reach or a ranged spell attack if it is within 60 feet. On a hit, the target takes 1d6 force damage.

At Higher Levels: The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Class Lists: Bard

Li Jin's Tactical Movement
Enchantment Cantrip

Casting Time: 1 Action
Range: 30 feet
Components: V
Duration: Instantaneous

You invoke the great words spoken by the great Tang commander from Shaanxi. You choose a creature you can see and that can hear you within range and urge them to move. You grant it the ability to move with its reaction. It can use their reaction to move up to half their speed in that instant.

At Higher Levels: When you reach higher levels, the spell allow you to target more creatures: 5th level (2), 11th level (3), and 17th level (4).

Class Lists: Cleric, Sorcerer, Warlock, Wizard

Patriarch's Blessing
Divination Cantrip

Casting Time: 1 reaction, which you take when you encounter a religious object, story, or a similar aspect related to your religion, or belief.
Range: Self
Components: V, S
Duration: Instantaneous

The wisdom of your belief surrounds you, and you add 1d6 bonus on your next Religion or Arcana check related to the trigger.

At Higher Levels: When you reach certain levels, the bonus increases: 5th level (1d8), 11th level (1d10), and 17th level (1d12).

Class Lists: Cleric, Warlock, Wizard

Unseen Strike
Illusion Cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, M (a chameleon's eye)
Duration: Until the end of this turn

You briefly make your weapon invisible and if you take the attack action this turn, you force the target to make a Wisdom saving throw. On a failed save, you have advantage on one of the attack rolls.

At Higher Levels: At 5th level, you can imbue all your attacks in that turn. At 11th level, you deal an extra 1d8 force damage. At 17th level, the damage increases to 2d8.

Class Lists: Bard

1st Level Spells

Al-Jazari's Practical Summons

1st Level Conjuration (Ritual)



Casting Time: 1 Minute
Range: 15 feet
Components: V, S, M
(an owl's feather)
Duration: 10 minutes

You conjure a solid and non-magical object that you have seen before within 15 ft. of you. The object must be Large or smaller, and its price must not exceed 150 gd. The object must not go further than 15 ft. from you or it disappears immediately. The object disappears 10 minutes later.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can conjure one more item equal to the slot's level.

Class Lists: Bard, Sorcerer, Wizard

Eldritch Mark

1st Level Evocation



Casting Time: 1 Action
Range: 60 Feet
Components: V, S
Duration: Concentration,
up to 1 minute

An eldritch dread erupts magically from your pointed finger towards an enemy within range. A dreaded scream is all that the target hears. It must succeed on a Wisdom saving throw or be marked for the duration. While the target is marked, whenever it takes damage, it takes extra psychic damage equal to your proficiency bonus and has disadvantage on saving throws against being frightened.

Class Lists: Ranger, Paladin, Sorcerer, Warlock

Endless Arrows

1st Level Conjuration



Casting Time: 1 Bonus Action
Range: Self
Components: S, M (an arrowhead)
Duration: Concentration,
up to 1 minute

You draw your bow while it is empty and the spell conjures a magical piece of ammunition that can be fired with an action. You make a ranged spell attack or a normal attack roll with the bow. On a hit, a target takes 2d6 force damage + your Dexterity modifier. While the spell is active, you can use your bonus action to continue the spell. If you fail to do so, the spell ends early. If you have the Extra Attack feature or somehow make more than one attack on the same turn, you can conjure arrows, but the additional attacks only deal 1d6 force damage + your Dexterity modifier.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the force damage increases by 1d6 for each slot level above 1st.

Class Lists: Ranger

Faithful's Strike

1st Level Evocation



Casting Time: With the action
you hit a creature
Range: Self
Components: M
(a melee weapon worth at least 1 cp)
Duration: Instantaneous

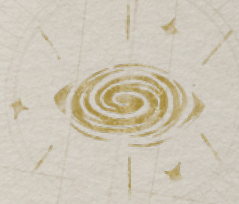
You imbue your assault with your arcane potential. When you hit a creature you can choose to expend a spell slot to deal with an extra 2d10 damage of the same type as the weapon.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Class Lists: Paladin, Ranger, Sorcerer, Wizard

Eldritch Mirror

1st Level Enchantment



Casting Time: 1 action
Range: 30 feet
Components: V, S, M
(a mirror worth at least 10 gd)
Duration: Concentration, up to
1 minute

You invoke the sense of aesthetic and beauty in a creature within range to lure their sights to a spectral mirror you conjure. After the creature gazes at the spectral mirror, you twist their reflection in an eldritch and horrific way to poison their mind. You force the creature to make a Charisma saving throw. On a failed save, it has disadvantage on attack rolls and takes 1d6 psychic damage at the start of each of its turns.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher you can target another creature for each slot level above 1st.

Class Lists: Bard

Li Jin's Agile Mobility

1st Level Abjuration



Casting Time: 1 Bonus Action
Range: 60 feet
Components: V
Duration: Instantaneously

You choose a creature that you can see and that can hear you within range and invoke the arcane powers of the great Tang commander Li Jin. It can use its reaction to take one of the actions: Dodge, Shove, Use an Object, or Hide.

At Higher Levels: When you cast this spell using a spell slot of 1st level or higher, you can affect one more creature for each slot level above the 1st.

Class Lists: Cleric, Paladin, Ranger, Sorcerer
Warlock, Wizard

Li Jin's Impervious Charge

1st Level Transmutation



Casting Time: 1 Bonus Action
Range: 60 feet
Components: V
Duration: Instantaneously

You invoke the arcane methodologies of the great Tang commander Li Jin to help your allies achieve greater measures of martial prowess. You choose a creature that you can see and that can hear you within range, and it can use its reaction to make an attack roll.

At Higher Levels: When you cast this spell using a spell slot of 1st level or higher, you can affect one more creature for each slot level above 1st.

Class Lists: Cleric, Paladin, Ranger, Sorcerer, Warlock, Wizard

Primal Mark

1st Level Divination



Casting Time: 1 Bonus Action
Range: 120 feet
Components: S, M (ward of the evil eye)
Duration: Concentration, up to 1 minute

You mark a creature with your mind's eye. That creature must be within range of this spell and must be visible to you. For the duration, even if you can't see the target anymore, you know where it is as long as it is within range. Until the spell ends, you can use your reaction to attack the target whenever it moves at least 10 feet if your attack can reach it. This attack is a special one, and deals 1d6 force damage only, rather than your normal weapon's damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Class Lists: Ranger

Primal Vengeance

1st Level Evocation



Casting Time: With the action you hit a creature
Range: Self
Components: M (a weapon worth at least 1 cp)
Duration: Instantaneous

When you hit a creature with a weapon attack, you can expend a spell slot to damage the creature. It takes extra force damage equal to 2d6.

At Higher Levels: The damage increases by 1d6 for each slot level above 1st. It does not increase above 5th level spell slots (a 5th level spell slot makes the damage 5d6).

Class Lists: Ranger

Resonating Smite

1st Level Evocation



Casting Time: With the action you hit a creature
Range: Self
Components: M (a melee weapon worth at least 1 cp)
Duration: Concentration, up to 1 minute

When you hit a creature with an attack, you can expend a spell slot to surround the creature with a ghostly bell. While the creature is surrounded with this spell, the first hit per turn you make (which also triggers for the attack that allowed you to cast this spell) deals an additional 1d8 thunder damage as the bell tolls. If an ally of the target comes within 10 feet of the target, the bell tolls again. The ally of the target then must succeed on a Constitution saving throw or take 1d8 thunder damage or half as much on a successful one. If the ally stays within 10 feet, it keeps making the saving throw at the start of each of its turns. This affects one additional creature per round.

At Higher Levels: The damage increases by 1d8 for each slot level above 1st. It does not increase above 5th level spell slots (a 5th level spell slot makes the damage 5d8).

Class Lists: Paladin

Sacred Retribution

1st Level Evocation



Casting Time: 1 reaction, which triggers when you take a damage
Range: 60 Feet
Components: S
Duration: Instantaneous

When you are hit by an attack within 60 ft. of you, you can use your reaction to uphold divine punishment to those that dared to strike you. You make a melee or a ranged spell attack to the creature that caused you damage. On a hit, it takes 3d8 radiant damage.

At Higher Levels: For each slot level above 1st, the damage increases by 1d8.

Class Lists: Cleric

Siyah Qalam's Infernal Awareness

1st Level Divination



Casting Time: 1 Bonus Action
Range: 60 Feet
Components: V
Duration: Concentration, up to 1 round

You look deep into the eyes of a creature that is not a humanoid and utter the words of infernal domination, first discovered by the master demonologist, Mehmed Siyah Qalam. The target must succeed on a Wisdom saving throw. If the target fails the Wisdom saving throw, you roll a d4 and add that to your Armor Class for all attacks against you coming from that target. If the target succeeds on the save you learn one of the following:

- Its resistances
- Its vulnerabilities
- Its immunities

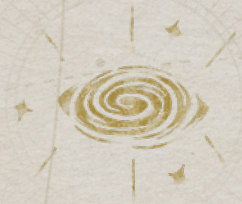
Alternatively, if you target an object you learn whether it is a magical object or not. When you do so it faintly glows only in your eyes, depending on its rarity: Blue for common, uncommon and rare; Purple for very rare and legendary.

At Higher Levels: When you cast this spell using a 2nd level spell slot or higher, you can target one additional creature for each slot level above 1st.

Class Lists: Bard, Cleric, Ranger, Sorcerer, Wizard

True Word for the Saint

1st Level Enchantment



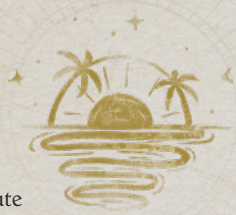
Casting Time: 1 Action
Range: 10 Feet
Components: V, S
Duration: Instantaneous

You point a finger at a creature you can see within range and ask a question. The creature must succeed on a Wisdom saving throw. On a failed save, the creature must answer the question truthfully. You know if the creature has passed the saving throw or not.

Class Lists: Cleric, Paladin

Unreal Attack

1st Level Illusion



Casting Time: 1 Action
Range: 30 Feet
Components: V, S
Duration: Concentration, up to 1 minute

You create an illusional attack to strike an enemy within range. The type of the attack can be whatever you want: a dreaded fiend, an armored knight, a vicious orc, a flying sword, or something else entirely that is Medium or smaller. You force the target to make a Wisdom saving throw; on a failed save, it takes 2d6 psychic damage. After each instance of damage, the target makes an Intelligence saving throw. On a success, it realizes the illusion and can no longer be harmed by the spell until you cast it again.

With your bonus action on your turn, you can strike another creature within 30 feet of you with the illusion. If an ally or another creature shares the information about the strike being an illusion, they have advantage on the Intelligence saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Class Lists: Bard, Sorcerer, Wizard

2nd Level Spells

Al-Ahmar's Arcane Shroud

2nd Level Necromancy (Ritual)



Casting Time: 1 Action
Range: Self
Components: V, S, M
(a black thread)
Duration: Concentration,
up to 1 hour

You utter the word of Al-Ahmar, The Red One of the Djinnfolk, and surround yourself with arcane energy. For the duration, your essence changes. When a spell or a feature attempts to detect your creature type (for example, detect evil and good or divine sense) you appear one of the following: celestial, fey, fiend, elemental, humanoid, or undead. You choose the type when you cast the spell.

If a spell or an effect has special effects depending on your creature type (for example cure wounds can't be cast on undead or construct), you must adhere to the rules accordingly.

Class Lists: Sorcerer, Warlock, Wizard

Al-Jazari's Flexible Casting

2nd Level Conjuration



Casting Time: 1 Action
Range: Self
Components: V, S, M
(a spellbook worth at least 50 gd)
Duration: Instantaneous

When you cast this spell, you can choose a 1st-level spell (its duration must be 1 action) from your spellbook and cast that spell instead. If the spell asks for a material component, you must have it on you.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher (maximum is 5th level to benefit this) you can duplicate a spell that is one level below from your spellbook.

Class Lists: Wizard

Al-Jazari's Greater Summons

2nd Level Conjuration (Ritual)



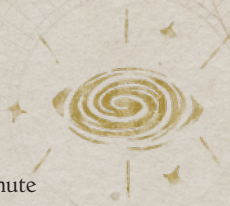
Casting Time: 10 Minutes
Range: 30 Feet
Components: V, S, M (a giant
eagle'sfeather,
worth at least 100 gd,
which the spell consumes)
Duration: Concentration, up to 1 minute

When you cast this spell, you can conjure a magical item that you have seen before, it must not be a consumable item and must not be rarer than an uncommon item. It vanishes after 1 minute or you use a bonus action to dismiss the item.

At Higher Levels: When you cast this spell using a 5th level spell slot, you can conjure a rare item.

Class Lists: Bard, Sorcerer, Warlock, Wizard

Fear of the Depths
2nd Level Enchantment



Casting Time: 1 Action
Range: 60 Feet
Components: V, S, M (a rusty coin)
Duration: Concentration, up to 1 minute

You unleash the fear of depths in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw. On a failed save, you choose creatures equal to your spellcasting ability modifier. The target sees the chosen creatures as a source of eldritch fear and becomes frightened of them until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Class Lists: Cleric, Paladin, Sorcerer, Warlock

Flagellant's Aid
2nd Level Abjuration



Casting Time: 1 Action
Range: Self
Components: V
Duration: 24 Hours

Your maximum hit points increase by 10. This spell does not increase current hit points, and the effect does not stack on multiple casts.

At Higher Levels: For each spell level higher than 2nd, your hit point maximum is increased by 5 more hit points.

Class Lists: Cleric

Godfrey's Word of Resilience
2nd Level Abjuration



Casting Time: 1 reaction, which you take when you see multiple allies take damage at the same time due to failing a saving throw, such as from a *fireball*, falling boulders, or cannonball
Range: 120 Feet
Components: V
Duration: Instantaneous

You utter words infused with the holy energy of Godfrey, the Advocate of the Holy Sepulchre. You choose up to five creatures (you can choose yourself) that take damage due to failing a saving throw. You roll a d6, and the chosen creatures add the result to their saving throws.

Class Lists: Cleric, Paladin, Ranger

Li Jin's Lightning Charge
2nd Level Transmutation



Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous

You target yourself and up to two allies within 10 ft. of you. They can use their reaction to cooperate with you. All three of you can move up to your speed and deal one attack to a creature within your reach. If any of you use ranged weapons or throwable melee weapons, you can also make an attack roll with them against a creature within range. You can aim for the same or different targets.

On a hit, each attack deals additional 1d6 lightning damage. Instead of dealing extra damage, any of you can choose to push the target up to 10 ft and force it to make a Strength saving throw. On a fail, they also fall prone.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Class Lists: Bard, Paladin, Ranger, Sorcerer, Warlock, Wizard

Saint's Everlight
2nd Level Transmutation



Casting Time: 1 reaction, which you take when your surroundings become full darkness or a *darkness* spell is cast
Range: 60 Feet
Components: V
Duration: Instantaneous

When you cast this spell, all possible light sources are lit within range and can't be put out for the next hour, unless a 3rd level *darkness* or a similar spell is cast. If there are no possible light sources, an orb of light that sheds 30 ft. of bright light and a further 30 ft. of dim light appears in an unoccupied space of your choice within range, and it stays for 1 hour.

If a 2nd-level or lower *darkness* spell is the trigger, you must succeed on a DC 12 Wisdom saving throw to counter it. If you enter a space already filled with a 2nd level or lower *darkness* spell or a similar effect, you can cast this spell as well.

At Higher Levels: If you cast this spell using a spell slot of 3rd level or higher, the spell affects darkness spells or similar effects that are equal to or less than the spell slot you used.

Class Lists: Cleric, Druid, Ranger, Paladin, Sorcerer

Celestial Force of Attraction
2nd Level Abjuration



Casting Time: 1 reaction, whichyou take when you see a one target spell is being cast within 60 ft. of you
Range: 60 Feet
Components: S
Duration: Instantaneous

When you see a spell being cast within range, you can call upon your arcane might to misalign gravity and change the spell's course, presenting yourself as the target.

If the spell targets a creature and is made with an attack roll (for example, *guiding bolt*), it takes your Armor Class into account, and if it forces one creature to make a saving throw and not an area of effect (for example *hold person*), you make the saving throws. If the spell succeeds, you are affected by the spell, not the original target. If the spell is an AoE attack (for example fireball), the center of the spell shifts to right below your feet.

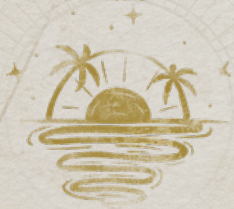
If it's a healing spell, the target must succeed on a Wisdom saving throw. On a failed save, the spell heals you.

If the spell normally targets one creature at its lowest level and now somehow affects more than one target (for example, due to upcasting or Metamagic), you can only alter one attack roll or one saving throw.

At Higher Levels: For each level above the 2nd, you gain +1 bonus to your Armor Class or saving throw.

Class Lists: Cleric, Druid, Ranger, Paladin, Sorcerer, Warlock, Wizard

Smuggler's Arcane Subterfuge
2nd Level Illusion



Casting Time: 1 Action
Range: Self
Components: V, S, M
Duration: Concentration, up to 10 minutes

When you cast this spell, you cloud the mind of all who gaze upon a particular piece of paper or a similar item. Unless they succeed on an Intelligence saving throw, the item you show appears as a proper legal document with a function of your choosing, such as legalizing your presence there, proving you indeed have authorization to bring the goods into the city, and the like. On a success, they see through the illusion and realize that you were trying to meddle with their minds.

Class Lists: Bard, Sorcerer, Warlock, Wizard

Zengi's Armor of Faith
2nd Level Abjuration



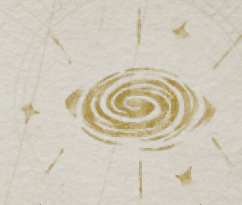
Casting Time: 1 Bonus Action
Range: 30 Feet
Components: V, S
Duration: Concentration, up to 1 minute

You draw the sigils of the lords of Zengi to the aether, summoning the arcane might of the powerful masters who fought for the Holy Lands with great faith and pride. For the duration, each time you take damage, you reduce the damage by an amount equal to your proficiency bonus or equal to your spellcasting ability modifier (your choice when you cast the spell). If you reduce the damage to 0, you gain the remaining damage as temporary hit points. For the purpose of your concentration saving throws, no matter the damage, you must succeed on a DC 10 Constitution saving throw to hold your concentration.

Class Lists: Cleric, Paladin, Ranger, Sorcerer

3rd Level Spells

Al-Aswad's Interrogation Circle
3rd Level Enchantment



Casting Time: 1 Minute
Range: 10 Feet
Components: V, S, M (an incandescent iron)
Duration: 1 Hour

You create a runic magical circle centered on a point on the ground that you can see within range and up to a 10-foot radius in size. Runes are written in djinn speech, they glow faintly, and are imbued with the name of the great djinn, the Two Thunders, Al-Aswad.

You can use your action to activate the circle to target up to three incapacitated creatures inside the circle. The targets must succeed on a Wisdom saving throw. On a failed save they start to feel heavy pain. Whenever you desire, you can use your bonus action to deal 1d10 psychic damage to the target. This damage can't reduce the target below 1 hit point for the first time. Every damage you deal after reducing the target to 1 hit point triggers a spellcasting check by you against DC 13. On a failed save, the target takes the damage as normal and drops to 0 hit points, and it can't be targeted again by this spell for 24 hours.

While inside the circle and affected by its magic, a character has disadvantage on checks and saving throws related to interrogation, asked questions or spells of similar effects (for example, *zone of truth*).

For all the subsequent casts of this spell on the same creature after the very first time, the creature may go mad. When a target is submitted to this spell again, it must succeed on a DC 15 Charisma saving throw when the spell ends or goes mad. The details of the madness are determined by the GM.

At Higher Levels: When you cast this spell using a 4th level spell slot or higher, the damage of this spell increases by 1d10.

Class Lists: Bard, Sorcerer, Warlock, Wizard

Al-Jazari's Marvelous Duplicates

3rd Level Conjuration (Ritual)



Casting Time: 1 Minute
Range: Touch
Components: V, S, M
(Identical flintstones worth at least 50 gd, which the spell consumes)
Duration: Concentration up to 1 minute

You touch an object that is tiny. It can be a magical item and can be consumable but it must not be rarer than Uncommon. Within 5 ft. of the object, an exact duplicate of the item appears with a small puff of smoke and stays there for 1 minute. If it is a consumable item, it can be used as normal and will affect normally.

At Higher Levels: When you cast this spell using a spell slot of 6th level, the item can be Rare. If you cast it with a 9th level spell slot, the item can be Very Rare.

Class Lists: Bard, Sorcerer, Warlock, Wizard

Jarrah Al-Hakami's Commander's Sense

3rd Level Divination



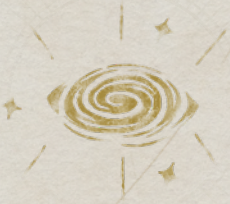
Casting Time: 1 Action
Range: 1 Mile
Components: S, M (a leaf)
Duration: Concentration, up to 10 minutes

You touch the ground and heighten your senses with magic. For the duration, you sense exactly how many humanoid creatures are present within range. If you desire, you can shorten the range to sense a limited area.

Class Lists: Druid, Paladin, Ranger, Sorcerer, Wizard

Battle Focus

3rd Level Enchantment



Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature and improve their focus toon an extreme level, granting them one of the following effects:

Combat Maneuvers: The target adds +2 to their attack rolls.

Arcane Determination: The target's spell save DC increases by 2.

Class Lists: Bard, Sorcerer, Wizard

Li Jin's Glorious Attack

3rd Level Transmutation



Casting Time: 1 Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You draw upon the lingering arcane wisdom of the Tang General Li Jin. As a part of the action you spent to cast this spell, you gain +2 bonus to your Armor Class and any saving throw you make. Until the spell ends, you can use your bonus action to grant three allies of your choice the following magnificent abilities, each of which lasts until the start of your next turn (you can choose other allies or the same ones when you use this again with another bonus action).

Magical Weapons: If not already magical, the weapons they hold are counted as magical weapons for the duration and deal an extra 1d4 force damage.

Precision Attack: They have 1d4 bonus to their attack rolls and damage rolls.

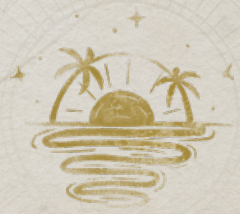
Hammering Strikes: For the duration, one of the hits made by each of the targeted allies forces the creatures that are hit by them to make a Strength saving throw against your spell save DC. On a failed save, the target falls prone. For example, if you have three allies affected by this spell, until the start of your next turn, three of them force each creature they hit to make a saving throw with this effect.

Resurgent Assault: You can choose to end the spell early by using an action to make one weapon attack. If the attack hits a creature, you force them to make a Constitution saving throw. On a failed save they take 6d8 thunder damage. The total damage makes up a pool. You can distribute the pool as temporary hit points among three allies of your choice within range.

Class Lists: Cleric, Paladin, Ranger, Sorcerer, Warlock, Wizard

Nightmare

3rd Level Illusion



Casting Time: 1 Minute
Range: 60 Feet
Components: S, M (a hex doll)
Duration: 7 days

You put the seeds of nightmares in a creature within range that you can see. It must succeed on a Wisdom saving throw or its dreams are polluted with fear and horror. When the creature attempts to take a long rest, instead it is forced to make a Wisdom saving throw. On a failed save, it can't benefit from the rest and the creature's nightmares manifest into reality. A **night terror** creature is summoned within 10 feet of the creature. Normal exhaustion rules apply.

The spell can be removed early with a *remove curse* or a stronger spell.

Class Lists: Bard, Sorcerer, Warlock, Wizard

4th Level Spells

Al-Jazari's Infernal Metals

4th Level Evocation



Casting Time: 1 Action
Range: 30 Feet
Components: V, S
Duration: Concentration, up to 1 minute

You affect shields, armor, weapons, and all kinds of objects that are made of metal that are nonmagical in the range of the spell. The wearers or the ones that are in physical contact with the objects take 5d8 fire damage. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

If the wearer is wearing armor and does not doff the armor when the spell ends, the armor melts away and deals 8d8 fire damage to the wearer.

At Higher Levels: The damage increases by 1d8 for each slot level above the 4th.

Class Lists: Cleric, Wizard

Binding Darkness

4th Level Evocation



Casting Time: 1 reaction whic can be triggered at the end of an ally's turn
Range: 30 Feet
Components: V
Duration: Instantaneous

You utter the word of the deep and summon darkness that lies in the realm of Al-Ghaib. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point within range and lasting for the duration and is counted as a 4th level *darkness* spell. Creatures that enter the area for the first time or start their turn there must make a Wisdom saving throw. On a failed save, they fall into despair and experience a horror of your choice; you can choose different outcomes for different creatures that failed the saving throw. The effect either is instantaneous or lasts until the end of your next turn. Creatures that succeeded on the saving throw take 2d6 psychic damage.

Enemies Around: They perceive every living creature as hostile and menacing. They are frightened of the nearest creature.

Mind Blast: They take 4d6 psychic damage.

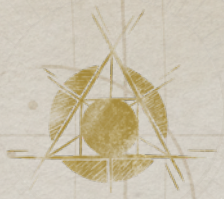
Bound Ethereal: Otherworldly creatures (creatures that are not humanoid, beast, monstrosity, giant, or dragon) have advantage on attack rolls against them.

Smothering Darkness: They feel the very air is being sucked out of their lungs and receive extra damage equal to your spellcasting ability modifier when they take damage. In addition, they have disadvantage on Constitution saving throws.

Class Lists: Cleric, Paladin, Ranger, Sorcerer, Warlock

Li Jin's Ultimate Command

4th Level Transmutation



Casting Time: 1 reaction which can be triggered at the end of an ally's turn
Range: 30 Feet
Components: V
Duration: Instantaneous

An ally you choose is inspired by the words you invoke that belonged to great Tang commander Li Jin. Using your reaction you can inspire them to force their limits. They play an additional turn right after their normal turn ends in the initiative order.

At Higher Levels: When you cast this spell using a 6th level spell slot, you can include one more of your allies that at least played one turn in the initiative order to take another turn right after this one.

Class Lists: Paladin, Ranger, Sorcerer, Wizard

Healing Litany

4th Level Abjuration (Ritual)



Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a rare wood from a tree at least hundred years old, worth at least 250 gd)
Duration: Concentration, up to 1 minute

A litany worthy of the skies above conjures an invisible aura with a 30-foot radius. The aura is centered on you and moves with you. Whenever a friendly creature damages or you damage a creature in the aura, you can use your reaction to heal an ally within the aura. The creature regains hit points equal to 1d4 + your spellcasting ability modifier.

In addition, if you take damage while the spell is active and your concentration is broken due to that damage, you can sacrifice your own vitality to help an ally within range. You can use your reaction to take an additional 2d8 necrotic damage, which can't be reduced in any way, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take. Then the spell ends.

This spell has no effect on undead or constructs.

Class Lists: Bard, Cleric, Druid, Ranger

5th Level Spells

Al-Jazari's Wondrous Armory

5th Level Transmutation



Casting Time: 10 Minutes
Range: 10 Feet
Components: V, S, M (A shard taken from a blade or a rusty piece of armor that is at least a thousand years old and is worth 500 gd, which the spell consumes)
Duration: Concentration, up to 1 hour

You choose up to 6 pieces of armor or weapons within 10 feet of you. When the casting of this spell is complete the armor and weapons are animated. You can summon a number of **animated armor*** or **flying swords*** with a total combined Challenge Rating of 2. For example, you can create 1 **animated armor*** and 4 **flying swords***. The constructs take orders from you and act best as their ability allows them to. You must spend your bonus action to command them. Unless they take commands, they simply follow you and attack the nearest enemies or take dodge action.

Class Lists: Bard, Sorcerer, Wizard

Divine Agony

5th Level Evocation



Casting Time: 1 Action
Range: 120 Feet
Components: V, S, M (a whip)
Duration: Instantaneous

You invoke an avatar of pain, drawing eldritch strength from your suffering. You create a pool based on your maximum hit points. You choose a point within range and force each creature within a 20-foot radius to make a Constitution saving throw. You can distribute any number of damage to creatures from your pool to the ones that failed. For the spell to work, there must be at least two creatures in the radius, and you can't exceed half of the pool when assigning damage to a single creature.

Class Lists: Cleric

Omar's Justice

5th Level Evocation



Casting Time: 1 Action
Range: 120 Feet
Components: V
Duration: Special, concentration on certain occasions.

You utter the words that were spoken by the Caliph Omar when he condemned his own soldiers when they defied his orders. You choose any number of creatures within range and force them to make a Wisdom saving throw. On a failed save, they are condemned to a divine punishment chosen by you. On a success, they only take 4d6 psychic damage.

Murder Penalty: The target takes damage equal to all damage it's dealt to other creatures or constructs within 10 minutes.

Ban of Magic: The target must succeed on a Wisdom saving throw each time it attempts to cast a spell. On a failed save, the spell can't be cast, but the slot is not expended. On a successful save, the spell is normally cast, but the caster takes damage equal to your spellcasting ability modifier + the spell's level (1, if it's a cantrip). It lasts for 1 minute and you must concentrate on this spell.

Limb for Limb: The target loses the ability to control one of their limbs, possibly a hand or a leg, it can't be the head. The target faces a penalty according to the limb. For hands, they can't hold a weapon or a shield with that hand. For legs, movement speed is reduced to half. You must concentrate on this spell and it lasts for 1 minute. If you are able to concentrate on it for a full minute, the limb is chopped off from the body, and the target takes 8d8 necrotic damage as well as a one level of exhaustion.

Scorching Eyes: The target's eyes start to feel hot. It has disadvantage on Perception checks that rely on sight and has disadvantage on attack rolls. You must concentrate on this spell, and it lasts for 1 minute. If you fully concentrate on it for a full minute, the target is blinded permanently; its eyes melt away, and the spell deals 8d8 fire damage to the target.

Class Lists: Cleric, Druid, Sorcerer, Warlock, Wizard

Withering Breath

5th Level Transmutation



Casting Time: 1 Action
Range: 30 Feet
Components: V
Duration: Concentration, up to 1 minute

You unleash an eldritch shout that defies the natural order. The metal objects within range that are not worn or carried are affected by your spell and instantly turn to rust. The objects that are worn or carried by other creatures are also affected if their owners fail their saving throws. You force each creature within range to make a Constitution saving throw. On a failed save, any metal on them withers away in the form of rust. If there are magical objects made of metal, each requires separate saving throws. On a failed save, they lose their magical properties for the duration.

If your concentration is broken before the spell ends in a full minute, the objects being worn or carried by other creatures return to their normal state. However, if you concentrate for a full minute, they remain withered. Magical objects always gain their properties back after the spell ends.

Class Lists: Druid, Ranger

As magic is a rare concept in the Historica Arcanum universe, 6th level and higher spells are very rare. The spells below are designed to enrich the setting and possibly make some enemies' arsenals more powerful, rather than offer the spells to players roaming through the Holy Lands, as the adventure module in **Sigil of Jerusalem** is a 1-10 Level adventure and most quests in this book are designed for early tiers. However, if the adventure goes beyond that point, these spells can be added for players or the NPCs.

6th Level Spells

True Awareness
6th Level Divination



Casting Time: 1 Action
Range: Touch
Components: V, S, M
(specially made peppermint worth at least 25 gd, which the spell consumes)
Duration: 1 Hour

For the duration, the creature you touch understands when it hears a lie, its passive perception increases by 5, and has advantage on all Wisdom checks and saving throws.

Class Lists: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Fate Intervened
6th Level Transmutation



Casting Time: 1 reaction, which you take after you roll for Initiative
Range: 30 Feet
Components: V, S, M
(an hourglass worth at least 150 gd)
Duration: Instantaneously

When you roll for Initiative, you choose up to five creatures (including you) that you can see within range. You force them to make Charisma saving throws. Creatures can fail the saving throw voluntarily. You roll 2d6 and add or subtract the result to their Initiative rolls. You can decide for each of the creatures separately.

At Higher Levels: If you cast this spell using a spell slot of 7th level or higher, instead of rolling, you take the result as 12.

Class Lists: Bard, Sorcerer, Wizard

Danger Inbound
6th Level Abjuration



Casting Time: 1 reaction, which you take when you roll initiative or detect an enemy
Range: 30 Feet
Components: V, S
Duration: Concentration, up to 10 minutes

When you cast this spell using a reaction, you and all voluntary creatures within range are transferred into an ethereal version of this world. You can perceive your surroundings as if they were somewhat blurry, and the sounds reach you via echo. For the duration, you and other creatures are undetectable except by creatures capable of *true sight* or by divine means. Other ways, such as see *invisibility* or *detect magic*, do not reveal your presence. However, you and your companions can't take actions that involve walking outside your current position, can't communicate with anyone outside this ethereal world, and can't cast any magic or activate a magic item. For the duration, no other effect can harm you, and all effects on you are suspended. The spell ends early if you use a bonus action to end it.

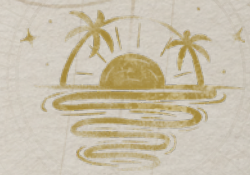
When the spell ends, you and your chosen companions appear back where they left. If a space is occupied then the creature appears in the nearest unoccupied space. If the environment changes drastically, such as due to a fire, earthquake or a spell, you or other creatures may be susceptible to an otherworldly danger decided by the GM.

If the spell ends, and you roll for initiative again, you have advantage on that roll. If the enemies did not expect you, the GM may decide on a surprise.

Class Lists: Bard, Sorcerer, Wizard

7th Level Spells

Herald of Doomsday
7th Level Illusion



Casting Time: 1 Action
Range: Self
Components: S, M
(a piece of holy text)
Duration: Concentration, up to 1 minute

You become the embodiment of your message, of the upcoming apocalypse. You briefly change your appearance suitable to your beliefs. Each creature must make a Wisdom saving throw or be frightened of you for the duration. While they are frightened, they take 4d6 psychic damage at the start of each of their turns. After you concentrate on the spell for a full 1 minute, the creatures are still frightened and become paralyzed for 1d6 rounds.

Class Lists: Bard, Sorcerer, Warlock

Contact the Dead
7th Level Necromancy



Casting Time: 1 Minute
Range: 15 Feet
Components: V, S, M
(a branch of a rotten tree)
Duration: 10 minutes

You invoke the name of a dead humanoid. It must be its true name or legal name: a nickname or a pseudonym does not work (If there are multiple creatures with the same name, you must use something distinctive, like a title or a nickname, such as Thomas the Unholy, One-eyed Ibrahim, Jonathan son of Abel, or the like). Its spirit appears within 15 feet of you to converse. The spirit immediately makes a Wisdom saving throw. On a failed save, it is required to answer you truthfully. On a success, it can act however it desires, at the GM's discretion. In both cases the spirit does not know the saving throw it makes, and succeeding on it won't impose any disadvantage. On a failure, it feels the truth is the best option. You can talk to the spirit for 10 minutes. After the duration, it is returned to wherever it belongs.

Class Lists: Cleric, Sorcerer, Warlock, Wizard

8th Level Spells

Mind Swap

8th Level Conjuration



Casting Time: 1 Action
Range: 120 Feet
Components: S
Duration: Concentration, up to 8 hours

You choose two creatures within range, which can include yourself. You force them to make Charisma saving throws. Creatures can fail voluntarily. If both of them fail the saving throw, you swap their minds. For example, if you swap minds with an ancient red dragon, your personality remains the same, but you use its stat block and it uses yours. This spell lets special effects or features be transferred within minds, such as you can using its fire breath and it can use your spells for the duration, but it does not let memories and feelings pass between creatures. For example, a dragon won't have access to your memories or vice versa.

Class Lists: Bard, Druid, Sorcerer, Wizard

9th Level Spells

True Execution

9th Level Necromancy



Casting Time: 1 Action
Range: 120 Feet
Components: S
Duration: Instantaneous

You point your finger towards a creature within range. The target must succeed on a Constitution saving throw. On a failed save it takes necrotic damage equal to half of its maximum hit points. On a success, it takes half as much. If a creature dies because of this spell, it can't be resurrected.

Class Lists: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Warlock Pact Boons

Pact of the Key

Your patron gives you a key marked with the essence of the cosmos. It holds many possible solutions to your obstacles and can be used for many marvelous deeds. The key also represents exploration and even conquest.

In Arabic, "Fatih" means conqueror, and it comes with the same root as the word "Miftah", which means key.

The key is inscribed with runes or carvings depending on the nature of your patron. For fiends, it may have infernal runes on it, resembling sulfuric nature or blood. For djinnmasters (Warlock subclass introduced in *Historica Arcanum: The City of Crescent*), it may have Arabic carvings on it or miniatures on its keychain. These represent the key's magical charges. It has charges equal to your Charisma modifier, and any spent use is refreshed when you finish a long rest.

While the key is on you, you always sense the nearest door, window or archway.

The key can be used as a spellcasting focus and it has other uses that you can activate by spending a charge as an action:

- (1) It can be used to open any non magical locks. More than one key requires more charges, one for each.
- (1) It can be used to lock any non magical lock. The DC to lockpick it increases by a number equal to your Charisma modifier.
- (2) It can be used to detect traps and secret doors within 20 ft. of you. Natural hazards and natural blocks that hide a room do not count.
- (2) You use it to open an invisible door in thin air. When you reach out to the opening, you can name a mundane object that is tiny and pull it out from there. Items must not be more expensive than 99 gd.
- (3) It can be used to replicate the knock spell.
- (3) It can be used to replicate the arcane lock spell.
- (4) It can be used to replicate the misty step spell. Instead of vanishing into mist, you open an invisible door to the place you wish to teleport.

Pact of the Tool

Your patron's love for crafts and all that is handmade resulted in this pact, and your patron gave you a magical ring. This magical ring can be used as a bonus action, and it immediately transmutes itself into an **artisan tool** of your choice. After the tool is created in this way, you are counted as proficient with it, and for all checks you use your Charisma modifier instead of any Ability Score necessary for the tool. It stays like that for 1 hour. Once you create a tool like this, you can change its form twice during that time. After 1 hour passes, or you drop to 0 hit points, the tool reverts to its original form.

If you craft an item using the tools and paying double, it is counted as a magical item, and you can enchant it with some magical abilities. You can have a total of 5 items enchanted this way. If you enchant a sixth one, the first of them loses its magical properties.

Enchanted Weapon: It gains +1 to damage rolls and attack rolls.

Improved Ammunition: You grant five pieces of ammunition you crafted +1 bonus to attack rolls and damage rolls.

Enchanted Armor: The wearer of the armor receives 2 damage less for each damage it takes.

Reinforced Shield: The shield grants +1 more Armor Class.

Magnificent Bottle: The liquid in the bottle becomes magical for 10 minutes and when consumed it gives the effects of a healing potion or a potion of resistance (your choice).

Delicious Food: Five people can eat this. If they consume the food you prepared during a short rest they gain a use of their Hit Dice back or gain temporary hit points equal to your Charisma modifier + your proficiency bonus (consumer's choice).

Hazardous Liquids: You produce a vial of acid or basic poison.

Wondrous Map: You chart a map or use an existing map to mark a location. You know its location in your mind and always know where it is.

Cobbler's Boots: Wearer's walking speed increases by 5 ft.

Miraculous Fixer: The object can be used to cast the mending spell as an action.

Warlock Invocations

Blessed by the Patron

You can choose one of the options below when you choose this Invocation. This Invocation can be chosen multiple times:

- **Close Inspection:** You gain proficiency in the Perception and Investigation skills.
- **Way of the Sage:** You gain proficiency in the Arcana and History skills.
- **Keeper of the Woods:** You gain proficiency in the Animal Handling and Survival skills.
- **Healer's Hands:** You gain proficiency in the Nature and Medicine skills.
- **Faithful's Mind:** You gain proficiency in the Religion and Insight skills.

In addition, you gain one tool proficiency of your choice.

Dimension Key

Prerequisite: Pact of the Key, Level 7 Warlock

By spending 5 charges you can cast the dimension door spell with your Key.

Eyes of the Primordial Spider

You gain blindsight with a range of 15 ft. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Echoes of the Past

When you touch a creature, you can force them to make a Wisdom saving throw against your Warlock spell save DC. On a failed save, you can choose one of the options below:

- Learn 1d4 knowledge about their past. You choose the type of knowledge. For example, the name of their father, the last crime they committed, or something similar.
- You learn their alignment.
- You erase the last minute from their memory.

You can use this feature a number of times equal to your proficiency bonus and regain expended uses when you finish a long rest.

Eldritch Keychain

Prerequisite: Pact of the Key, Level 5 Warlock

You gain additional charges for your key that is granted by your patron. Extra charges depend on your proficiency bonus.

You roll for your extra charges when you finish a long rest. Check out the table below to determine your extra charges.

PROFICIENCY BONUS	EXTRA CHARGE
+3	1d4
+4	1d6
+5	1d8
+6	1d10

Minstrel's Talent

Prerequisite: Pact of the Tool

You can create any musical instrument with your ring. You are counted as proficient with it.

In addition, you learn a bard cantrip of your choice and a 1st level bard spell of your choice. Charisma is your spellcasting ability for both spells. You can cast the 1st-level spell without expending a spell slot. Once you do so, you can't do it again until you finish a short or long rest.

Ultimate Toolkit

Prerequisite: Pact of the Tool

You can create any tool except vehicles and magical instruments (you must take Minstrel's Talent for this ability) with your ring. You are counted as proficient with the tool you created. In addition, you choose a conjuration spell with a maximum level of 3rd, and you can cast it once without expending a spell slot.

Flashes from the Future

You can cast the augury spell as a ritual. When you reach 7th level, once a day, you can cast the divination spell without expending a spell slot. When you reach 9th level, once a day, you can cast the contact other plane spell without expending a spell slot. Once you cast one of these spells (except augury), you must finish a long rest before you can cast it again this way.

Realmwalker

Prerequisite: Pact of the Key, Level 13 Warlock

As an action, you magically touch your Key to a solid surface, such as a stone wall or a tree, and turn it. A magical door appears and you must make a DC 13 Charisma check. On a successful check, you choose where the door leads: another plane of existence or another unoccupied space within the plane you are currently on. If you fail, a random door appears and if not closed by you within the next 1d4 rounds, a creature that is related to the other side of the door crosses through the threshold, and it must have a CR that is at least equal to half your level. For example, a door to the Inferno could bring a chain devil with it.

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

Items

The Artifacts of the Holy Lands

In a land with full of legends and myths pouring from every corner, mystery and magic touch many items and artifacts of the past give them unique abilities. In this section, many legendary items and trinkets that belonged to famous characters from the pages of history and the ashes of civilization are presented here.



The Sword of Saladin

Yatagan, legendary, requires attunement

It is said that this sword was a gift to Saladin from Nur ad-Din Zengi himself. At the time of its gifting, this was a masterfully crafted blade, but it held no magical properties. Yet the current state of the blade is much more powerful, hinting at Saladin's skills in enchanting artifacts.

The Sword of Saladin is a yatagan with a classic curved blade; its hilt is decorated with black gems, the insides of which are adorned with purple silk lines spelling a legend of the Caliph Umar, who took Jerusalem in the 7th century CE:

تعلموا العلم، وتعلموا السكينة والوقار

These words are written on the blade. It is a quote by the Caliph Omar: "Acquire knowledge, and learn tranquility and dignity."

- Each creature of your choice within 30 ft. of you gains advantage on all saving throws for 1d8 rounds.
- You roll a d8 and add the result to your and up to 3 creatures' Armor Class within 30 ft. of you for 1 minute, as if you are concentrating on a spell.
- You choose a damage type; you and up to 3 creatures of your choice within 30 ft. of you are immune to it for 1d8 rounds.

The item gains 1d4-1 charges at dawn (minimum of 1), and two of the features can't be active at the same time.

The Mask of The Leper King

Wondrous item, legendary, requires attunement

This marble mask is carved to resemble a kingly visage and adorned with fine lines and astonishing details. It is the mask that was worn by Baldwin IV, the Leper King to hide his leprosy-afflicted face. An arcanist could easily tell that The Mask contains a sliver of Baldwin's immense arcane power and consciousness, an eldritch accident undoubtedly related to the Leper King's disease.

The mask fixes a creature's Charisma, Wisdom and Intelligence scores to 19, if it isn't higher already and gives advantage to all saving throws while wearing it.

The Robe of The Leper King

Wondrous item, legendary, requires attunement

This white robe made of silk has many adornments made with ultramarine lines. The robe produces an aura of 60 feet and can affect as many creatures as the wielder wants within it. Within the aura, chosen characters add your Charisma modifier to their attack rolls and saving throws. You can't use this if you are incapacitated or unconscious.

The Silver Cloak

Wondrous item, legendary, requires attunement

Adorned with handwoven symbols of Christian and Mesopotamian origins, the wielder of this cloak is surrounded by a gentle hum of singing and whispers. It is currently worn by the brave knight of Jerusalem: Guy of Lusignan. This silver robe grants the wearer +2 bonus to Armor Class and advantage on all saving throws.

Ring of Muawiya

Wondrous item, legendary,requires attunement



Legends tell the story of Muawiya's Caliphate ring during the Battle of Siffin, as he forced Ali to arbitration using his wits and possibly this magic ring.

The user can cast the charm person and suggestion spells at will and without using any components. If the target does not succeed on the saving throw with a total of at least 5 more than the DC, it does not understand being charmed or that any magic was involved once the spell wears off.

In addition, the user can cast the mass suggestion spell once per day. This ability recharges at dawn.

Amulet of Al-Jazari

Wondrous item, legendary, requires attunement

This clockwork amulet's past is a mystery, though it does possess Egyptian hieroglyphics and Phonecian runes hinting at its ancient Mediterranean origin. It is said that only the most powerful minds in the world can bind it to its will.

The amulet can be fed with spell slots of any level. The total level of spell slots used to feed the amulet determines its charges. It can have 15 charges maximum. By spending any number of charges you want with an action, you can do one of the following:

- **Golem Summoning:** You can summon a golem within 30 ft. of you in an unoccupied space based on the charges you spent: **Jahi Golem**[•] (1) **Flesh Golem**[•] (3), **Grim Golem**[•] (4), **Clay Golem**[•] (5), **Stone Golem**[•] (6), **Iron Golem**[•] (8). The golems that have been summoned stay for 1 minute and fight by your side. You can issue commands using your bonus action. They vanish after 1 minute, they reach 0 hit points, or until you die.
- **Breath of Life (at least 5 charges):** You animate objects around you following the rules of the *animate objects* spell by spending 5 charges. You can make your creations more powerful depending on the extra charges you spend: +1 attack bonus to each object (2), extra hit points equal to your proficiency bonus to each object (2), +1 to Armor Class of each object (2), or +10 movement speed (2).



Bow of Barjik

Longbow, legendary, requires attunement

Legendary commander of the Khazar cavalries and bane of the Arabic armies marching into the Caucasus, it is said that Barjik single-handedly hunted down the most prominent commanders in the opposing army with this longbow. With a twist of fate following Barjik's death, this longbow found its way to a Kievan merchant, stolen by Black Sea pirates, who sold it to a Maghrebi merchant, who supposedly lost it over the dunes of the Sahara.

This is a magical longbow. It gives +3 to attack rolls and damage rolls made with it.

As an action, you whisper three names that are within 500 ft. of you and loose one arrow from the bow to the sky. Nicknames, pseudonyms, and titles do not work. Each creature you named must succeed on a DC 17 Constitution saving throw or take 10d10 force damage. The weapon can be used this way once a long rest.

The bow holds the text in Old Turkic: 𐰋𐰇𐰺𐰃 𐰋𐰃𐰠𐰃 𐰉𐰇𐰚𐰃, which translates to the famous words of Julius Caesar: "Veni, vidi, vici."

Ring of Roland

Wondrous item, legendary, requires attunement



This legendary ring is rumored to have been worn by the great Charlemagne and was gifted to a young man-at-arms after a feat of courage. Although a mundane ring at first, the young soldier's faith in the emperor, and hidden potential exposed by the magic in the ring, helped him to become one of the finest warriors ever: Roland from the Song of Roland. The Ring's exact succession is lost to history, but it is known that it reached the hands of Balian of Ibelin.

While wearing and attuned to this ring, you can choose a creature within 60 ft. of you and grant them temporary hit points as an action equal to your Charisma modifier + 2d10. The ring has 6 charges and gains charges equal to 1d6 at every dawn.

- Spending 4 charges, you choose up to ten **Commoners**[•] or a similar humanoid with a CR lower than 1. All of them now count as **Knights**[•]. This change lasts until the next dawn. You can use the ring's power once per dawn. If you choose the same people for ten consecutive days and succeed on a DC 15 Charisma saving throw for each person, the change becomes permanent.

Spear of Li Jin

Weapon (spear), legendary, requires attunement

Once belonging to the great general of the Tang Dynasty, Li Jin, this magic spear has +3 bonus to attack rolls and damage rolls. The spear has a reach of 10 ft. and 3 charges (regains 1d3 charges at dawn). Once you expend a charge with a bonus action you gain the following benefits for 1 minute: Your walking speed becomes 60 ft, you are immune to fall damage, you don't provoke opportunity attacks, you gain +2 bonus to your Armor Class, and you have advantage on Dexterity saving throws.

Magical Items & Trinkets in the Holy Lands

Most of the common magic items, although named common, are not that frequently encountered among the common markets or are mostly ignored by the common folk due to not knowing they are magic items at all. Most of them became magical over time due to the natural magic surrounding the world and thanks to the will of others rather than sentiently crafted by magicians and inventors. Uncommon magic items are harder to come by in regular markets and remote corners of the world. Unlike common magic items, they are usually crafted by magicians or inventors, most notably potions, weapons, shields, and ammunition. Rarer magic items might not catch one's eye in a market; they will be in the hands of the most prominent figures or be lying within the dust and rust in forgotten corners. Due to *Historica Arcanum*'s magical rules, rarer items are hardly encountered, and thus there are a fewer number of Rare and Very Rare items.

Al-Jazari's Goggles

Wondrous item, rare

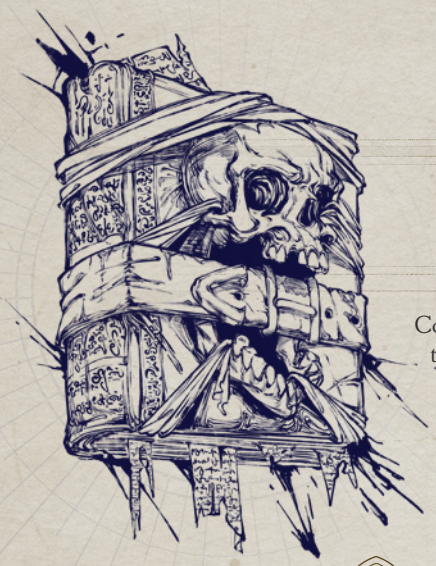
These specially made goggles resemble a helm more than goggles, but their special lenses are charged with moonlight and grant darkvision (30 ft.) to the wearer. When activated with a command word, it grants the ability to see beyond solid objects until the start of your next turn. This ability can't be used again until the lenses spend at least 1 hour under moonlight.

Amulet of Broken Tree

Wondrous item, uncommon, requires attunement



A wooden amulet made from the branches of a tree that is broken and scorched from lightning. It usually contains a carving symbolizing the broken tree. While attuned to the item, you can cast spare the dying at will and can cast *gentle repose* and *speak with dead* spells without expending a spell slot. Once you do so, you can't use them again until you finish a long rest.



Book of Coming Forth by Day

Wondrous item, rare, requires attunement

Commonly known as the *Egyptian Book of the Dead*, this mysterious series of tomes and papyrus, when attuned to, gives the ability to cast *spare the dying* at will and the following spells each without expending a spell slot. Once you do so, you can't cast the same spell again when you finish a long rest: *gentle repose, speak with dead, blight*.

Blessed Ayran - Yogurt Drink

Potion, common

This cold beverage made from yogurt and water contains the love of a mother, the breath of a believer, or the goodwill of a herder. When consumed, it removes one level of exhaustion and gives 1d4 temporary hit points.

Blessed Date Palm

Wondrous item, common

These tiny fruits grow in the holiest places on earth. The rumors say the rains that fall at Mt. Zion, Makkah or a similar holy site carry the blessings of the sky. Date palms that grow there have magical properties. A bundle usually has 10 fruits. Each fruit grants 2 hit points to the consumer and no other food is needed for the day.



Commander's Helmet

Wondrous item, uncommon, requires attunement

While wearing this helmet you can issue orders to your allies. It has 5 charges. You can expend a charge to give out one of the commands to a friendly creature within 60 ft. of you that can see or hear you:

- It can use its reaction to move half of its speed.
- It can make one melee weapon attack.
- It can use an object.

Crescent Blade

Weapon (bladed), rare, requires attunement

This magic weapon is a yatagan, a shamshir or a similar bladed weapon with a curved blade. You have +1 bonus to your attack rolls and damage rolls made with this weapon while you are attuned to it. In addition, you can cast the *faithful's strike* spell 3 times without expending a spell slot. When you cast that spell 3 times like this, you can't cast it again until you finish a long rest.

Crusader Armor

Armor (metal), very rare, requires attunement

While attuned to and wearing this armor, you gain +1 bonus to your Armor Class along with the armor's normal rules. In addition, you can cast the shield of faith spell 3 times without expending a spell slot. When you cast that spell 3 times like this, you can't cast it again until you finish a long rest.

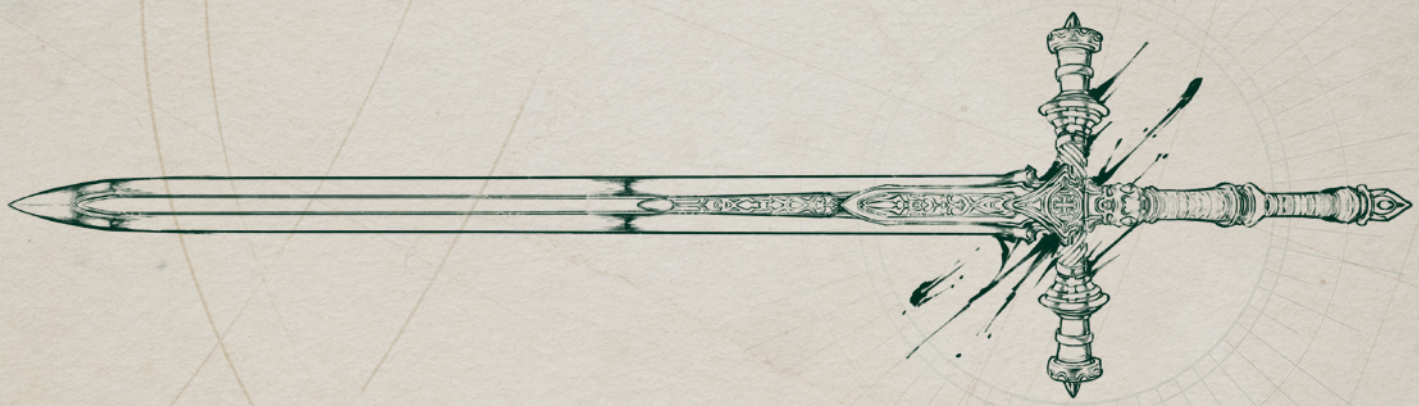
The armor has variants. It must be a metal armor such as Chain Mail, Breastplate, or Plate Armor.

Crusader Sword

Any sword, uncommon, requires attunement by a paladin or a fighter

While attuned to and wearing this armor, you gain +1 bonus to your Armor Class along with the armor's normal rules. In addition, you can cast the shield of faith spell 3 times without expending a spell slot. When you cast that spell 3 times like this, you can't cast it again until you finish a long rest.

The armor has variants. It must be a metal armor such as Chain Mail, Breastplate, or Plate Armor.



Essence of Al-Ghaib

Wondrous item, very rare

This specially made oil can be burned in a grazier for 1 minute and affects all creatures within 10 ft. of it and then it vanishes. All creatures that inhaled the smoke have true sight (60 ft.) for the next hour.

Faithful's Amulet

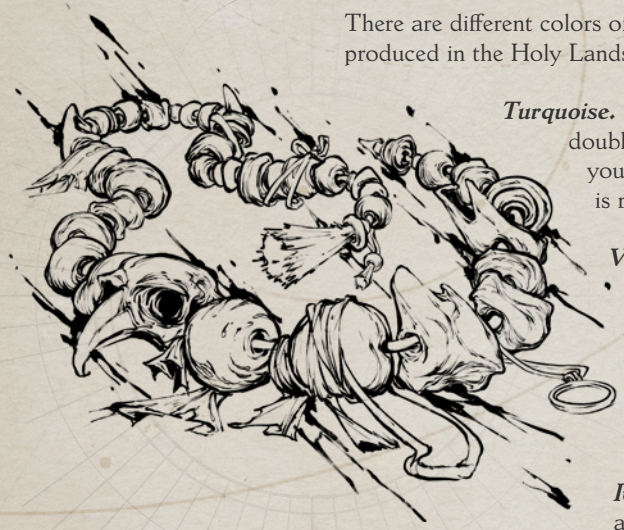
Wondrous item, common, requires attunement

This amulet is made of sacred metals or garments proper to the wearer's beliefs. You can use your action to activate the amulet's magic and roll a 1d4. For the total of times until you finish a long rest, you can cast the cantrip based on the type of your amulet.

Crescent. *guidance*
Cross. *sacred flame*
Candle. *produce flame*
Hammer. *shillelagh*
Warrior's Rune. *shocking grasp*
Yin-Yang. *spare the dying*
Eldritch Sign. *eldritch blast*

Faithful's Prayer Beads

Wondrous item, common



There are different colors of these special prayer beads, which are all the way from India or produced in the Holy Lands themselves, and each of them has different qualities.

Turquoise. While you have these beads on, the time you can hold your breath is doubled. When you run out of breath, the beads give a bluish shimmer and you roll 1d6. You don't need to breathe for that many rounds. This ability is refreshed at dawn.

Viridian. While you have these beads on, you can cast the *druidcraft* cantrip.

Crimson. While you have these beads around your fist and you make an attack roll, you can deal 1 fire damage instead of 1 bludgeoning damage. Your damage from the Strength modifier is still bludgeoning. If your unarmed attacks deal more damage than one, only 1 point of damage is counted as fire.

Ivory. When you touch a creature that is dying, you can use your bonus action to grant them advantage on the next death saving throw.

Horsemaster's Bow

Bow (variant), uncommon

A bow made in the steppes is said to be the most powerful bow there is. While using this bow, your attacks count as magical for overcoming resistances against nonmagical damage. In addition, when you have advantage on the attack roll, you roll 3 dice and take the highest. If you roll 1 or 2 on the damage dice, it is counted as 3.

Judge's Hammer

Wondrous item, uncommon

This small wooden hammer has 5 charges. It can be struck against a surface or a wall to be activated. When this happens, a *zone of truth* (2) or a command (1) spell is cast. The DC for the spells is 13. The hammer gains 1d4+1 charges at dawn.

Lantern of Otherworldly Ward

Wondrous item, uncommon



This lantern is made from Damascus steel and has a very simple design. It uses a very special oil made from a tree's essence that can only be gathered in sacred places. For each 10 minutes, an amount of oil that is worth 25 gd burns. While burning with the special oil, the lantern grants 15 feet of bright light and an additional 15 feet of dim light. Aberrations, celestials, fey, fiends, and undead must succeed on a DC 13 Charisma saving throw, or they can't enter the area. While in the area they take 1d4 psychic damage at the start of each of their turns.

Marvelous Sherbet

Potion, common

This sherbet has more than sugar and water in it: A little bit of love and magic. The sherbet's subtle magic boosts your confidence as the sweet flavor brightenes your day. When consumed, it gives advantage on the next Charisma check.

The Med Cezir

Common item

The waves at the coasts caused by the moon are called Med Cezir in Persian. This blue sapphire carries the ability of the waves and gives its user the power to manipulate bodies of water. When held, it grants the ability to control water. You choose a body of water that you can see within 15 ft. and that fits within a 5-foot cube. You can manipulate the water by one of the following ways:

- You move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate in your direction. This change lasts for 10 minutes.
- You freeze the water. The body of water must not have any living creatures in it. The water unfreezes in 10 minutes.

Moon Potion

Potion, rare



When you drink this potion, you transform into a beast. The designated beast can be distinguished with the *identify* spell, or can be understood by the smoke's shape it produces when opened. Your statistics change with the beast's, but you retain your Intelligence and personality. You can't cast spells or concentrate on them if you cast them before. Your gear melts into your new form, and you stay like this for 10 minutes.

Claw Marks: **Wolf**
Bear Trap: **Brown Bear**
Rose: **Pony**
Web: **Spider**
Cat's Eye: **Panther**
Beak: **Blood Hawk**

Priest's Shoes

Wondrous item, common

Leather-made shoes made for traveling hard roads allow you to double your jumping distance when you shout a deity's or a religious figure's name until the end of your next turn.

Pilgrim's Traveler Robe

Wondrous item, common

While wearing this robe you gain +1 bonus to your Wisdom checks and you are not affected by extreme weather conditions.

Pilgrim's White Robe

Wondrous item, uncommon, requires attunement

While attuned to this robe and wearing it, you gain +2 to your Armor Class and Wisdom checks, as well as resistance to a damage type of your choice: cold or fire. You choose the resistance when you finish a long rest.

Rod of the Seeker

Wondrous item, rare, requires attunement

This rod is made from a dead oak tree, under the full moon by a shaman. While attuned to it, you can cast the *locate object* and *locate creature* spells once a day (each) without expending a spell slot or you can reroll a spell attack roll instead of casting these spells. This feature recharges at dawn.



Ring of Djinn's Voice

Wondrous item, uncommon, requires attunement

While attuned to this item, you can turn the jewel on the ring to activate it and enchant your voice. You gain advantage on Deception and Intimidation checks for 1 minute.

Scheherazade's Mirror

Wondrous item, rare

This magic mirror's back is made of jade and gold. While holding the mirror, you can speak the command word and cast following spells by spending the necessary charge: *comprehend languages* (1), *disguise self* (1), *alter self* (2), *suggestion* (2), *tongues* (3), *legend lore* (5)

The mirror has 10 charges, and it regains 1d8+2 expended charges daily at dawn.

Shahryar's Crown

Wondrous item, very rare, requires attunement

This crown is made of gold, but it always looks rusty and very ancient. While attuned to the item, the wearer's Charisma score becomes 19 if it isn't higher already, and they can cast each of the following spells without expending a spell slot: *command, hold person, fear, hold monster, dominate person.*



Shroud of Sihr-i Azam

Wondrous item, very rare, requires attunement by a sorcerer, warlock or wizard

While wearing this shroud, you gain the following benefits:

- When you expend your last spell slot, you regain four 1st level spell slots, two 2nd level spell slots, or one 3rd level spell slot. This ability works once per dawn.
- While not wearing armor or carrying a shield, your Armor Class becomes 12 + your spellcasting ability modifier.
- When you fail a saving throw against a spell or a magical effect, you can expend a spell slot and reroll the saving throw. You must use the second roll.

Shroud of Sihr-i Nadir

Wondrous item, rare, requires attunement by a sorcerer, warlock or wizard

While wearing this shroud, you gain the following benefits:

- After rolling for Initiative, you gain 2d4+8 temporary hit points.
- When you expend your last spell slot, you regain two 1st level spell slots or one 2nd level spell slot.
- This ability works once per dawn.
- While not wearing armor or carrying a shield, you have +1 bonus to your Armor Class.

Sundial of Alexandria

Wondrous item, rare, requires attunement

This sundial is made of a rare metal that was salvaged from a meteor and it is sensitive to sunlight. While held, it gives the these abilities:

- You can cast the *daylight* spell once a day without expending a spell slot. Once you do so you can't cast it again this way until you finish a long rest.
- You gain darkvision of 30 ft. If you have darkvision from other sources, this expands your vision and you can't be blinded.
- You can force a creature within 30 ft. of you that can see the sundial to make a Constitution saving throw (spell save DC 15). On a failed save the creature is blinded for 1 minute. It can repeat the saving throw at the end of each of its turns.

Water Diviner

Wondrous item, common

A carved wood in the shape of a stick with tribal runes on it. The runes symbolizes flow, waves and the tides of blessed seas and vast oceans, enchanted to find water.

It can be activated with a command word. When active, it vibrates subtly and points towards the nearest water source within 10 miles.

Feats

Blessed One

Your dedication and time spent in holy places have affected you. You feel a divinity in your heart and you know a blessing is upon you:

- Your Wisdom score increases by 1.
- You learn a cleric or druid cantrip of your choice.
- You choose either the *bless* or the *protection from evil and good* spell. You can cast that spell without expending a spell slot. Once you do so, you can't do so again until you finish a long rest. If you have spell slots, you can cast the spell normally using your spell slots.

Wisdom is your spellcasting ability for these spells.

Desert Wanderer

A life in the desert is not unfamiliar to you. You showed respect to the sands, and now they respect you back. You gain the following benefits:

- Your Strength, Constitution or Wisdom score increases by 1.
- You gain proficiency in the Survival and Nature skills.
- Choose one skill you are proficient in. You double your proficiency bonus on the chosen skill if you have not already doubled it from another source, such as Rogue's expertise.
- You are not affected by extreme heat conditions.
- Your speed is not affected by dunes, sandstorms, and other phenomena of the desert.
- You only need 1/3 of the water humanoids normally need.

Eldritch Warden

Prerequisites: Spellcasting or Pact Magic feature

You dedicated your studies to eldritch lore, and your skills and insight understand the rift between the material world and beyond the veil. You gain the following benefits:

- Your Charisma score increases by 1.
- You sense any djinn or aberration within 10 ft. you.
- You can cast the detect evil and good spell once a day, without expending a spell slot. You can't do so again until you finish a short or long rest.
- By expending a spell slot when you deal damage to an otherworldly being (which is not humanoid, beast, monstrosity, dragon or giant) you deal an extra 2d8 force damage to the creature and an extra 1d8 force damage for each slot level above the 1st.

Locksmith

You spent a lot of time in front of locked doors and behind locked bars, becoming an expert on the topic:

- Your Dexterity score increases by 1.
- You gain proficiency with thieves' tools.
- While using thieves' tools against locks, you have advantage on the roll.
- If you spend 1 hour with an unattached lock, you can make its mechanism more complicated, and if you ever use that lock, the DC used to open it increases by 1d6.

Knight's Training

You aspired to be a knight, and it's time to arm yourself properly for a warrior.

- Your Strength score increases by 1.
- You gain proficiency with martial weapons.
- You halve your armor don and doff time. Donning or doffing a shield can be done with a bonus action for you.

Knight's Oath

Prerequisite: Strength 13 or higher

Your days of struggle and pain only made you stronger. You are ready to take your skills with weapons and armor to a new level:

- You have advantage on saving throws against being frightened.
- You learn one Fighting Style skill from the Fighter class. If you already know one, you must choose another.

Occult Adept

You have honed your skills and mind within occult circles and readied yourself for new abilities.

- Your Charisma score increases by 1.
- You learn a sorcerer or warlock cantrip of your choice.
- You learn the *bane* spell and can cast it without expending a spell slot or material components. Once you do so, you can't cast it again like this until you finish a long rest. If you have spell slots, you can cast the spell normally.

Charisma is your spellcasting ability for those spells.

Wanderlust

Your boots have seen everything and tasted the dust of many realms. Your life is full of travels, and you are accustomed to it more than anyone else. You gain the following benefits:

- Your Constitution or Dexterity score increases by 1.
- Your walking speed increases by 5 ft.
- You gain proficiency in the Survival or Nature skills.
- You can take Dash as a bonus action on your turns.
- You can lower your exhaustion level by only finishing a short rest. You can do so only with 2 short rests before you finish a long rest.
- When you forage for food and water, you have advantage on the check.

Wildlife Explorer

Your time spent with beasts and domesticated animals gave you an edge around them and you learned to communicate with them better than anyone else.

- Your Wisdom score increases by 1.
- You learn the *speak with animals* and *animal friendship* spells. You can cast each of them without expending a spell slot. Once you do so, you can't cast them again until you finish a short or long rest.
- You gain proficiency in the Animal Handling skill.

Forge Your Own Knightly Orders

The Kingdom of Jerusalem and the Holy Lands are teeming with knightly orders and mercenaries that are fighting for their creed, gold, and glory! Some of the orders are well known throughout the world, such as the Knights Templar and Knights Hospitaller.

In this section, you as the Game Master have the option to create your own order of the knights, guild of traders, charity organizations and similar factions that you can bring to your own games, or even allow your player characters to form and lead their own orders! To decide their numbers, ideals, patrons and other aspects of an order, you can take inspiration from the tables below.

Most of the sections below go well beyond the Historica Arcanum setting, so you can use everything here for your own homebrew games!

Step I: Deciding the Essentials for the Narrative

Is your order a religious one? Which religion does your order follow?

The mention of an order of chivalry may sound very Christian, but your order also can be of another religion, such as Islam or Judaism. It is theorized that Christian orders were modeled after the ***ribat***, Arabic fortified religious institutions, which served both medical and military means.

RELIGION	EXPLANATION
Christian	There are many Christian Knight Orders in history itself, which are also detailed in this book. Christian orders are highly connected with the idea of the Crusades, as it gave way to the birth of the orders.
Muslim	Muslim orders mostly focus on spreading the religion and advancement of the armies of Islam. There are also many charity orders and purely scholarly orders as well. There are many ideas for these aspects in later tables.
Judaism	Jewish orders are mostly founded for the preservation of their faith or protecting of the trade, as well as for scholarly purposes and charity.
Zoroastrian	Its followers are highly diminished due to the rise and spread of Islam in Persian lands. Most of Zoroastrian orders are founded for the preservation of ancient texts and scholarly aspirations.
Pagan	Surviving pagan religions are hard to encounter in the Holy Lands; however, if your game needs one, a pagan order can be created. They can be formed to protect holy sites, fight against invaders, or similar reasons.
Occultist	The members of this order follow eldritch teachings and arcane powers as devout followers, forming a fringe religion distant from any earthly beliefs.
Other	Your order might be from other religions, such as Shintoism, Confucianism, or other religions around the world.



What are the main goals of your order?

D10	GOAL	EXPLANATION
1	Crusade	Your order is put together to spread their religion through military means.
2	Missionary	Your order focuses on converting crowds through the activities of missionaries and other members of the clergy.
3	Craft	Your order is put together to unite the members of the same craft and protect their rights, such as masons, smiths, tailors, and more.
4	Trade	Your order was founded to protect and control the trade. It could extend to mercenaries, sellswords, and even religious charities for the distribution of money and medicine.
5	Charity	Your order was founded to help people in need-for example, the orphans, the wartorn citizens, and more.
6	Hospital	Your order was founded to cure illnesses and take care of those who have fallen to heavy diseases.
7	Scholarly	Your order was founded to do research, collect books, and pursue science.
8	Religious	Your order was founded to maintain and protect religious texts, theological researches and providing spiritual leadership to common folk.
9	Hunt the Wicked	Your order was founded to hunt down threats to civilization, mostly from the realm of the arcane.
10	Collect Artifacts	Your order was founded to pursue a set of artifacts, to safekeep their power, to abuse their potential, or to restrict the access to these powers by the unworthy.

An order may have more than one goal and carry more aspects than it seems. A crusader order may also have charitable institutions and people specialized in this. Also, some goals can be hidden and the order may have steered away from its original purposes.

How many people serve in the order?

Numbers are important in a knight order. It is said that at its peak, one of the most known and influential orders in history, the Knights Templar, had about 15,000 to 20,000 people. Not all of the people committed to the order were knights, and they did not especially have to be skilled in fighting.

D6	SCALE	MEMBERS OF THE ORDER
1	Fledgeling	1-19
2	Very Small	10-99
3	Small	100-499
4	Moderate	500-999
5	Large	1000-4999
6	Very Large	5000+

The Influence of the Order

It is important to determine the power your order has in terms of influence, fame, reach, and similar matters. Who are your connections in high society? Do secular rulers support your cause? How about the ecclesiarchy? Do the local populace love you?

Relations with Nobles

D10	RESULT
1	The nobles hate us, and our enmity grows deep.
2-3	High society is not very fond of us.
4-5	We haven't got their attention yet.
6-7	They know us and have a relatively neutral or positive opinion of us.
8-9	High society is very fond of us.
10	We have many nobles behind us to support our growth.

Relations with the Locals

D10	RESULT
1	We face heavy backlash and hate from most of the locals.
2-3	We pray that they don't spit on our faces when we roam the streets.
4-5	Our order is not very well-known among the locals.
6-7	Locals usually are fond of us.
8-9	Most locals speak highly of us and smile when they see a member of us.
10	Most locals are dying to be able to join us.

Relations with the Ecclesiarchy

D10	RESULT
1	We are excommunicated, and our leaders are being depicted as demons in heated sermons.
2-3	Religious authorities actively preach against our cause.
4-5	The ecclesiast have no opinions of us.
6-7	We are being mentioned with sympathy in temples.
8-9	Religious authorities go out of their way to help us and unite the populace for our cause.
10	We are sanctified, perhaps even deified by the religious institutions.

Overall Influence

D100	RESULT
01-05	We can't even influence our own members.
06-15	Our influence is very weak.
16-25	Our influence does not go deep other than our own small circle.
26-35	We are usually ignored by the big players.
36-50	Our influence is limited, yet we can acquire meetings with high figures if necessary.
51-65	Locals and some powerful figures are willing to listen to us.
66-75	Most esteemed personae of the land take us seriously.
76-85	Most nobles and generals take our advice in times of war and conflict.
86-95	Even kings listen to our advice.
96-100	We usually decide the fate of wars, campaigns, crusades and kingdoms.

Step II: The Modus Operandi of the Order

Law & Creed

What kind of rules and principles does your order follow? What are the definite prohibitions of your order that members should strictly abide by? What are the main points of your creed? The tables in this section can be rolled more than once to come up with several options.

Governing Style

D6	RESULT
1	**Elective (Term):** A leader is elected among the members after the leader has served for an agreed period of time –for example, every 5 years.
2	**Elective (On Death):** A leader serves for life or until dispatched from leadership due to a crime, disease, or the like. After the leader's demise, a new leader is elected.
3	**Inheritance:** The new leader is the heir to the late leader; he or she can be their blood relative, a designated follower, a pupil, or a similar individual.
4	**Appointment by a higher power:** A king, a lord, a high priest, a patriarch, or a similar individual of power appoints the head of your order. Perhaps this higher power is of the eldritch kind.
5	**A ruling council:** The order is ruled by a council which chooses its members.
6	**Elders:** The oldest members of the order rule and decide the future of the order.

Main Principles of the Order

D10	RESULT
1	Honor and duty
2	To help those in need
3	Triumph of the faith
4	Defense of the land
5	Profit and advancement
6	Exploration and discovery of the unknown
7	Science/medicine and progression
8	Protect the rights of their fellow comrades
9	Occult Studies
10	Protecting art/artisanship

General Rules

D10	RESULT
1	Armed conflict is the last resort.
2	Do not hurt the innocent.
3	Do not forgive or trust infidels.
4	Always help the poor.
5	Never resort to the arcane - whether it is a spell, or a sentient creature.
6	The arcane powers are the world's salvation. Always utilize them for advantage, no matter the cost.
7	Preserve the written documents - the palest ink is better than the sharpest memory.
8	We protect one of our own, at all costs.
9	Treachery calls for death. Any other outcome is unthinkable.
10	Violence is not the answer; it is the question. And the answer is always a blood red yes!

Prohibitions

D10	RESULT
1	Members can't marry.
2	Members can't be from other religions.
3	Members can't consume alcoholic beverages or any other mind altering substances.
4	Members can't reveal their faces to non-members.
5	Members must not use their real names.
6	Members should live a humble life with little possessions except the tools of their trade.
7	Members can't carry weapons / Members must always be armed.
8	Members can't consume a specific type of food.
9	Members can't resort to arcane powers, even if they are critically needed.
10	Members must go out of their way to access arcane powers. Letting go of an opportunity must be punished.

Financial Status

How well funded is your order? How does the order stand on its feet and provide the necessary materials, weapons, tools, shelter, food, water and many similar needs?

How does your order raise money?

D6	RESULT
1	Donations from the public.
2	Nobles or other powerful figures fund us.
3	We have lands and institutions, and we make coins out of them.
4	Loots, plunder, and war.
5	Trade routes, fees, and taxes.
6	Offering services, such as military, supply, pilgrimage, spellcasting, or similar.

Are the members paid?

D6	RESULT
1	They are provided with food and shelter but receive no actual payment; they are mostly volunteers.
2	Some of the donations are distributed among the members from time to time.
3	They are given gifts by their supervisors when they are successful at their jobs.
4	We are funded by external powers, so they are paid regularly.
5	War and plunder offer plenty of payment.
6	They are regularly paid as if they were on a payroll.

What are the main expenses of your order?

D6	RESULT
1	Armors & weapons
2	Parchments, quills & inks
3	Medical supplies & food
4	Arcane supplies
5	Raw materials
6	Trade goods

How much gold does the order have in its treasury?

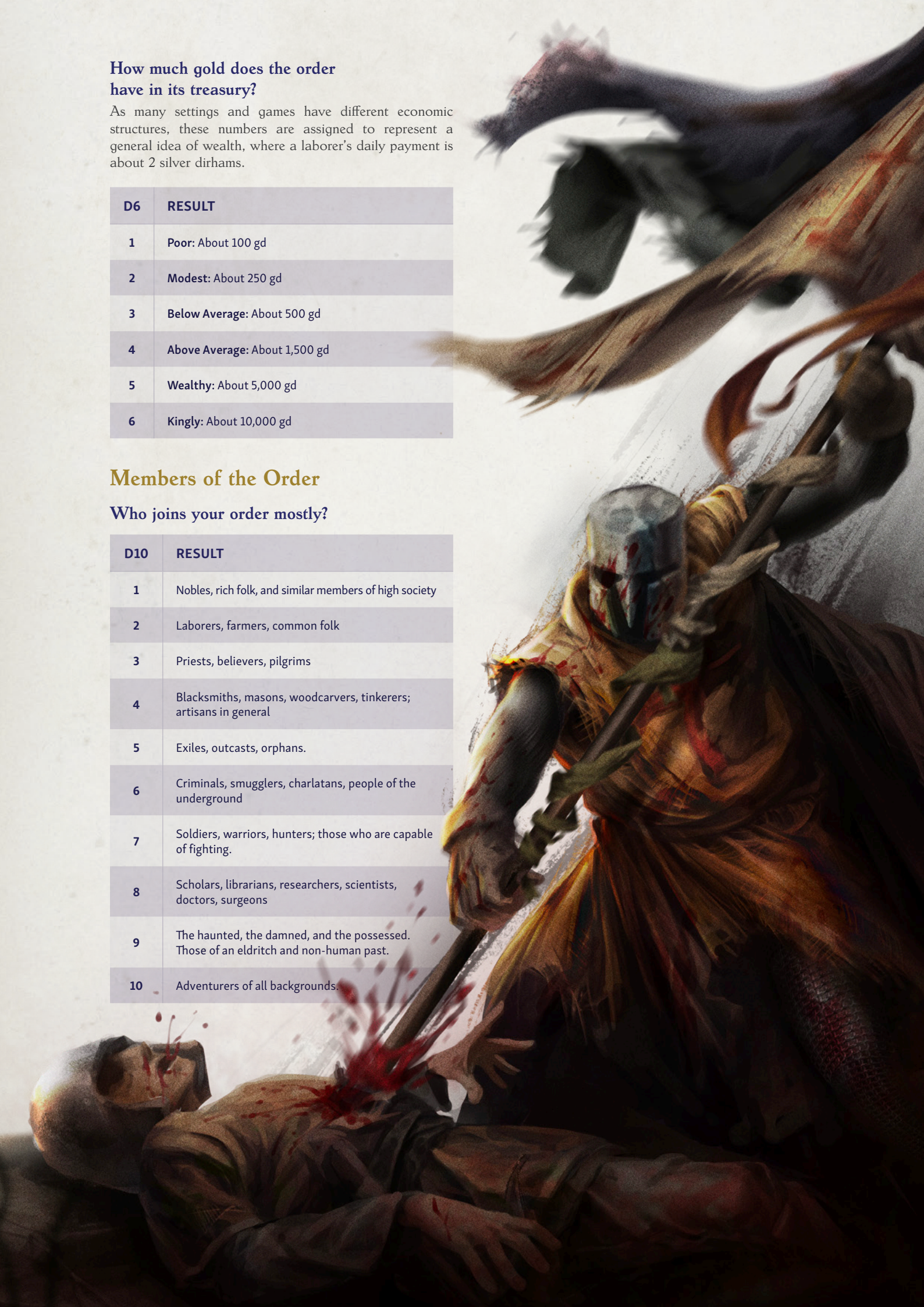
As many settings and games have different economic structures, these numbers are assigned to represent a general idea of wealth, where a laborer's daily payment is about 2 silver dirhams.

D6	RESULT
1	**Poor:** About 100 gd
2	**Modest:** About 250 gd
3	**Below Average:** About 500 gd
4	**Above Average:** About 1,500 gd
5	**Wealthy:** About 5,000 gd
6	**Kingly:** About 10,000 gd

Members of the Order

Who joins your order mostly?

D10	RESULT
1	Nobles, rich folk, and similar members of high society
2	Laborers, farmers, common folk
3	Priests, believers, pilgrims
4	Blacksmiths, masons, woodcarvers, tinkerers; artisans in general
5	Exiles, outcasts, orphans.
6	Criminals, smugglers, charlatans, people of the underground
7	Soldiers, warriors, hunters; those who are capable of fighting.
8	Scholars, librarians, researchers, scientists, doctors, surgeons
9	The haunted, the damned, and the possessed. Those of an eldritch and non-human past.
10	Adventurers of all backgrounds.



How can one be enlisted in your order?

D8	RESULT
1	A Sizable Donation
2	Letters of Recommendation
3	A show of courage and chivalry/A show of scientific works
4	You do not apply - they approach you from the shadows.
5	Several tests, including mental and physical.
6	Taken from childhood - you have no say in if you want to join or not.
7	A rigorous interview.
8	Pretty much anyone can enter.

Titles & Ranks

Hierarchy is the most important aspect of an order or a guild. The chain of command regulates the daily errands and improves the quality of work, given orders, preparations, and practically everything inside an organization. Without it, the organization is doomed to fail, and it is important to designate the right person for an important rank.

The leaders of the organization can possess many ranks depending on the type and the greatness of the organization. The leader of a small guild may not be as important as a lieutenant of a great order of knights. The ranks represented here are for relatively large and influential organizations.

RANK	EXPLANATION	POSSIBLE ABILITIES/BENEFITS
Head/s	The ones with absolute power, deciding the fate of the organization.	Charisma boosts, Help and similar order-giving abilities, most powerful magic items, most knowledge about the world, Insight and Perception related abilities, powerful guards and protectors, intelligent advisors, large economic power. High mental Ability Scores (such as Wisdom or Charisma) are needed.
Leading Administrative Ranks	The ones that take actions regarding the organization's legislative business, economics, diplomatics, member relations or similar situations. Usually have their own initiative for relatively large issues that are encountered within the order.	Charisma related abilities, powerful guards, moderate economic power. Possibly high mental Ability Scores (such as Wisdom and Intelligence)
Military Command	If the order has a military branch or a militia, this rank commands, trains, and leads this armed force. Usually the most experienced or formidable commander/warrior among them.	Some useful abilities from Fighter class (Action Surge, Second Wind, etc.), abilities that can inspire soldiers, quality armor, possible magic weapons, large economic power and good physical Ability Scores (such as high Strength or Constitution)
Bureaucrats	The ones handling the communication and business between the higher ranks and the ranks below. The position most open to corruption and bribery from outside.	Influence of regular members and lower ranks, great knowledge about the order, minor economic power.
Lieutenants	The ones that take out dangerous duties outside of the organization, usually raids, bodyguarding for higher ranks, carrying out scout missions and usually maintaining contact between military leaders and regular armed forces.	Good weapons and armor, the ability to defend themselves from regular threats, good relations with the higher ranks.
Intelligence	The ones that spy on necessary people, both internal and external targets. Carrying out special missions in secrecy.	Possibly high Dexterity and Stealth boosts. Necessary equipment, quality weapons, and forged documents.
Experienced Members	Mostly older and good servants to the organization, leading the newer generations with their wisdom and experiences. Usually keeping them in line. Having moderate authority and usually answering to higher ranks.	Possibly high Wisdom and limited authority over the regular members. Respect and sympathy of new and younger members. Minor economic power.
Specialists	Depending on the nature of the order, there must be many people specializing in the area. For example: Knights for Holy orders, nurses and doctors for hospitals, rangers and guides for orders founded to protect the pilgrims.	-

Favored Members	Mostly young, talented, and promising members of the organization. They are usually awarded with responsibility and the benefits that come with it.	Better accommodations and living standards than regulars, better equipment, and better economic power, if any.
Regulars	The main branch of the order, usually the lowest part in the hierarchy. Taking orders from all higher ranks and consisting of the largest portion of an organization, usually dealing with all sorts of tasks.	Depending on the influence and power of the order, respect and/or fear of the local folk.
New Recruits	Rookies of the order, usually training and learning the ways of the organization, hierarchy and more.	-

Advancing Ranks

- **Religious Orders:** Through dedication and hard work.
- **Knight Orders:** Through success in battles and campaigns.
- **Trade Guilds:** Through the quality of craftsmanship and working towards the benefit of the guild.
- **Mercenary Groups:** Through the money gained.
- **Scholarly Foundations:** Through scientific research and hard work.
- **Charities:** Through getting donations and helping the sick.

For Player Characters to advance ranks, side quests, important missions, challenges, duels, tests, and inquiries may be issued by the higher-ranking NPCs. This may create the perfect opportunity for the player characters to prove their worth and strength.

Abilities and Benefits of the Ranks

In this section, there are some examples of features that could be given to varying ranks and title holders of an organization, which can be added to their stat block.

It is also advised to check the **Spells, Feats & Items** section in the **Character Options** chapter to further arm and adorn your NPCs in orders and organizations.

Head/s

D6	FEATURE
1	**Strict Order:** As a bonus action, the leader can give a verbal order to a member of the organization that can hear him/her/them. The member has advantage on the next ability check tied to the order.
2	**Mental Fortitude:** The leader has advantage on Wisdom and Charisma saving throws.
3	**Unyielding Mind:** The leader has advantage on saving throws against spells and magical effects.
4	**Judge of Character:** The leader has advantage on Wisdom (Insight) checks made to determine a lie.
5	**Charismatic Leader:** The leader can roll a d6 when it fails a Charisma check and potentially turn it into a success. It can do this 4 times a day and restore expended uses after finishing a long rest.
6	**Wise Leader:** The leader can understand the mood and the mental condition of a member directly by looking at them and have advantage on Wisdom checks related to the members of the order.

Recommended Characteristics

Languages: The leader knows at least three languages of GM's choice.
Skills: At least 3 skills from: History, Insight, Religion, Nature, Persuasion, Deception, Intimidation, Arcana.
Weapons: Depending on the type of the organization. If a military organization: simple and martial weapons.
Armor: At least Medium Armor proficiency and Shields proficiency. If a highly military organization, such as Templar Knights, also Heavy Armor proficiency may apply.
Tools: Proper Artisan's tools, a gaming set
Spellcasting: Entirely dependent on the setting and the type of the order. Religious order leaders may be of Cleric class Knight Order leaders may be of Paladin or Fighter class. For the Historica Arcanum universe, it is advised that unless really important, most of the leaders possess none, very limited or low-level spellcasting.
Economy: Really deep pockets that can make a big sum of buying at once, providing tools, luxury goods, weapons and similar tems easily.
Class: Some abilities and features from Cleric, Fighter, Rogue, Barbarian or Paladin can be used to make the head stronger.

If a player reaches this rank:
If the organization is a well-known and/or an important one, and a player character climbs the top of the faction, it may receive special bonuses other than the ones mentioned above, such as:

- Ability Score increase in Charisma, Intelligence or Wisdom.
- Expertise in Intimidation, Persuasion or Insight skills.
- Access to special magic items of the organization.
- Loyal comrades, guards, or other people who execute their command without question.
- Deep connections with powerful figures.

Leading Administrative Rank

D4	FEATURE
1	**Analytic Mind:** The member doubles his proficiency bonus on Intelligence (Investigation) and Intelligence (History) checks.
2	**Judge of Character:** The member has advantage on Wisdom (Insight) checks made to determine a lie.
3	**Quick Rest:** The member can complete a long rest spending only 6 hours sleeping.
4	**Reaching Hand:** The member can spend up to 1 week to gain enough money for mundane but important items and goods. For example, enough money to buy weapons and armor for a small militia. This could be done by exploiting a hook, getting a debt, extracting a favor, or a similar situation.

Recommended Characteristics
Languages: The member knows at least two languages at the GM's discretion.
Skills: At least 2 skills from: Investigation, Insight, History, Persuasion
Weapons: Depending on the organization's form, possibly simple weapons.
Armor: Light Armor, and if the nature of the organization lets it: Medium Armor and Shields
Tools: Proper artisan tools
Spellcasting: Very limited, if any.
Economy: Deep pockets, enough to fund a comfortable lifestyle.**Class:** Abilities and features from Rogue classes and subclasses.

If a player reaches this rank:
A player may climb to this rank with years of service, outstanding feats of leadership accomplishments, or another way. They can receive these:

- Expertise in relevant skills or tools.
- Connections with important figures.
- Access to important items, information, and secrets.
- Some form of protection from external threats: it could be good armor or an efficient guard or two.

Military Command

D6	FEATURE
1	**Multiattack:** The commander makes two or three attacks depending on its CR.
2	**Commander's Order:** The commander can forgo one of its attacks to verbally give an order to a nearby ally that is within 60 ft of it. It can use its reaction to make one attack. The ally adds the commander's proficiency bonus to the attack roll.
3	**Commander's Parry:** The commander can use its reaction when it is hit by an attack roll. It adds its proficiency bonus to its Armor Class for one attack.
4	**Great Warrior:** The commander gains +2 bonus to its attack rolls and damage rolls if it does not use a magical weapon.
5	**Excellent Athlete:** The commander has advantage on Strength (Athletics) checks.
6	**Unshattered Charisma:** The commander has advantage on Charisma (Persuasion) or Charisma (Intimidation) checks.

Recommended Characteristics
Languages: Two languages of the GM's choice.
Skills: At least two skills from: Athletics, Perception, Insight, Survival, Intimidation
Weapons: Simple weapons and martial weapons.
Armor: Light Armor, Medium Armor, Heavy Armor and Shields

If a player reaches this rank:
A player character may achieve this rank through heroic deeds, exceptional combat and strategy skills, or years of service.

- Finest set of armor and appropriate weapons. A magical one if possible.
- Better reaction abilities that decrease damage or increase the Armor Class.
- An Ability Score increase in physical ones.

Bureaucrats

D4	FEATURE
1	**Reaching Hand:** The member can spend up to 1 week to gain enough money for mundane but important items and goods. For example, enough money to buy weapons and armors for a small militia. This could be done by exploiting a hook, getting a debt, extracting a favor, or a similar situation.
2	**Secret Language:** The member knows a secret language, code system, or a similar way of communication. It can be thieves' cant, sign language, or another suitable method.
3	**Intrigue:** The member has advantage on Persuasion and Intimidation checks made with subordinates.
4	**Analytic Mind:** The member doubles his proficiency bonus on Intelligence (Investigation) and Intelligence (History) checks.

Recommended Characteristics
Languages: Two languages of the GM's choice.
Skills: At least two skills from: Insight, Persuasion, Deception, Intimidation, Perception
Weapons: Simple weapons
Armor: Light Armor and Medium Armor, maybe shields if the order has military identity.
Tools: Calligrapher's Tools and/or proper other tools.
Economy: Deep pockets thanks to guiding the inner hierarchy of the organization.
Ability Scores: Possibly high Charisma and Intelligence.
Spellcasting: Very limited, if any.

If a player reaches this rank:
A player character may reach this rank through hard work, bribery, or a similar way.

- Loyal servants, eyes on other departments, and similar people working for the character.
- Deep pockets coming from controlling the money transition and legal matters.
- Skill and tool proficiencies related to Intelligence and Charisma.

Lieutenants

D4	FEATURE
1	**Agile Bodyguard:** The member receives +1 bonus to its Armor Class while wearing armor.
2	**Weapon Master:** The member adds +1 bonus to its attack rolls and damage rolls made with weapons.
3	**Tasters:** The member has advantage on saving throws against poison and is resistant to poison damage.
4	**Parry:** The member can use its reaction when it is hit by an attack roll. It adds its proficiency bonus to its Armor Class for one attack.

Recommended Characteristics
Languages: Two languages of the GM's choice.
Skills: At least two skills from: Athletics, Acrobatics, Insight, Perception, Intimidation
Weapons: Simple weapons and proper martial weapons
Armor: Light Armor and Medium Armor, Heavy Armor, and Shield.
Tools: Smith's tools.
Ability Scores: Possibly high Strength or Dexterity and Intelligence.
Spellcasting: Very limited, if any.

If a player reaches this rank:
A player character may reach this rank through hard work, dedication, incredible feats of strength, or a similar way.

- Fine set of armors, shields and weapons. Some may even receive magical weapons.
- Some extra bonuses such as a proper Feat (e.g., Great Weapon Fighter), a class ability suited to their positions (e.g., Fighting Style)
- Expertise on a suited skill, such as Athletics or Intimidation.

Intelligence Officers

D4	FEATURE
1	**Infiltration Expert:** The member doubles its proficiency bonus on Stealth and Slight of Hand skills.
2	**Powerful Senses:** The member has advantage on Wisdom (Perception) checks.
3	**Quick Movement:** The member can take Dash action as a bonus action on its turns.
4	**Liar Liar:** The member has advantage on Charisma (Deception) checks.

Recommended Characteristics
Languages: Two languages of the GM's choice.
Skills: At least two skills from: Athletics, Acrobatics, Insight, Perception, Intimidation
Weapons: Simple weapons and proper martial weapons
Armor: Light Armor and Medium Armor, Heavy Armor, and Shield.
Tools: Smith's tools.
Ability Scores: Possibly high Strength or Dexterity and Intelligence.
Spellcasting: Very limited, if any.

If a player reaches this rank:

A player character may reach this rank through hard work, dedication, incredible feats of strength or a similar way, such as a successful heist, a very stealthy assassination, or bringing very important information or intelligence data.

- Fine set of light armor and light weapons, such as hand crossbows, daggers, and studded leather armor.
- Expertise in Stealth, Sleight of Hand, or a suited skill.
- Some abilities from the Rogue class if the character isn't one, such as Cunning Action or Sneak Attack.

Veterans

D4	FEATURE
1	**High Among Peers:** The member has advantage on Persuasion and Insight checks made by subordinates.
2	**Years of Service:** The member has advantage on Intelligence checks related to the organization.
3	**Ears Everywhere:** The member has advantage on Perception checks made within the organization's HQ.
4	**Home Sweet Home:** The member can't be surprised and has advantage on Initiative checks within the HQ.



Recommended Characteristics
Languages: Three languages of GM's choice.
Skills: At least two skills from: Persuasion, Insight, Perception, History, Arcana, Nature
Weapons: Simple weapons
Armor: Light Armor and Medium Armor, maybe shields depending on the nature of the organization
Tools: Proper artisan's tools.
Ability Scores: Possibly high Wisdom and Intelligence.
Spellcasting: Very limited, if any.

If a player reaches this rank:

This rank is usually reached with years of service with dedication and success.

- Privileges in the organization, such as economic benefits or access to possible valuable items, both mundane and magical.
- Loyal companions and young apprentices that will follow their orders.
- Expertise in some social skills related to subordinates: such as Persuasion or Intimidation.

Specialists

These members' features usually depend on the specialty and the nature of the organization. Different types of organizations require different kinds of specialists.

Religious Orders	Theologists, bishops, missionaries, guides, imams, dervishes
Knight Orders	Knights, champions, berserkers, paladins
Trade Guilds	Bodyguards, spellcasters, miners, researchers
Hospitals	Doctors, surgeons, spiritual leaders, healers
Scholarly Organizations	Sages, spellcasters, scientists, engineers, philosophers
Any	Thieves, assassins, spies, interrogators

Favored Members & Regulars & New Recruits

Favored Members: They gain proficiency in suitable armor, weapons, or proper items related to their organization. Knight Order: Medium Armor; Religious Order: An ancient language (such as Latin), or the like.

Regulars: They gain expertise on a skill or a tool related to the organization. Knight Orders: Athletics; Hospitals: Medicine, or the like.

New Recruits: They gain proficiency in a skill, weapon, or a tool related to the organization. Knight Order: Longsword; Trade Guild: Smith's tools, or the like.

Arcane Matters

In the world of Historica Arcanum, magic is a reality, and you may want some of the organizations to have some magic practitioners and spellcasters, or at least access to some magical items. Some organizations may have different approaches to spellcasting and spellcasters.

D8	APPROACH TO MAGICAL AFFAIRS
1	**Indifferent:** There may be individuals that are aware of the arcane, but the organization does not have a specific opinion on the matter, and most high-ranking members aren't aware of it.
2	**Adversarial:** The organization strictly forbids spellcasting and is actively against it.
3	**Negative:** Spellcasting isn't something that is well regarded. Most members are advised not to use it due to its wild nature.
4	**Neutral:** A more pragmatic approach to magic. The organization members may use magic and magical items and punish only those that harm the organization or its members. The rules do not interfere with members who are spellcasters.
5	**Positive:** The organization uses and advises practicing magic, thus having some spellcasters in their ranks, especially in higher ranks. They also have many magical items.
6	**Pro-magic:** The organization is based on spellcasters and has magical guild tendencies. They teach and use arcane matters in every possible way.
7	**Collectors:** The organization is aware of the magical nature of the world and actively collects artifacts to hide and guard them. Their primary goal can be considered thus, as they do not want these items to reach villainous hands.
8	**Scholarly:** The organization uses magic for scholarly means and conducts research for scholarly purposes.

Possible Spells

Depending on the type of the order, you may add these spells to some members if they are spellcasters. Spells that are more powerful than Level 5 are intentionally missing from this table.

GOAL	POSSIBLE SPELLS
Crusade	**0:** *thaumaturgy, guidance, resistance, true strike* **1:** *bless, command, heroism, divine favor, shield of faith* **2:** *aid, magic weapon, darkvision* **3:** *remove curse, bestow curse, beacon of hope* **4:** *death ward, freedom of movement* **5:** *hold monster*
Missionary	**0:** *guidance, resistance, spare the dying* **1:** *goodberry, protection from evil and good, comprehend languages, charm person* **2:** *enhance ability, calm emotions, augury, aid, suggestion* **3:** *clairvoyance, sending, tongues* **4:** *death ward, divination* **5:** *dispel evil and good*
Craft	**0:** *Mending, mage hand, prestidigitation* **1:** *Alarm, comprehend languages, grease, identify, detect magic, unseen servant* **2:** *arcane lock, enhance ability, heat metal, locate object* **3:** *clairvoyance, tongues, sending, speak with plants* **4:** *fabricate, locate creature* **5:** *creation*
Trade	**0:** *friends, message, druidcraft* **1:** *alarm, animal friendship, charm person, false life, goodberry, long strider, mage armor.* **2:** *enhance ability, detect thoughts, find traps, pass without trace, suggestion, protection from poison.* **3:** *tongues, nondetection, slow* **4:** *freedom of movement, arcane eye*
Charity	**0:** *guidance, mending, friends* **1:** *comprehend languages, detect evil and good, longstrider, charm person* **2:** *enhance ability, calm emotions, darkvision, arcane lock, suggestion* **3:** *nondetection, sending*
Hospital	**0:** *guidance, resistance, spare the dying, light* **1:** *healing word, cure wounds, detect evil and good, create and destroy water, sleep, detect poison and disease, purify food and drink* **2:** *aid, prayer of healing, warding bond, lesser restoration, gentle repose* **3:** *remove curse, mass healing word, revivify* **4:** *death ward, locate creature* **5:** *mass cure wounds, greater restoration*
Scholarly	**0:** *light, mending, prestidigitation, mage hand* **1:** *comprehend languages, detect magic, identify, find familiar, protection from evil and good* **2:** *augury, animal messenger, locate animals and plants, locate object* **3:** *counterspell, dispel magic, sending, slow, tongues* **4:** *arcane eye, locate creature* **5:** *contact other plane*
Religious	**1:** *detect evil and good, purify food and drink, protection from evil and good, goodberry, heroism* **2:** *protection from poison, prayer of healing, gentle repose, calm emotions, augury* **3:** *remove curse, protection from energy, revivify, speak with dead* **4:** *divination, death ward* **5:** *commune, commune with nature*

Possible Magic Items

Organizations may have collected many magical items or even produced them during their existence. These items may be distributed among the members while most of them can be locked behind a vault. They may be given to some members as a reward, for safekeeping, or if a quest requires that item to be completed.

There are tables below that provide example magic items based on rarity. However, it is important to note that the Historica Arcanum universe has very limited, if none at all, very rare or legendary items, especially concerning spell scrolls that are higher than Level 6. Thus, legendary items must be provided only if the setting allows it or if the influence and might of the organization are really high.

Magic Item by Organization Type

These items can be given to some worthy members of an organization to bolster their influence or make some combat encounters more interesting or more challenging.

ORGANIZATION TYPE	APPROACH TO MAGICAL AFFAIRS
Crusade	Potion of Heroism, +1 shield, +1 weapon, +1 armor, Horn of Blasting
Missionary	Staff of Charming, Ring of Protection
Craft	Robe of Useful Items, Wand of Magic Detection
Trade	Horseshoes of Speed, Lantern of Revealing, Handy Haversack, Bag of Holding
Charity	Brooch of Shielding, Eyes of the Eagle
Hospital	Staff of Healing, Periapt of Wound Closure, Restorative Ointment
Scholarly	Headband of Intellect, Helm of Comprehend Languages
Religious	Necklace of Prayer Beads, +1 Wand of the War Mage

Heads & Leading Administratives

RARITY	ITEMS
Common	Cantrip Scrolls, Spell Scrolls (1st Level), Silvered Weapons, Potions of Healing
Uncommon	+1 weapons or shields, Cloak of Protection, Medallion of Thoughts, Helm of Telepathy, Potions of Resistance (any kind), Periapt of Health, Spell Scrolls (Levels 2-3), Ring of Mind Shielding, Stone of Good Luck.
Rare	+1 armors, Amulet of Health, Necklace of Fireballs
Very Rare	Candle of Invocation, Crystal Ball
Legendary	Armor of Invulnerability

Military Command & Lieutenants

RARITY	ITEMS
Common	Cantrip Scrolls, Silvered Weapons, Potions of Healing
Uncommon	+1 weapons, +1 shields, +1 ammunitions, Bracers of Archery, Brooch of Shielding, Gauntlets of Ogre Power
Rare	+1 armors, +2 ammunitions, +2 weapons, Amulet of Health, Armor of Resistance, Belt of Hill Giant Strength
Very Rare	Staff of Power, +2 Armor, +3 weapons, +3 ammunitions
Legendary	Vorpal Sword (Longsword)

Bureaucrats & Experienced Members & Favored Members

RARITY	ITEMS
Common	Cantrip scrolls, Spell Scrolls (1st Level), Potions of Healing
Uncommon	+1 weapons, Eyes of Minute Seeing, Headband of Intellect, Wand of Secrets, Spell Scrolls (Levels 2-3), Bag of Holding, Eyes of Minute Seeing, Helm of Comprehending Language, Pearl of Power
Rare	+1 armors, Bracers of Defense, Gem of Seeing
Very Rare	Helm of Brilliance

Intelligence

RARITY	ITEMS
Common	Cantrip Scrolls, Silvered Weapons, Potions of Healing
Uncommon	+1 weapons, Amulet of Proof against Detection and Location, Bracers of Archery, Dust of Disappearance, Hat of Disguise, Potion of Poison, Ring of Jumping
Rare	+1 armors (light), Dagger of Venom, Wand of Binding, Boots of Speed, Chime of Opening
Very Rare	Nine Lives Stealer

Symbols & Heraldry

All organizations have their banners, as a means of recognition and legality. Some banners are designed to inflict fear on their enemies, some ignite the fires of hope and some represent the ideals of the organization.

General Ideas

Powerful beasts from nature itself, usually representing war, triumph and the warrior aspect of an organization	Lion, eagle, panther, elephant, wolf, bear, boar Claw, tooth, horn, wing, scale
Animals that have subtle meanings usually representing peace, knowledge	Dove, owl, badger, raven, crow
Mythological creatures	Sphinx, chimera, dragon, minotaur, mermaid, kraken
Symbols from natural fauna	Rose, sunflower, olive branch, flower headpiece, sapling, apple, grape, oak tree, plane tree
Generic celestial symbols	Star, sun, moon, cloud, eclipse, dawn, dusk
Astrological symbols	Symbols of horoscopes and celestial objects: Gemini, Venus, Andromeda, Ursa Major, or similar
Naval symbols	Wave, river, anchor, sails, warships, skull and crossbones
Abstract symbols that could be interpreted in many ways	Geometric shapes, teardrop, scales, heart
Ancient runes and carvings	Nordic runes, Turkic runes, Egyptian hieroglyphs

It is worth noting that many organizations in medieval times used more detailed and complex coats of arms or banners. The order you create may also use a complex coat of arms that brings many of the elements together. For example, a wolf that is crowned under a full moon.

Crusader

Crusader orders usually gather for war and religious campaigns. Throughout history, their flags had figures representing the religion they follow or symbolizing their will to fight.

D6	BANNER
1	Cross
2	Crescent
3	Sword & shield
4	Helmet
5	Gauntlet
6	Crown

Missionary

D4	BANNER
1	Sun
2	Chalice
3	Candle
4	Censer

Craft

D4	BANNER
1	Hammer
2	Anvil
3	Cauldron
4	Chisel

Trade

D4	BANNER
1	Pouch
2	Diamond/Jewelry
3	Pigeon
4	Rapier

Charity

D4	BANNER
1	Angel wings
2	Heart
3	Swan
4	Teardrop

Hospital

D4	BANNER
1	Angel halo
2	Winged staff
3	Leaf
4	Eye-glass

Scholarly

D6	BANNER
1	Torch
2	Owl
3	Hourglass
4	Quill
5	Compass
6	Lens

Religious

D6	BANNER
1	Ward of evil eye
2	Chalice
3	Sun
4	Religious figures and people
5	Prayer beads
6	Tower

New Recruitment Methods

Donations	Most organizations require at least 25 gd of donations to let outsiders in.
Letter of recommendation	An important figure from a respected circle must recommend the individual(s) to the order: A noble knight, a respected doctor, a high priest, a bishop, an honored dervish, a well-known imam, etc.
A show of courage and chivalry	The candidates must prove themselves courageous and noble to join such an order. They must be challenged to a duel, asked to take on a quest, and face a fear. Earlier sightings of such actions can also be enough. For example, a candidate may have lost an eye while standing up to bandits, saved comrades during a battle, killed a renowned enemy, may have gained recognition for chasing dire wolves away from their village or a similar event.
A show of scientific work and research	Some organizations demand that the candidates are well educated and put effort into research, scientific advancement or scholarly pursuits. A book, the results of an experiment, or a similar proof may be needed.
Dedication, belief or determination	Some organizations require a show of loyalty and dedication, they may test the candidates for a period of time to test their determination to join the organization. They may be starved, put in heavy work or a similar approach may be followed.
Several tests, including mental and physical.	Some organizations may prepare challenges to test possible candidates. These tests may be physical: a show of strength, stamina or agility. Also, they can be mental and challenge their intelligence, conscience and wits, such as a puzzle, a mathematical question, a moral dilemma, a brain teaser, or a similar one.
Ballot	A group of voters may choose who joins the order or not. The voters may look for several qualities depending on the goal of order: Strength, belief, agility, intelligence, kind heart, deep pockets, or a similar one.
Interview	A recruiter may be assigned to interview and test candidates with certain important questions and examine given answers, body language and intention of the candidate and decide whether to let them in or not.
Pretty much anyone can enter.	It is usually an easy process to enter and almost everyone is welcome. This method is seen especially in times of war and turmoil.

Possible Quest Ideas

If players wish to join an organization, the recruiters may wish to test them by sending them on a quest to prove themselves.

Fetch Quest	The organization may ask the adventurers to find an object of importance. A saint's bones, a sword of a late knight, a sacred jewel, a magic item, a cursed armor, etc.
Escort Quest	An important figure related to the organization must reach a destination unharmed. Adventurers are usually a good choice for these kinds of quests.
Infiltration Quest	The adventurers must infiltrate, undetected, a place of importance. They may be asked to fetch an item, extract an important prisoner, assassinate a specific individual, cripple the location's supplies, or a similar purpose.
Supernatural Investigation	A mysterious event must be investigated by the adventurers; possibly they are the only ones capable of doing it. A disappearance, haunting screams, seemingly possessed individuals, undead, mishaps caused by magical objects, otherworldly creatures, etc.
Monster Hunting	Some dangerous monster(s) are causing problems nearby. The adventurers must hunt down the creature(s) and end this threat. It can be a harpy, ghost, imp, zombie, griffon, werewolf, wight, green hag, gorgon, troll or a similar danger.
Finding a Weakness	A suspicious leader may ask the adventurers to find a weakness in the organization and exploit it. This weakness may be a spy of another organization, a betrayer, a possessed individual, a garrulous member, a corrupt bureaucrat, or a similar person.

Strongholds & Headquarters

An organization's center is usually the most important part of it. Its strength, influence, quality of members, and many other aspects may depend on it.

Moving Center

Some organizations do not stay in one place and want to be agile at all times, such as steppe nomads of Central Asia. This method is usually adopted by knightly organizations that were put together for times of war, crusade, and turmoil.

Features

Agile and Adaptable	These kinds of headquarters enable the organization to move quickly and react steadily to dangers and very similar situations.
Mobile Members	Members of this organization possess horses and move at incredible speeds. They are usually armed and proficient with proper weapons and armors. Or at least they hire such mercenaries for protection.
Lack of Centralism	This organization suffers in the long run if it does not settle in a secure position and are only dependent on plunder and raids. This will make the members warmongers and hungry for such campaigns.
Charismatic Leader	Such organizations usually depend on charismatic leaders to operate and tend to dissolve quickly if an inferior power takes the lead.
Potential Size	250 - 2000+ people
Possible NPCs	**Commoner, Guard, Tribal Warrior, Acolyte, Scout, Thug, Spy, Druid, Priest, Knight, Veteran, Steppe Rider, Steppe Raider, Steppe Shaman**



Guild Hall

Some organizations take up, rent or settle in guild halls in large building complexes and operate from it.

Features

Small Sphere	These organizations are either newly founded, intentionally small, or remain small due to lack of success.
Economical Weakness	Small organizations tend to have relatively smaller pockets and must be careful about how to spend their resources. Resources could mean coins, weapons, medicine, food and members.
Special Members	Some organizations tend to stay small but care about their members more than all. Some of these members may be exceptionally good at what they do. This could be a band of brothers founded by very skillful swordsmen, the best craftsmen in the city, or a similar foundation.
Loyalty	Small organizations can lack greater numbers, but they excel in fostering strong bonds between members. Such organizations probably have more loyal and dedicated members that protect each other's backs.
Potential Size	10-50 people.

Simple Building

Some organizations settle in large buildings with many floors and establish their roots from there. It usually implies their influence and relatively strong economic power.

Features

Guarding the Building	These organizations need to guard their rooms, entrances and possible vaults better than most. If the organization has military aspects, it is usually handled in-house, but other types of organizations either trust the sacred grounds or hire agile hands from outside.
Reaching Hands	These organizations probably have deeper pockets and many contacts in the city. They receive guests and have their hands reach far places among society. They are probably in touch with government officials or religious figures to secure them legally.
External Threats	These organizations probably have enemies outside and are challenged by them from time to time. They may send spies, challenge them legally, take up arms, or similarly threaten them.
Potential Size	50-200 people.
Possible NPCs	**Commoner*, Guard*, Acolyte*, Scout*, Thug*, Spy*, Druid*, Priest***

Building Complex

Some organizations cover large areas consisting of many buildings, big and small, and gardens within them. Open fields can be used for gatherings, training, rituals, bazaars, or a similar purpose.

Features

Hard to Protect	Covering a large area creates weaknesses that could be exploited. Many organizations hire hands outside or train their own guards to prevent that.
Internal Threats	There may be many spies, ill-intended members that abuse the resources of the order, or similar corrupted members throughout the organization. Building complexes offer many hiding locations.
Famous & Rich	These organizations probably are influential among their society and respected (or maybe feared) by all. This situation creates many possibilities for the allies.
Great Potential	As the organization is growing, it hosts many potential stars and failures.
Potential Size	200 - 1,000 people.
Possible NPCs	**Commoner*, Guard*, Tribal Warrior*, Acolyte*, Scout*, Thug*, Spy*, Druid*, Priest*, Knight***

Small Keep

Organizations that hold small keeps usually have military power and military purposes. The keep could serve the organization as a bastion, a base of operations, a sacred ground, or more.

Features

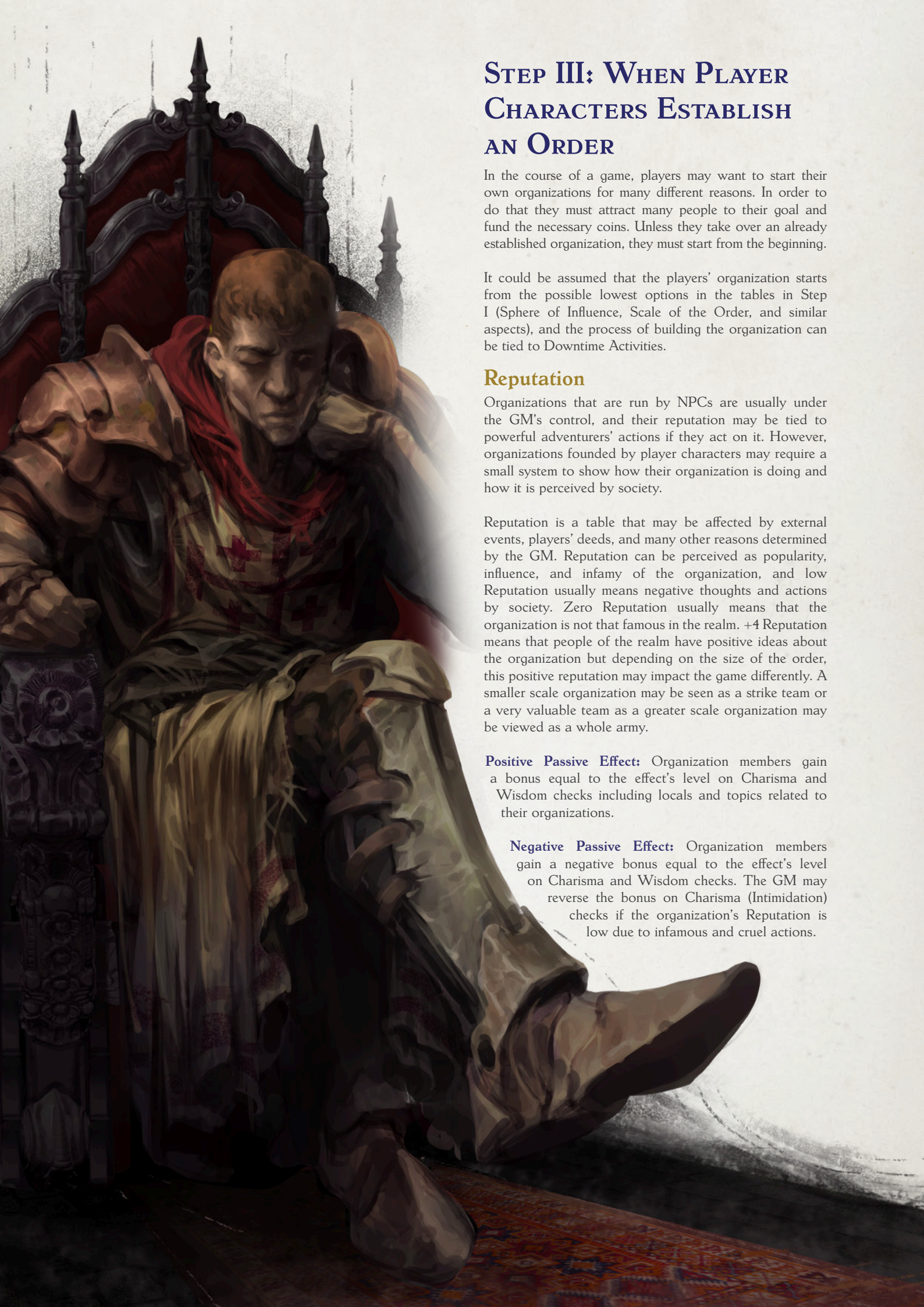
A Small Army	These organizations are possibly rich and influential enough to raise a small army and thus have efficient power and influence among the land. They can enact military campaigns, join bigger causes, defend themselves, and threaten their enemies.
Strong Walls	Thanks to walls that guard them, keeps can usually be defended against larger forces and offer a strong base of operations. Members, officials and all that depend on the organization can feel safe as long as the walls stand strong.
Crowded Spaces	This kind of organization possibly attracts many people from their land and is exceptionally crowded. This situation carries many potential boons or banes: Spies, undiscovered gems, betrayers, strong soldiers, devoted members, and more. It can also create a shortage of water, accommodation, arms, ammunition, tools, and food supplies.
Useful Connections	These organizations possibly have strong ties to local lords, religious leaders, and other powerful orders and organizations. Big cities and crowded lands probably know them, and there are many who want to be on their good side.
Potential Size	1,000-3,000 people.
Possible NPCs	**Commoner*, Guard*, Tribal Warrior*, Acolyte*, Scout*, Thug*, Spy*, Druid*, Priest*, Knight*, Noble*, Veteran*, Ghulam Warrior**

Castle & Fortress

The epitome of most orders and organizations is to own a well-fortified castle that could host armies inside it.

Features

Fate of the Land	Orders that are this big and powerful usually have enough power and influence to decide the tides of fate that impact their realm. In historical context, the Order of Assassins (Hashashin Order), the Order of the Templars, and the House of Wisdom are good examples of such organizations.
Powerful Connections	These organizations are probably recognized by powerful lords, influential bishops, patriarchs, kings, sultans, emirs and other monarchs throughout the land.
All Eyes On Them	These organizations draw eyes onto themselves and become the center of attention.
Potential Size	3,000+ people, that can go up to 5,000 or more.
Possible NPCs	**Commoner*, Guard*, Tribal Warrior*, Acolyte*, Scout*, Thug*, Spy*, Druid*, Priest*, Knight*, Veteran*, Gladiator*, Mage*, Assassin*, Archmage*, Ghulam Warrior, Ghulam Veteran, Sage of Baghdad**



Step III: When Player Characters Establish an Order

In the course of a game, players may want to start their own organizations for many different reasons. In order to do that they must attract many people to their goal and fund the necessary coins. Unless they take over an already established organization, they must start from the beginning.

It could be assumed that the players' organization starts from the possible lowest options in the tables in Step I (Sphere of Influence, Scale of the Order, and similar aspects), and the process of building the organization can be tied to Downtime Activities.

Reputation

Organizations that are run by NPCs are usually under the GM's control, and their reputation may be tied to powerful adventurers' actions if they act on it. However, organizations founded by player characters may require a small system to show how their organization is doing and how it is perceived by society.

Reputation is a table that may be affected by external events, players' deeds, and many other reasons determined by the GM. Reputation can be perceived as popularity, influence, and infamy of the organization, and low Reputation usually means negative thoughts and actions by society. Zero Reputation usually means that the organization is not that famous in the realm. +4 Reputation means that people of the realm have positive ideas about the organization but depending on the size of the order, this positive reputation may impact the game differently. A smaller scale organization may be seen as a strike team or a very valuable team as a greater scale organization may be viewed as a whole army.

Positive Passive Effect: Organization members gain a bonus equal to the effect's level on Charisma and Wisdom checks including locals and topics related to their organizations.

Negative Passive Effect: Organization members gain a negative bonus equal to the effect's level on Charisma and Wisdom checks. The GM may reverse the bonus on Charisma (Intimidation) checks if the organization's Reputation is low due to infamous and cruel actions.

Other than these effects, each level gives different types of non-mechanical effects to organization members.

Reputation Table

REPUTATION LEVEL	EFFECT
+4	The organization is one of the most influential and popular entities in the realm. People form long lines at the doorstep to sign up, and donations ensure the economy spins better than ever.
+3	The organization is loved by the crowds and the members are usually offered food, accommodation and even nightly companionships throughout the realm. People want to join the ranks and are more than happy to be in the organization's favor.
+2	Locals are happy with the organization's existence, may accept one or two favors and are more keen to give out donations.
+1	Locals are inclined to talk and listen to the organization members and genuinely think better of them.
0	No effect.
-1	People usually greet the members with a sour face but accept them as a part of society.
-2	The locals usually don't like members' presence around them and actively show it. Even some members dislike this situation.
-3	The locals verbally and physically show that this organization is not their favorite. Brawls, arrests, and similar unwanted situations may occur throughout the land.
-4	Either the organization retreated underground or the locals form up at your doorstep with strong voices and maybe torches and pikes.

Member Happiness

For each month spent without Focus the Internal Affairs (see below) during downtime (or without any actions to make members happier, such as increasing food supplies, generous gifts, or similar), the GM makes a d20 roll and adds bonus depending on the situation of the organization. The difficulty is usually 10.

Happiness Table

POSSIBLE SITUATIONS	BONUS
Recent battles (lost)	-4
Recent battles (won)	-2
Food or water shortage	-3
Prosperous times	+3
Scientific progress	+2
Natural disaster	-5
A visit from a powerful figure (such as a noble lord, a king, archbishop, or similar)	+2
A major schism	-5
End of dire times (such as a long war, a plague)	+4

This table is to offer ideas, not definite numbers. A GM may change the bonuses depending on the situation and apply more situations to the table as well, as it is advised to do so.

Happiness Table

REPUTATION LEVEL	EFFECT
+4	Leaders (usually the player characters) have advantage on Charisma and Wisdom checks equal to the level while interacting with members of the organization. More outsiders wish to join the ranks of the organization, thus the word is spreading. Current members are more loyal than ever and are less keen on betrayal or departure.
+3	Leaders (usually the player characters) gain +3 bonus on Charisma and Wisdom checks equal to the level while interacting with members of the organization. People are inclined and keen to be convinced to join the ranks of this organization. Current members are exceptionally loyal and aren't likely to betray the order or depart it.
+2	Leaders (usually the player characters) gain +2 bonus on Charisma and Wisdom checks equal to the level while interacting with members of the organization. People are interested in joining due to the good standards the organization sets. Current members are exceptionally loyal and aren't likely to betray the order or depart it.
+1	Leaders (usually the player characters) gain +1 bonus on Charisma and Wisdom checks equal to the level while interacting with members of the organization. Current members are happy where they are and mostly loyal.
0	No special effects.
-1	Members are unhappy and want things to be fixed by the overseers and leaders of the organization. Unless proven that leaders care about them and try to fix things, leaders receive -1 bonus to Charisma and Wisdom checks while interacting with the members.
-2	Members are restless and unhappy. They probably don't see improvement efforts and are more prone to leave or betray the organization. Unless proven that leaders care about them and try to fix things, leaders receive -2 bonus to Charisma and Wisdom checks while interacting with the members.
-3	Mutiny may be at hand. Members are really unhappy. If this is a crowded organization, members have already started to depart the organization and some may have accepted bribes to spy on behalf of rivals. Leaders receive -3 bonus to Charisma and Wisdom checks while interacting with the members.
-4	A revolt is about to happen. Members are leaving daily and some may try to rouse the crowd for a revolt. The organization is on the brink of dissolving. Leaders receive disadvantage on Charisma and Wisdom checks when interacting with the members.

Downtime Activities

Establishing an Order

Resources: One month and at least 2,500 gold dinars. If players already have loyal followers and a big influence over the realm, the cost can be reduced by half at the GM's discretion. Most of the money is spent on a Guild Hall-like building and renovating the space, as well as handling official documents and other necessities.

Checks:

1) Charisma (Persuasion) check. Required to affect necessary people.

2) Intelligence check. Intelligence (Insight) or Wisdom (Insight) may also apply. Required to prevent extra costs and potential failure members as well as legal concerns.

Resolutions:

1) If the check total is equal to or above 10: the GM rolls 2d10 + highest Charisma modifier of the player characters that attended this activity. The result is the number of new members of the order. Depending on the type, members can have a variety of skills, proficiencies, talents, and features.

If the check total is below 10: Only a handful of people agreed to join. The GM rolls 2d6. The result equals the number of people who join.

If the check total is below 5: No one joins the order.

2) If the check total is equal to or above 10: The cost is reduced by 500 gd, and the GM reveals potential ill-intended members.

If the check total is below 10: The cost stays the same, and the GM does not reveal bad members.

If the check total is below 5: Due to complications, the cost is increased by 500 gd.

Complications: Before a one month-period ends, the GM rolls a secret d20. On a roll of 1 or 2, they select one of the options below:

- The HQ is haunted.
- A fire (or other seemingly natural cataclysm) badly damages the building.
- Secretly, an adversary joins while acting as a humble and good member.

Recruit Members

Resources: One week and 250 gd per 5 recruits

Checks: Charisma (Persuasion) or Intelligence (Religion) depending on the type of organization

Resolution:

Check total is 20 or above: 2d10+5 people join your order.

Check total is 15 or above: 2d10 people join your order.

Check total is 10 or above: No one joins your order.

Check total is below 10: Noone joins your order.

Check total is below 5: You gain an adversary and possibly lose Reputation.

Complications: Before a one month-period ends, the GM rolls a secret d20. On a roll of 1 or 2, selects one of the options below:

- Bad word reaches out to the public, and your organization loses 1 Reputation.
- Local law enforcement accuses you of challenging the established authority of the realm, and you can't enlist new members.
- Secretly, an adversary joins while acting as a humble and good member.

Carousing with Locals

Resources: 200 gd and one week.

Checks: Charisma (Persuasion) or Charisma (Performance)

Resolution:

Check total is 20 or above: Reputation increases by 1d3.

Check total is 15 or above: Reputation increases by 1d2.

Check total is 10 or above: Reputation increases by 1.

Check total is below 10: Reputation decreases by 1.

Check total is below 5: Reputation decreases by 1d2.

Complications: Before a one month-period ends, the GM rolls a secret d20. On a roll of 1 or 2, they select one of the options below:

- Happiness decreases by 1 due to bad word about the organization.
- A good number of members have been arrested.
- The organization gains adversaries who have a strong voice among the locals.

Reaching Out to Middle Class

Resources: 1,000 gd and one week

Checks: Charisma (Persuasion) or a proper tool check.

Resolution:

Check total is 20 or above: Middle Class and at least 3 important figures owe you a few favors.

Check total is 15 or above: Reputation increases by 1d2.

Check total is 10 or above: Reputation increases by 1.

Check total is below 10: Reputation decreases by 1.

Check total is below 5: Reputation decreases by 1d2.

Complications: Before a one month-period ends, the GM rolls a secret d20. On a roll of 1 or 2, they select one of the options below:

- Artisans and traders refuse to work with you, thus Happiness decreases by 1.
- You have been informed that the goods or items you received recently are bad.
- The Nobility deem you a danger, and they threaten you and your organization with legal implications.

Meetings with Nobles

Resources: One workweek and 1,000 gd.

Checks: Charisma (Persuasion) check.

Resolution:

Check total is 20 or above: Four nobles owe you a few favors.

Check total is 15 or above: Two nobles owe you a few favors.

Check total is 10 or above: A noble owes you a few favors.

Check total is below 10: Reputation decreases by 1d2.

Check total is below 5: Reputation decreases by 1d3.

Complications: Before a one month-period ends, the GM rolls a secret d20. On a roll of 1 or 2, selects one of the options below:

- The most embarrassing rumor about your organization or about you spreads in the land like a wild fire.
- One of the nobles is severely angered or annoyed by you.
- You are banned from operating in one of the nobles' areas.

Focus the Internal Affairs

Resources: One workweek and 350 gd.

Checks: Charisma (Persuasion) check.

Resolution:

Check total is 20 or above: Happiness increases by 1d4.

Check total is 15 or above: Happiness increases by 1d2.

Check total is 10 or above: Happiness increases by 1.

Check total is below 10: Happiness decreases by 1.

Check total is below 5: Happiness decreases by 1d2.

Complications: Before a one month-period ends, the GM rolls a secret d20. On a roll of 1 or 2, they select one of the options below:

- A small but significant number of members leave your organization.
- A member from a higher rank develops negative feelings towards one of the leaders. It may grow dangerously.
- Word reaches out to the public, and Reputation decreases by 1d4.



Deck of the Damned

Adventuring is an endeavor full of risks and hazards, from entering deadly catacombs filled with angry and cackling undead, striking a deal with very stubborn shopkeepers, to facing the wrath of hungry, and gluttonous red dragons. Unpredictable and unfortunate events may happen to the adventurers other than getting hurt, such as dealing with too much stress, suffering the tragedy of a lost one, witnessing an otherworldly entity that devours mortal lives, or uncovering horrible truths. These situations may create scenarios where hit points and the like are not enough to represent them mechanically.

5th edition offers some alternate ways for these scenarios, such as Sanity ability scores and Madness Tables tied to them; however, they are mostly tied to alien contact and psychic damage, and we wanted to create new mechanics for enduring the stress caused during adventuring.

How can you receive stress?

Stress may be caused in three ways in this system: During combat, dealing with arcane mysteries, or through grim events that happen outside of combat that we call tragedy.

During **combat**, an adventuring party may witness many occasions that can cause stress to one or all members of the party: death of a party member, extreme and permanent injuries, being defeated and cornered by an enemy, and so forth.

Arcane horrors may cause extreme stress, even to those who are attuned to magic, in such events like: Contacting otherworldly creatures for the first time, discovering horrible truths on arcane matters, sustaining mind-altering effects, witnessing excessive magic used in a less-than-savory way, and many other cataclysmic supernatural occurrences.

Tragic events may break even the most heartless. Suffering the loss of a family member, witnessing the fall of the city they grew up in, treachery by a beloved, trusted individual or an organization, dissolving the adventuring party, watching a friend walk away for good, scenes of merciless savagery and other quite distasteful situations are all incidents that may cause lasting changes.

When such an event happens, follow the rules below and apply the written instructions. If some situations coincide in more than one category it is up to the Game Master to decide which category to apply.

If you have the card deck called **Deck of the Damned**, instead of using the written section here, it is advised that a card from the deck is drawn when an event is triggered. It is much more immersive to slam an ominous card deck on the table when damnation is near.

Mental Threshold

It is important to note that each adventuring group may have different thresholds while dealing with stress. Not every heavy injury or death has to impact the party greatly, and may not result in drawing a card from the deck. To that end, we added different severities to ease the burden on the Game Masters. However, it is ultimately the Game Master's duty to tailor the triggers to the feeling of the setting.

General Rules

- Severity I category usually deals with DC 12 saving throws.
- Severity II category usually deals with DC 14 saving throws.
- Severity III category usually deals with DC 16 saving throws.
- Events usually contain negative outcomes for the adventurers and in times of success, the possibility of the negative is countered by a chance of smaller positive effect.
- The GM always has the final say on the mechanics and role-playing effects.

Combat Deck

Some fights do not go according to plan. Adventurers that are usually unfazed in the presence of danger, may lose all sensibilities when confronted with death being a distinct possibility. Severe injuries and other desperate situations impact the adventurers in ways other than simply physical, to their dismay.

Combat stress can occur in hard combat encounters, harsh situations and desperate outcomes. Follow the table below to determine which severity applies to the situation at hand.

SEVERITY LEVEL	TRIGGERS
Severity I	Generally, if the combat is going in an unfortunate direction for the Players: ♣ **A Player Character or an ally taking significant or unexpected damage:** • A Critical Hit, • A Player Character dropping below half of their maximum Hit Point, • A Player Character losing a third of their Hit Points due to a single Attack/Spell. • A Player Character being hit by an Attack of Opportunity. ♣ **Encountering powerful enemies (Total Enemy CR Count being 3 CR Higher than the Party Composition)** ♣ **Enemies showing advanced talent for warfare:** • A Legendary Resistance triggered, • An enemy casting a 5th level or higher Spell, • Other unique or powerful features.
Severity II	Generally, if the combat is going in a direction that threatens the lives and/or freedom of one or more party members or allies: ♣ **A Player Character or an ally taking heavy damage or being stuck in a dangerous position:** • A party member or an ally dropping to 0 hit points. • A Player Character losing at least half of their Hit Points due to a single Attack/Spell (rounds up) • Harsh, permanent injuries (losing an eye, a limb, crippling, etc.) • A Player Character being Flanked, attacked and damaged. ♣ **A Level 3 or Higher Spell by Player Characters being Counterspelled, or failed due to the enemy breaking the caster's concentration.** ♣ **Facing malicious actions by NPCs; for example, a party member or an ally taken prisoner by the enemy.** ♣ **Encountering deadly enemies (Total Enemy CR Count being 5 CR Higher than the Party Composition)** **Enemies showing deadly talent for warfare:** • A Legendary Action triggered, • An enemy casting a 6th level or higher Spell, • Other unique or powerful features.
Severity III	Generally, if the combat is going in a direction that all but ensures total destruction for the party members and their allies: ♣ **A Party member or an ally taking insurmountable damage or being stuck in a life-threatening situation:** • A party member or an ally dying. • A Player Character losing at least three quarters of their Hit Points due to a single Attack/Spell (rounds up). • A Player Character being completely surrounded by enemies. ♣ **A Level 5 or Higher Spell by Player Characters being Counterspelled, or failed due to the enemy breaking the caster's Concentration.** ♣ **Facing incredibly cruel actions by NPCs; for example, assaulting already downed allies.** ♣ **Encountering cataclysmic enemies (Total Enemy CR Count being 7 CR Higher than the Party Composition)** ♣ **Enemies showing impervious talent for warfare:** • A Legendary Action triggered twice in one round (from multiple enemies or sources), or a Legendary Action that costs 2 points is triggered, • An enemy casting a 7th level or higher Spell, • Other unique or powerful features.

Combat Severity I

D20	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	The character with the highest Wisdom score.	DC 12 Wisdom	It is frightened of the nearest enemy for 1 minute. It can repeat the saving throw at the end of each turn to be free from this effect.	It gains 1d4 temporary hit points.
2	The character with the lowest Wisdom score.	DC12 Wisdom	It subtracts 1d4 from its next attack roll, ability check, or saving throw until the end of its next turn.	It gains +1 bonus to its next attack roll, ability check or saving throw until the end of its next turn.
3	The character that is next in the Initiative count.	DC 12 Charisma	It becomes stunned until the end of its next turn.	It gains inspiration.
4	The character with the highest Strength or Dexterity score (GM's choice).	DC 12 Wisdom	It attacks another creature within the range of the weapon. If there are none, the attack is lost.	It gain advantage on the attack roll.
5	The character with the highest Strength or Charisma (GM's choice).	DC 12 Wisdom	It loses its next action. Bonus actions are unaffected.	Nothing happens.
6	The character that is a Rogue, Ranger or Fighter or the character with the highest Dexterity score resolves this card (GM's choice).	DC 12 Wisdom	It can't use bonus action until the end of its next turn.	Nothing happens.
7	The character with the lowest current hit points but still conscious and not incapacitated.	DC 12 Constitution	It can't be healed for 1 minute. At the end of each of its turns, it can repeat the saving throw to be from the effect.	It regains 1d4 hit points.
8	The character with the highest Dexterity score.	DC 12 Strength	It falls prone.	It has advantage on Strength (Athletics) checks until the end of its next turn.
9	The character with the lowest Initiative bonus.	DC 12 Wisdom	It is blinded until the end of its next turn.	It has advantage on Wisdom checks for 10 minutes.
10	The character with the highest movement or highest Dexterity score.	DC 12 Constitution	Its movement speed is halved until the end of its next turn.	Until the end of its next turn, its walking speed increases by 10 ft.
11	The character with the highest Armor Class.	DC 12 Dexterity	Its Armor Class is reduced by 2 until the end of its next turn.	Its Armor Class increases by 1 until the end of its turn.
12	The character with the highest Strength or Dexterity score or the character (GM's choice).	DC 12 Wisdom	It drops whatever it is holding.	Nothing happens.
13	The character with the highest passive Perception.	DC 12 Constitution	It is deafened for 1 minute. Each time it takes damage and at the end of each of its turns it can repeat the saving throw to be free from the effect.	Nothing happens.

14	The character with the highest passive Perception.	DC 12 Constitution	It is paralyzed until the end of its next turn.	It subtracts 1d4 + proficiency bonus from the next damage it takes in the next minute. If it reaches 0, it can make one melee weapon attack or unarmed strike against the target, if it is within its reach.
15	The character with the highest Strength or Dexterity (GM's choice).	DC 12 Wisdom	It has disadvantage on saving throws until the end of its next turn.	It gains +2 bonus on the next saving throw it makes within the next minute.
16	The character with the lowest Initiative bonus.	DC 12 Wisdom	It can't use reactions until the end of its next turn.	Nothing happens.
17	Druids, Clerics, Rangers, and Paladins (if there are none, the character with the highest Wisdom score).	DC 12 Charisma	Druids & Clerics: can't use their 1st and 2nd level spell slots for 1 minute. Rangers: can't use their Spellcasting & Fighting Style features for 1d4 rounds. Paladins: can't use their Spellcasting & Divine Smite features for 1d4 rounds. If there are none: have disadvantage on Wisdom checks for 1 hour.	Nothing happens.
18	Fighters, Barbarians, and Monks (if there are none, the characters with the highest Strength and Dexterity score).	DC 12 Wisdom	Fighters: can't use their Fighting Style feature for 1d4 rounds. Barbarians: can't use their Unarmored Defense feature for 1d4 rounds. Monks: can't use their Martial Arts features for 1d4 rounds. If there are none: they have disadvantage on attack rolls for 1d3 rounds.	Nothing happens.
19	Bards and Rogues (if there are none, the characters with the highest Charisma and Dexterity score).	DC 12 Constitution	Bards: can't use their Bardic Inspiration feature for 1d4 rounds. Rogues: can't benefit from their Expertise feature for 1d4 rounds. If there are none: can't use bonus actions for 1d4 rounds.	Nothing happens.
20	Sorcerers, Warlocks and Wizards (if there are none, the characters with the highest Intelligence and Charisma score).	DC 12 Wisdom	It can't use its Spellcasting or Pact Magic features for 1d4 rounds.	Nothing happens.

Combat Severity II

D20	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	The character with the highest Charisma	DC 14 Wisdom	It is frightened of the nearest two enemies for 1 minute. It can repeat the saving throw at the end of each turn to be free from this effect.	Its next Wisdom saving throw is made with advantage.
2	The character with the highest attack bonus to a weapon.	DC 14 Wisdom	It subtracts 1d6 from its next attack roll, ability check or saving throw until the end of its next turn.	Its next Wisdom saving throw is made with an advantage.
3	The character that is next in the Initiative count.	DC 14 Charisma	It becomes stunned for 1 minute. Each time it takes damage, it can reroll the saving throw to be free from the effect.	Nothing happens.
4	The character with the highest Strength or Dexterity (while making an attack roll).	DC 14 Wisdom	It attacks another creature within the range of the weapon. This effect prioritizes friendly creatures, but may target enemies if there are none. In an event that there are multiple eligible targets of the same priority, the player chooses the target. If there are no targets, the attack is lost. If it hits the target, it takes 2d6 more damage.	It gains advantage on the attack roll.
5	The character with the highest Strength or Charisma.	DC 14 Wisdom	For the next minute it can take either action or bonus action. It can't take both. At the end of each of its turns, it can repeat the saving throw to be free from the effect.	Nothing happens.
6	The character that is a Rogue, Ranger or Fighter or the character with the highest Dexterity score.	DC 14 Wisdom	It can't use bonus actions for 1 minute. At the end of each of its turns, it can repeat the saving throw to be free from the effect.	During its next turn, it gains one extra bonus action for only that turn.
7	The character with the lowest current hit point but still conscious and not incapacitated.	DC 14 Constitution	It can't be healed for 1 hour. At the end of each of its turns, it can repeat the saving throw.	It regains hit points equal to its Constitution modifier + its proficiency bonus.
8	The character with the highest Dexterity score.	DC 14 Strength	It falls prone and can't stand up unless it repeats the saving throw and succeeds.	Standing up only costs it 5 ft. of movement until the end of its next turn.
9	The character with the lowest Wisdom score.	DC 14 Wisdom	It is blinded for 1 minute. It can repeat the saving throw at the end of each of its turns to be free from the effect.	It has advantage on the next attack roll and if it scores a hit, it is counted as critical.
10	The character with the highest movement or highest Dexterity score.	DC 14 Constitution	Its movement speed is halved for 1 minute. It can repeat the saving throw at the end of each of its turns to be free from the effect.	Until the end of its next turn, its movement speed increases by 15 ft.
11	The character with the highest Armor Class.	DC 14 Dexterity	Its Armor Class is reduced by 2 for 2d4 rounds.	Its Armor Class increases by 2 until the end of its next turn.

12	The character with the highest Strength or Dexterity score or the character that holds the rarest magical weapon.	DC 14 Wisdom	It is incapacitated until the end of its next turn and drops whatever it is holding.	Nothing happens.
13	The character with the highest Passive Perception	DC 14 Wisdom	It is deafened for 1 minute. At the end of each of its turns it can repeat the saving throw.	Nothing happens.
14	The character with the highest Wisdom score.	DC 14 Wisdom	It is paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns to be free from the effect.	It gains temporary hit points equal to its proficiency bonus + half its character level (rounded up).
15	The character with the highest Strength or Dexterity (while making an attack roll).	DC 14 Wisdom	It has disadvantage on saving throws for 1d6 rounds.	It has advantage on the next saving throw.
16	The character with the highest Initiative bonus.	DC 14 Wisdom	It can't use reactions for 1 minute. It can repeat the saving throw at the end of each of its turns to be free from the effect.	Nothing happens.
17	Druids, Clerics, Rangers and Paladins (if there are none, the character with the highest Wisdom score).	DC 14 Charisma	Clerics: They can't use their Channel Divinity feature for 1d6 rounds. Druids: They can't use their Wild Shape feature for 1d6 rounds. If it's active, it immediately ends. Rangers: Can't use their first subclass feature for 1d6 rounds. Paladins: Can't use their Channel Divinity feature for 1d6 rounds. If there are none: Have disadvantage on Wisdom checks for 24 hours.	Nothing happens.
18	Fighters, Barbarians, and Monks (if there are none, the characters with the highest Strength and Dexterity score).	DC 14 Wisdom	Fighters: Can't use their first subclass ability feature for 1d6 rounds. Barbarians: Can't use their Rage feature for 1d6 rounds. If it is active, it ends immediately. Monks: Can't use their Ki for 1d6 rounds. If there are none: They have disadvantage on attack rolls for 1d6 rounds.	Nothing happens.
19	Bards and Rogues (if there are none, the characters with the highest Charisma and Dexterity score).	DC 14 Constitution	Bards: Can't use their spells from 1st to 3rd level for 1d6 rounds. Rogues: Can't benefit from their Cunning Action feature for 1d6 rounds. If there are none: Can't use bonus actions for 1d6 rounds.	Nothing happens.
20	Sorcerers, Warlocks and Wizards (if there are none, the characters with the highest Intelligence and Charisma score).	DC 12 Wisdom	Sorcerers: Can't use their Sorcery Points or Metamagic features for 1d6 rounds. Wizards: Can't use their subclass features for 1d6 rounds.	Nothing happens.

Combat Severity III

D20	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	The character with the highest Initiative bonus.	DC 16 Wisdom	It is frightened of all enemies for 1 minute. At the end of each of its turns, it can repeat the saving throw to be free from this effect.	It can't be frightened for 1d4 turns.
2	The character with the highest attack bonus to a weapon.	DC 14 Wisdom	It subtracts 1d8 from its next attack roll, ability check or saving throw until the end of its next turn.	Its next Wisdom saving throw is made with an advantage.
3	The character that is next in the Initiative count.	DC 16 Charisma	It is stunned for 1d6 rounds.	Nothing happens.
4	The character with the highest Strength or Dexterity (while making an attack roll).	DC 16 Wisdom	It attacks another creature within the range of the weapon. This effect prioritizes friendly creatures, but may target enemies if there are none. In an event that there are multiple eligible targets of the same priority, the player chooses the target. If there are no targets, the attack is lost. If it hits the target, it is counted as a critical hit.	It gains advantage on the attack roll.
5	The character with the highest Strength or Charisma.	DC 16 Constitution	For the next turn, before it attacks or casts a spell, it must succeed on a DC 10 Wisdom saving throw or it loses that attack or can't cast the spell.	Nothing happens.
6	The character that is a Rogue, Ranger or Fighter or the character with the highest Dexterity score.	DC 16 Wisdom	It can't use bonus actions for 1d6 rounds.	During its next turn, it gains one extra bonus action for only that turn.
7	The character with the lowest current hit points total.	DC 16 Strength	During the next hour, it can't be healed and if it ever drops to 0 hit points, it dies.	The next hit it makes on another creature until the end of its next turn is counted as a critical hit.
8	The character with the highest Wisdom score.	DC 16 Wisdom	It drops unconscious. If it takes damage or another creature spends its action, it loses the condition.	It has advantage on saving throws for the next 1d4 rounds.
9	The character with the lowest Wisdom score.	DC 16 Wisdom	It is blinded for 1d6 rounds.	It has advantage on the next attack.
10	The character with the highest movement speed or highest Dexterity score.	DC 16 Constitution	Its movement speed is 0 for 1 minute. At the end of each of its turns, it can repeat the saving throw to be free from this effect.	Until the end of its next turn, its movement speed increases by 20 ft.
11	The character with the highest Armor Class.	DC 16 Dexterity	Its Armor Class is reduced by 4 for 2d4 rounds.	Its Armor Class increases by 3 until the end of its next turn.
12	The character that is next in the Initiative order.	DC 16 Constitution	It is vulnerable to slashing, bludgeoning, and piercing damage for 1d4 turns.	It is resistant to one type of damage of its choice until the end of its next turn: slashing, bludgeoning, or piercing.

13	The character with the lowest Passive Perception	DC 16 Constitution	It is deafened for 1d8 rounds.	Its Passive Perception increases by 4 for 24 hours.
14	The character with the highest Strength score or highest spell save DC.	DC 16 Wisdom	It is paralyzed for 1d4 rounds and drops whatever it is holding.	It gains inspiration.
15	The character with the highest Strength or Dexterity (while making an attack roll).	DC 16 Wisdom	It has disadvantage on saving throws for 1 minute.	It has advantage on the next two saving throws.
16	The character with the highest current hit point total.	DC 16 Constitution	It gains one level of exhaustion.	Nothing happens.
17	Druids, Clerics, Rangers and Paladins (if there are none, the character with the highest Wisdom score resolves this card).	DC 16 Charisma	Clerics: They can't cast spells from 1st level to 4th level for 1 minute. Druids: They can't benefit from their subclass in any way for 1 minute. Rangers: Can only make one weapon attack for 1 minute. Paladins: Can't use their Channel Divinity and Divine Smite features as well Smite spells for 1 minute. If there are none: Have disadvantage on Wisdom checks for 1 week.	Nothing happens.
18	Fighters, Barbarians, and Monks (if there are none, the characters with the highest Strength and Dexterity score resolve this card).	DC 16 Wisdom	Fighters: Can't use Action Surge for 1 minute. Barbarians: Can't use their Rage feature for 1 minute. If it is active, it ends immediately. Monks: Can't use their Ki for 1 minute. If there are none: They have disadvantage on attack rolls for 1 minute.	Nothing happens.
19	Bards and Rogues (if there are none, the characters with the highest Charisma and Dexterity score resolves this card).	DC 14 Constitution	Bards: Can't benefit from their subclasses for 1 minute. Rogues: Can't benefit from their Sneak Attack feature for 1d6 rounds. If there are none: Can't use bonus actions for 1d6 rounds.	Nothing happens.
20	Sorcerers, Warlocks and Wizards (if there are none, the characters with the highest Intelligence and Charisma score resolve this card).	DC 12 Wisdom	Sorcerers: Can't use their Sorcery Points or Metamagic features for 1 minute. Wizards: Can't use their spells between 1st and 4th levels.	Nothing happens.

Arcane Deck

A journey into the arcane and the eldritch mysteries will make a mockery of a feeble mind. One may never know what secrets the magical weapons or arcane tomes found in gloomy dungeons, eerie graveyards, or forsaken mansions hold within. Encountering dreadful creatures, witnessing unimaginable spells and rituals, or facing supernatural monsters and threats that belong to horrible realism beyond imagination can affect one's psyche and connection to magic severely. Beware, for arcane breeds arcane, and eldritch anomalies may turn the tide in an unexpected deluge of magic.

Removing the effects:

The negative effects gained by the Arcane Stress have three general rules:

- Severity I effects can be removed with a lesser restoration spell.
- Severity II effects can be removed with a remove curse spell.
- Severity III effects can be removed with a greater restoration spell.

Lesser severities can be removed with higher severities' spells. For example, remove curse spell can be used for Severity I effects.

For Arcane stress triggers, you can check the table below:

SEVERITY LEVEL	EXAMPLE TRIGGERS
Severity I	• Encountering a hostile otherworldly creature for the first time. • Being subjected to mind-altering spells (such as *command* or *charm person*) • Witnessing the impeccable talents of non-humanoid creatures that are not beasts or monstrosities (Such as a dragon's breath, a zombie's undead fortitude, a vampire spawn's fangs, a werewolf's shapeshift, or a similar feature). • Witnessing the effects of a destructive spell. Level 3 spells or higher. • Encountering non-humanoid creatures that have a CR greater than 6. Some monstrosities may also apply this condition due to their nature. • Hearing otherworldly tongues. In classic fantasy games: infernal, abyssal, draconic, or primordial. For Historica Arcanum universe: djinnspeech.
Severity II	• Witnessing a strong curse or a deadly magical disease. • Witnessing a highly destructive spell like *fireball, ice storm, or disintegrate*. • Encountering non-humanoid creatures that have a CR greater than 9. Some monstrosities may also apply this condition due to their nature. • Witnessing a possession or a magical charm from an otherworldly creature, such as a powerful fey, celestial, or a fiend. • Witnessing 4th Level spells or higher. • Witnessing CR 5 or Higher Aberrations. • Witnessing magical physical alterations such as a polymorph spell or a **ghost's*** aging effect, a basilisk's petrifying.
Severity III	• Witnessing a spell of 5th level or higher (In other universes, this may vary) • Witnessing a deadly curse or a mass magical disease (such as Chrysalis of Dreams from Historica Arcanum: Herald of Rain). • Being exposed to extreme psychic damage. • Facing creatures beyond imagining (Non-humanoid creatures above CR 12) • Encountering otherworldly heralds, messengers, harbingers, devotees of extremely important figures, such as: a demon lord's messenger, an angel of a deity, a warlock of an archfey, • Facing powerful rituals, resurrections, artifacts, sentient magic items, and similar situations.

Some of the Arcane Stress usually results in flaws and other mid- to long-term effects rather than mechanical results. Communication between the Game Master and the Player Character is highly recommended while dealing with said flaws and effects and applying them to the game.

Arcane Severity I

D20	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card. If there's a tie, the most recent one resolves.	DC 12 Wisdom	If a creature within 30 ft. of it is targeted by a spell, it must succeed on a DC 10 Constitution saving throw or the spell targets it if it is within its reach. Otherwise, the spell is cast normally and as intended.	When it sees a spell is being cast within 30 ft. of it, it can use its reaction to nullify the spell if it is a spell of 3rd level or lower. It can use this ability 3 times for 1 week. After using it for the third time, it can't do so again until it stumbles upon this feature again.
2	The character that cast no spells in the last 12 hours resolves this card. If there are none, the character with the lowest Charisma check resolves this card.	DC 12 Wisdom	For the next 1 minute, it is under the effects of the *antimagic field* spell.	It learns one cantrip of its choice when it finishes a long rest. It can use that cantrip for the next 24 hours.
3	The character with the lowest Wisdom score	DC 12 Wisdom	It suffers from the following effect: It has disadvantage on saving throws against spells and other magical effects.	For 24 hours, it has advantage on saving throws against spells and other magical effects.
4	The character with the highest spell save DC resolves this card. The character must have "Spellcasting" or "Pact Magic" features. If there are none, the character with the highest Wisdom or Charisma resolves this card (GM's choice).	DC 12 Constitution	One of its highest level spell slots is expended. If there are none, it can't cast spells for 1 minute.	One of its highest spell slots that is expended is restored. It should be a spell slot of Level 3 or lower.
5	The character with the highest Charisma score	DC 12 Wisdom	It must succeed on a DC 10 Charisma saving throw whenever it makes a spell attack roll and targets one creature. On a failed save, it must also make the same attack roll towards 2 of its allies within the attack's reach.	For the next hour whenever it makes a spell attack roll, the effect can target another creature of its choice within its reach. It can use this feature three times and can't use it again until it stumbles upon this effect again.
6	The character with the lowest Charisma score resolves this card. The character must not have the "Spellcasting" or "Pact Magic" features.	DC 12 Charisma	Whenever a spell of 1st level or higher is cast within its sight, it must succeed on a DC 10 Charisma saving throw or take psychic damage equal to the spell's level plus 1d10.	Nothing happens.
7	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card. If there's a tie, the most recent one resolves.	DC 12 Intelligence	It experiences memory loss of very important and possibly recent events. The details are up to the Game Master.	For the next hour, it has advantage on Intelligence checks and saving throws.
8	The character with the lowest Wisdom score	DC 12 Wisdom	When a spell is cast near 90 ft. of it where it can see or hear, it must succeed on a DC 10 Wisdom saving throw. On a failed save, it is frightened of the source.	Nothing happens.

9	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card.	DC 12 Constitution	It suffers from the following effect: Whenever it takes damage by a spell, it takes an extra 1d6 damage if it's a cantrip. If it is a spell of 1 level or higher it takes 1d6 extra damage. The damage increases by 1d6 for each level of the spell. If it is targeted by a magical feature, such as a dragon's breath, extra damage it takes is 1d6. Each proficiency bonus the creature has increases the damage by 1d6.	For 24 hours, it has advantage on saving throws against spells and other magical effects.
10	The character that has been affected by (or cast) the strongest spell in 12 hours.	DC 12 Constitution	It gains the following effect: All magical items held or carried by it or within 5 ft. of it that are not being worn or carried by other creatures lose their magical property while they are within 5 ft. of it.	An item in its possession gains magical property determined by the GM for 10 minutes. For example, a nonmagical weapon may become a +1 weapon for the duration.
11	The character that is the youngest.	DC 12 Constitution	It ages 1d8x4 years. If it has a heritage of elf or other long living lineages the result is multiplied by 4.	Nothing happens.
12	The character with the highest Wisdom score.	DC 12 Charisma	Otherworldly creatures can sense it when they are within 60 ft. of them, regardless of the cover or wall it is behind. Fiends and undeads prioritize attacks on it. Each non-humanoid creature that is not a beast or a monstrosity has advantage on the first attack roll they make against it. They can't benefit from this until the next dawn.	It can cast the *detect evil and good* spell once a day without expending a spell slot. It can't do so again until it finishes a long rest.
13	The character with the highest Charisma.	DC 12 Wisdom	After finishing a long rest it must succeed in a DC 12 Constitution saving throw. On a failed save, it can't use magic items, cast spells, or comprehend magic in any way, thus fail saving throws against spells or other magical effects immediately.	It can cast *detect magic* once a day, without expending a spell slot.
14	The character with the highest Charisma.	DC 12 Wisdom	A *reverse gravity* spell is cast centered on it. Instead of a 50-foot radius, 100-foot high cylinder, it is a 20-foot radius, 40-foot high cylinder.	Its jumping distance is tripled for 10 minutes.
15	The character with the highest Charisma.	DC 12 Wisdom	An *animate objects* spell is cast within 10 ft. of it. The animated objects are determined by the GM and they are hostile towards it. They stay active for 1d4 rounds.	It can cast *animate objects* without expending a spell slot. It can only do this one time in the next minute if it doesn't have other means to access this spell.
16	All characters.	DC 12 Constitution	Its main ability score determined by the GM is reduced by 1d4. This lasts for 1 minute.	It gains +1 bonus to attack rolls, ability checks and saving throws for 1 minute.

17	The Bard character with the highest spell save DC must resolve this card. If there are none, the character with the highest Charisma score resolves this card.	DC 12 Constitution	Whenever it gives a Bardic Inspiration, it must succeed on a DC 10 Wisdom saving throw. On a failed save, the character that has received the inspiration decreases its Bardic die from the next d20 roll. If there are no Bards: It subtracts 1d6 from its next d20 roll in 1 minute.	Its next Bardic Inspiration die does not expend its available uses. If there are no Bards: It adds 1d6 to its next d20 roll in 1 minute.
18	The Sorcerer character with the highest spell save DC resolves this card. If there are no Sorcerers, the character with the highest Charisma resolves this card.	DC 12 Wisdom	Whenever it spends a Sorcery Point, it must succeed on a DC 10 Wisdom saving throw. On a failed save, it is expended without a benefit. If there are no Sorcerers: It has disadvantage on Charisma checks and saving throws for 1 hour	It gains 1 temporary Sorcery Point that it can spend in the next minute. If there are no Sorcerers: For the next minute, it can cast a cantrip of its choice from the sorcerer spell list.
19	The Wizard character with the highest spell save DC resolves this card. If there are none, the character with the highest Intelligence score resolves this card.	DC 12 Wisdom	It can't comprehend its spellbook anymore or until this feature is deactivated with a proper method. It can't cast ritual spells that are not prepared and it can't change its prepared spell list until it gets rid of this feature. If there are no Wizards: It has disadvantage on Intelligence checks and saving throws.	It can cast *detect magic* once a day, without expending a spell slot.
20	The Warlock character with the highest spell save DC resolves this card. If there are none, the character with the highest Charisma resolves this card.	DC 12 Wisdom	Its abilities related to its Eldritch Invocations are not working anymore or it deactivates this feature with proper methods. If there are no Warlocks: It has disadvantage on checks related to fear conditions.	For the next minute, it has another spell slot that it can use. If there are no Warlocks: It can't be frightened in the next minute.

Arcane Severity II

D20	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card. If there's a tie, the most recent one resolves.	DC 14 Wisdom	If a creature within 40 ft. of it is targeted by a spell, it must succeed on a DC 12 Constitution saving throw or the spell targets it if it is within its reach. Otherwise, the spell is cast normally and as intended.	When it sees a spell is being cast within 30 ft. of it, it can use its reaction to nullify the spell if it is a spell of 3rd level or lower. It can use this ability 4 times for 1 week. After using it for the third time, it can't do so again until it stumbles upon this feature again.
2	The character that cast no spells in the last 12 hours resolves this card. If there are none, the character with the lowest Charisma check resolves this card.	DC 14 Wisdom	For the next 10 minutes, it is under the effects of the *antimagic field* spell.	It learns one cantrip of its choice when it finishes a long rest. A character can benefit from this only once.
3	The character with the lowest Wisdom score.	DC 14 Wisdom	It suffers from the following effect: It has disadvantage on saving throws against spells and other magical effects.	For one week, it has advantage on saving throws against spells and other magical effects.

4	The character with the highest spell save DC resolves this card. The character must have "Spellcasting" or "Pact Magic" features. If there are none, the character with the highest Wisdom or Charisma resolves this card (GM's choice).	DC 14 Constitution	One of its highest level spell slots is expended. If there are none, it can't cast spells for 10 minutes.	One of its highest spell slots that is expended is restored. It should be a spell slot of Level 4 or lower.
5	The character with the highest Charisma score	DC 14 Wisdom	It must succeed on a DC 12 Charisma saving throw whenever it makes a spell attack roll and targets one creature. On a failed save, it must also make the same attack roll towards 3 of its allies within the attack's reach.	For the next hour whenever it makes a spell attack roll, the effect can target another creature of its choice within its reach. It can use this feature three times and can't use it again until it stumbles upon this effect again.
6	The character with the lowest Charisma score resolves this card. The character must not have the "Spellcasting" or "Pact Magic" features.	DC 14 Charisma	Whenever a spell of 1st level or higher is cast within its sight, it must succeed on a DC 12 Charisma saving throw or take psychic damage equal to the spell's level plus 2d10.	When it deals damage with a spell in the next minute, it can reroll one of the damage dice and can use the second roll.
7	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card. If there's a tie, the most recent one resolves.	DC 14 Intelligence	It experiences memory loss of very important and possibly mid-term to recent events. The details are up to the Game Master.	For the next day, it has advantage on Intelligence checks and saving throws.
8	The character with the lowest Wisdom score.	DC 14 Wisdom	When a spell is cast near 120 ft. of it where it can see or hear, it must succeed on a DC 12 Wisdom saving throw. On a failed save, it is frightened of the source.	It has advantage on Charisma saving throws against spells or other magical effects for 1 hour.
9	The character that has been affected by (or cast) the strongest spell in 12 hours.	DC 14 Constitution	It suffers from the following effect: Whenever it takes damage by a spell, it takes an extra 1d8 damage if it's a cantrip. If it is a spell of 1 level or higher it takes 1d8 extra damage. The damage increases by 1d8 for each level of the spell. If it is targeted by a magical feature, such as a dragon's breath, extra damage it took is 1d6. Each proficiency bonus the creature has increases the damage by 1d8.	For 1 hour, it has advantage on saving throws against spells and other magical effects.
10	The character that has been affected by (or cast) the strongest spell in 12 hours	DC 14 Constitution	It gains the following effect: All magical items held or carried by it or within 10 ft. of it that are not being worn or carried by other creatures lose their magical property while they are within 10 ft. of it.	An item in its possession gains magical property determined by the GM for 1 hour. For example, a nonmagical weapon may become a +1 weapon for the duration.
11	The character that is the youngest	DC 14 Constitution	It ages 1d8x5 years. If it has a heritage of elf or other long living lineages the result is multiplied by 5.	If it chooses, it can deage by 1d10 years.

12	The character with the highest Wisdom score.	DC 14 Charisma	Otherworldly creatures can sense it when it is within 90 ft. of them, regardless of the cover or wall it is behind. Fiends and undeads prioritize attacks on it. Each non-humanoid creature that is not a beast or a monstrosity has advantage on the first attack roll they make against it. They can't benefit from this until the next dawn.	It can cast *detect evil and good* and *protection from evil and good* spells once a day without expending a spell slot. It can't do so again until it finishes a long rest.
13	The character with the highest Charisma	DC 14 Wisdom	After finishing a long rest it must succeed in a DC 12 Constitution saving throw. On a failed save, it can't use magic items, cast spells, or comprehend magic in any way, thus fail saving throws against spells or other magical effects immediately.	It can cast detect magic once a day, without expending a spell slot.
14	The character with the highest Charisma	DC 14 Wisdom	A *reverse gravity* spell is cast centered on it.	Its jumping distance is tripled for 1 hour.
15	The character with the highest Charisma	DC 14 Wisdom	An animate objects spell is cast within 10 ft. of it. The animated objects are determined by the GM and they are hostile towards it. They stay active for 1d6 rounds.	It can cast *animate objects* without expending a spell slot. It can only do this one time in the next 10 minutes if it doesn't have other means to access this spell. It gains +1 bonus to attack rolls, ability checks and saving throws for 1 minute.
16	All characters	DC 14 Constitution	Its main ability score determined by the GM is reduced by 1d4. This lasts for 1 minute.	It gains +1 bonus to attack rolls, ability checks and saving throws for 1 minute.
17	The Bard character with the highest spell save DC must resolve this card. If there are none, the character with the highest Charisma score resolves this card.	DC 14 Constitution	Whenever it gives a Bardic Inspiration, it must succeed on a DC 10 Wisdom saving throw. On a failed save, the character that has received the inspiration decreases its Bardic die from the next 3 d20 rolls. If there are no Bards: It subtracts 2d6 from its next d20 roll in 1 minute.	Its next Bardic Inspiration die does not expend its available uses and it regains one expended spell slot that is 2nd level or lower. If there are no Bards: It adds 2d6 to its next d20 roll in 1 minute.
18	The Sorcerer character with the highest spell save DC resolves this card. If there are no Sorcerers, the character with the highest Charisma resolves this card.	DC 14 Wisdom	Whenever it spends a Sorcery Point, it must succeed on a DC 12 Wisdom saving throw. On a failed save, it is expended without a benefit. If there are no Sorcerers: It has disadvantage on Charisma checks and saving throws for 1 day.	It gains 1 temporary Sorcery Point that it can spend in the next hour. If there are no Sorcerers: For the next minute, it can cast a cantrip of its choice from the sorcerer spell list.
19	The Wizard character with the highest spell save DC resolves this card. If there are none, the character with the highest Intelligence score resolves this card.	DC 14 Wisdom	It can't comprehend its spellbook anymore or until this feature is deactivated with a proper method. It can't cast ritual spells that are not prepared and it can't change its prepared spell list until it gets rid of this feature. If there are no Wizards: It has disadvantage on Intelligence checks and saving throws.	It can cast one of its spells that is written in its spellbook but not prepared, without expending a spell slot. The spell must be 4th level or lower. This effect can be used for 3 days.

20	The Warlock character with the highest spell save DC resolves this card. If there are none, the character with the highest Charisma resolves this card.	DC 14 Wisdom	Its abilities related to its Eldritch Invocations are not working anymore or it deactivates this feature with proper methods. If there are no Warlocks: It has disadvantage on checks related to fear conditions.	For the next 10 minutes, it has another spell slot that it can use. If there are no Warlocks: It can't be frightened in the next hour.

Arcane Severity III

D12	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card. If there's a tie, the most recent one resolves.	DC 16 Wisdom	If a creature within 60 ft. of it is targeted by a spell, it must succeed on a DC 14 Constitution saving throw or the spell targets it if it is within its reach. Otherwise, the spell is cast normally and as intended.	When it sees a spell is being cast within 30 ft. of it, it can use its reaction to nullify the spell if it is a spell of 3rd level or lower. It can use this ability 4 times for 1 week. After using it for the third time, it can't do so again until it stumbles upon this feature again.
2	The character that cast no spells in the last 12 hours resolves this card. If there are none, the character with the lowest Charisma check resolves this card.	DC 16 Wisdom	For the next hour, it is under the effects of the *antimagic field* spell.	It learns one cantrip of its choice when it finishes a long rest. A character can benefit from this only once.
3	The character with the lowest Wisdom score	DC 16 Wisdom	It suffers from the following effect: It has disadvantage on saving throws against spells and other magical effects.	For 1 week, it has advantage on saving throws against spells and other magical effects.
4	The character with the highest spell save DC resolves this card. The character must have "Spellcasting" or "Pact Magic" features. If there are none, the character with the highest Wisdom or Charisma resolves this card (GM's choice).	DC 16 Constitution	One of its highest level spell slots is expended. If there are none, it can't cast spells for 1 hour.	One of its highest spell slots that is expended is restored. It should be a spell slot of Level 3 or lower.
5	The character with the highest Charisma score	DC 16 Wisdom	It must succeed on a DC 14 Charisma saving throw whenever it makes a spell attack roll and target one creature. On a failed save, it must also make the same attack roll towards 4 of its allies within the attack's reach.	For the next hour whenever it makes a spell attack roll, the effect can target another creature of its choice within its reach. It can use this feature 4 times and can't use it again until it stumbles upon this effect again.
6	The character with the lowest Charisma score resolves this card. The character must not have the "Spellcasting" or "Pact Magic" features.	DC 16 Charisma	Whenever a spell of 1st level or higher is cast within its sight, it must succeed on a DC 14 Charisma saving throw or take psychic damage equal to the spell's level plus 3d10.	When it is hit by a magical effect or takes damage from a spell, it halves the damage as a reaction. It can't be used again until it stumbles upon this effect.
7	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card. If there's a tie, the most recent one resolves.	DC 16 Intelligence	It experiences memory loss of very important events and possibly forgets anything but its name. The details are up to the Game Master.	For the next week, it has advantage on Intelligence checks and saving throws.

8	The character with the lowest Wisdom score	DC 16 Wisdom	When a spell is cast near 120 ft. of it where it can see or hear, it must succeed on a DC 10 Wisdom saving throw. On a failed save, it is frightened of the source.	Nothing happens.
9	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card.	DC 16 Constitution	It suffers from the following effect: Whenever it takes damage by a spell, it takes an extra 1d10 damage if it's a cantrip. If it is a spell of 1 level or higher it takes 1d10 extra damage. The damage increases by 1d10 for each level of the spell. If it is targeted by a magical feature, such as a dragon's breath, extra damage it took is 1d10. Each proficiency bonus the creature has increases the damage by 1d10.	For 24 hours, it has advantage on saving throws against spells and other magical effects.
10	The character that has been affected by (or cast) the strongest spell in 12 hours resolves this card.	DC 16 Constitution	It gains the following effect: All magical items held or carried by it or within 15 ft. of it that are not being worn or carried by other creatures lose their magical property while they are within 15 ft. of it.	An item in its possession gains magical property determined by the GM for 24 hours. For example, a nonmagical weapon may become a +1 weapon for the duration.
11	All characters	DC 16 Constitution	When it is reduced to 0 hit points by a spell, it immediately dies, instead of making death saving throws.	When it is reduced to 0 hit points by a spell, it is immediately stabilized. This effect lasts for 1 week. While it is unconscious and stabilized this way.
12	The character with the highest Wisdom score.	DC 16 Charisma	Otherworldly creatures can sense it when it is within 120 ft. of them, regardless of the cover or wall it is behind. Fiends and undeads prioritize attacks on it. Each non-humanoid creature that is not a beast or a monstrosity has advantage on the first attack roll they make against it. Every hit they make deals an extra 1d10 necrotic damage to it for the attacks made with advantage. They can't benefit from this until the next dawn.	It is under the effects of *detect evil and good and protection from evil and good* spells for the next 24 hours.

Tragedy Deck

Some friends may turn into foes, some comrades may stab you in the back, a vile sickness may turn your homeland into a noxious wasteland, or an unexpected arson can devastate whole civilizations. A tragedy may lurk behind every corner, and an adventurer never knows when it will strike - and what incurable wounds it may leave.

Tragedy stress may occur in such conditions as mentioned in the table below:

SEVERITY LEVEL	TRIGGER
Severity I	• Betrayal of a dear and trusted comrade, companion or a loved one. • Being part of a disastrous battle, war or a similar conflict. • Watching friends, close relatives or people that are close to them fighting impossible illnesses or other long-time hardships, such as poverty, imprisonment, exile, discord among family or friends. • Failing an important quest.
Severity II	• Death of people that are thought to be very dear. • Witnessing the rise of a corrupted faction that condemns innocents and spreads chaos and/or enforces their iron fists. • Watching innocents suffer. • Watching people that are close to you suffer and be in serious pain.
Severity III	• Natural disasters such as fires, floods, earthquakes, and storms affecting the cities, towns or villages that are considered important. • Witnessing the fall or a defeat of a beloved organization, faction or a legal body such as a kingdom or similar entities (For example, The Fall of Constantinople in 1453 CE). • Losing or facing the failure of long-devised plans, hopes, or dreams. • Getting betrayed by almost all loved ones and trusted companions. • Being left alone or shunned by loved ones, comrades, or a beloved organization.

Tragedy Stress usually causes flaws for characters to deal with. Strong communication between the player character and the GM is advised to apply these flaws. Most of the results in this deck are considered permanent and require a serious healing process if one wishes to be cured. If a GM wants an easier solution, it is advised to use rules from Arcane stress to get rid of the effects.

Tragedy Severity I

D20	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	All characters	DC 12 Wisdom	It gains the following flaw: "My group only has each other and no one else."	Nothing happens
2	The character with the lowest Wisdom score	DC 12 Charisma	It has the following flaw: "I lose my concept of reality from time to time. I start to see hallucinations, and I am not sure what is real or not and even remember things that didn't actually happen."	It has advantage on saving throws against illusion spells for 24 hours.
3	The characters that are Neutral or Good	DC 12 Charisma	It gains the following flaw: "The only way to cope with pain is to make my brain numb."	It has advantage on saving throws against being poisoned for 1 week.
4	The characters other than those with True Neutral alignments.	DC 12 Charisma	Its alignment is reversed. A *remove curse* spell reverses this effect.	It is immune to alignment changes for one week.
5	The character with the lowest Wisdom.	DC 12 Charisma	It gains the following flaw: "I don't want to move forward, backward or any other way. I feel that inactivity is all it can do."	Nothing happens.

6	The character with the highest Wisdom.	DC 12 Charisma	It must succeed on a DC 12 Wisdom saving throw after each long rest. On a failed save, it can't move more than 120 ft. during that day.	Nothing happens.
7	The character with the highest Strength score or the highest spell save DC (GM's choice).	DC 12 Charisma	It gains the following flaw: "Only I can those around me and those I trust. They can't handle hard situations or formidable enemies. I must find a way to protect them."	Nothing happens.
8	The character with the highest hit points.	DC 12 Charisma	Before it attempts a long rest, it must succeed on a DC 10 Constitution saving throw or it can't benefit from a sleep, thus the long rest. This can be removed with a lesser restoration spell.	Whenever it finishes a long rest, it gains temporary hit points equal to its proficiency bonus.
9	The character with the highest Strength score	DC 12 Charisma	It gains the following flaw: "It believes that only violence can make it feel better. Once every week, it feels a dark urge for total bloodshed.''	Nothing happens.
10	The character with the highest Constitution score.	DC 12 Charisma	If it doesn't succeed on a DC 10 Constitution saving throw at the end of a long rest, it gains one level of exhaustion. It can't gain exhaustion this way more than Level 2.	Nothing happens.
11	The character with the lowest maximum hit points	DC 12 Charisma	Whenever it takes damage equal to or more than ten times of its proficiency bonus, it must succeed on a DC 10 Constitution saving throw or drop unconscious.	Nothing happens.
12	The GM chooses the most talkative character.	DC 12 Charisma	Whenever it finishes a long rest, it must succeed on a DC 10 Constitution saving throw or for that day it loses the ability to speak.	It has advantage on Charisma saving throws for 1 week.
13	The character with the lowest Charisma score	DC 12 Wisdom	It gains the following flaw: "I am compelled to choose the most self-sacrificial option in any moral decision. It matters the most after all."	Nothing happens.
14	The character who has experienced the most recent personal loss resolves this card. Or the character with the highest Wisdom resolves this card (GM's choice).	DC 12 Wisdom	Whenever it encounters a resemblance of the tragedy that triggered this card it must make a DC 12 Wisdom saving throw and it is stunned for 10 minutes on a failed save.	Nothing happens.
15	The character with the highest Perception score.	DC 12 Wisdom	It gains the following flaw: "I constantly want to check on everyone's honesty and sincerity. It feels like I am the emperor that is about to be stabbed twenty-three times, surrounded by friends."	Nothing happens.
16	The character with the highest maximum hit points	DC 12 Wisdom	It gains the following flaw: "Whenever an ally of mine is in serious danger, I try my best to protect them. At. All. Costs."	For the next 24 hours, any ally within 15 ft. of it gains +2 bonus to their AC while it is conscious and not incapacitated.

17	The character with the lowest Charisma score.	DC 12 Wisdom	It has resistance to being frightened by effects unrelated to its tragedy, but disadvantage on all Charisma checks and saving throws.	It has advantage on Wisdom saving throws for one month.
18	The GM chooses the most dependent Player Character.	DC 12 Wisdom	It gains the following flaw: "I am reluctant to leave familiar faces." Moving beyond a 60-foot radius from its most trusted ally requires a DC 12 Wisdom saving throw for each time.	It gains a burst of confidence. Its speed increases by 10 feet for the next 24 hours.
19	The character with the lowest Constitution score.	DC 12 Wisdom	It must succeed on a DC 12 Wisdom saving throw each time it wakes up or finishes a long rest. On a failed save, it is under the effects of the *bane* spell.	When it finishes a long rest, it is under the effects of a *bless* spell for 1d4 hours.
20	All characters.	DC 12 Wisdom	Whenever it encounters a trigger or a directly involved an object related to a tragedy it experienced, it relives those moments very vividly. The GM applies certain conditions if needed such as fear, stun, paralyze, damage or similar.	It has advantage on Wisdom saving throws for the next month.

Tragedy Severity II

D20	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	The character with the highest Intelligence score.	DC 14 Wisdom	It gains the following flaw: "I will not share crucial information with anyone. No one can be trusted."	Nothing happens.
2	All characters.	DC 14 Wisdom	It gains the following flaw: "I don't have anyone to trust or rely on. I am alone."	Nothing happens.
3	The character with the lowest Passive Perception	DC 14 Wisdom	It has the following flaw: "I am not sure if what I experience is real or not. What is an illusion and what is real? What is made up of my mind, or what isn't?"	It has advantage on saving throws against illusion spells for 1 week.
4	The character with the lowest Wisdom	DC 14 Charisma	It has the following flaw: "I feel a strong apathy for everything around me. I don't want to take any action."	Nothing happens.
5	The character with the highest Dexterity.	DC 14 Charisma	It must succeed on a DC 14 Wisdom saving throw after each long rest. On a failed save, it can't move more than 120 ft. during that day.	For the next week, whenever it finishes a long rest, it gains 1d4+2 temporary hit points.
6	The character with the lowest Constitution.	DC 14 Charisma	If it doesn't succeed on a DC 12 Constitution saving throw at the end of a long rest, it gains one level of exhaustion. It can't gain exhaustion this way more than Level 3.	Nothing happens.
7	The character with the lowest maximum hit points	DC 14 Charisma	Whenever it takes damage equal to or more than ten times of its proficiency bonus, it must succeed on a DC 12 Constitution saving throw or drop unconscious.	Nothing happens.

8	The character with the highest Charisma score.	DC 14 Wisdom	Whenever it finishes a long rest, it must succeed on a DC 12 Constitution saving throw or for that day it loses the ability to speak.	Nothing happens.
9	The character with the highest Constitution.	DC 14 Charisma	It gains the following flaw: "My only way out of these awful feelings is to strongly toxicate my mind with substances or alcohol."	It is immune to shifts in its alignments for 1 week.
10	All characters.	DC 14 Charisma	Before it attempts a long rest, it must succeed on a DC 12 Constitution saving throw or it can't benefit from a sleep, thus the long rest. This can be removed with a *remove curse* spell.	Only 6 hours of long rest will be enough for it from now on.
11	All characters.	DC 14 Charisma	Whenever it finishes a long rest, it must succeed on a DC 12 Constitution saving throw or for that day it loses the ability to hear.	Its Passive Perception increases by 2. A character can only benefit from this once.
12	All characters.	DC 14 Wisdom	It falls into a coma and only a spell of 5th level or higher can end its condition.	It has advantage on death saving throws.
13	The character with the lowest Charisma score.	DC 14 Wisdom	It gains the following flaw: "I am the most important person in the world. No one else."	Nothing happens.
14	The character who has experienced the most recent personal loss resolves this card. Or the character with the highest Wisdom resolves this card (GM's choice).	DC 14 Wisdom	Whenever it encounters a resemblance of the tragedy that triggered this card it must make a DC 14 Wisdom saving throw and it is paralyzed for 1 minute on a failed save.	Nothing happens.
15	The character with the highest Charisma score.	DC 14 Wisdom	It gains the following flaw: "I am convinced that everyone lies to me."	It has advantage on Insight checks that are made to determine lies.
16	The character with the highest maximum hit points.	DC 14 Wisdom	It gains the following flaw: "I must protect my allies no matter the cost." Whenever an ally of its is in serious danger, it must spend its next action to protect them.	For the next 24 hours, any ally within 30 ft. of it gains +3 bonus to their AC while it is conscious and not incapacitated.
17	The character with the highest Charisma score.	DC 14 Wisdom	It has the following flaw: "I am afraid of the dark." Whenever it enters a dark area which is total darkness or dim lighted, it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute.	It has advantage on Wisdom saving throws for one month.
18	The GM chooses the most dependent Player Character.	DC 14 Wisdom	It gains the following flaw: "I am reluctant to leave familiar faces." Moving beyond a 30-foot radius from its most trusted ally requires a DC 14 Wisdom saving throw for each time.	It gains a burst of confidence. Its speed increases by 15 feet for the next 24 hours.
19	The character with the lowest Constitution score.	DC 14 Wisdom	It must succeed on a DC 12 Wisdom saving throw each time it wakes up or finishes a long rest. On a failed save, it subtracts 1d6 from its attack rolls, ability checks and saving throws.	When it finishes a long rest, it is under the effects of a *bless* spell for 1d6 hours.

20	All characters.	DC 14 Wisdom	Whenever it encounters a trigger or a directly involved object related to a tragedy it experienced, it must succeed on a DC 14 Wisdom saving throw. On a failed save, it falls into a coma where it vividly experiences the tragedy all over again. If somehow, it is not freed from this effect, for each hour spent this way, GM decides on an Ability Score of its and decreases it by 1d4.	It has advantage on saving throws for the next week.

Tragedy Severity III

D12	AFFECTED	SAVING THROW	FAILURE	SUCCESS
1	The character with the lowest maximum hit points.	DC 16 Charisma	Whenever it takes damage equal to or more than ten times of its proficiency bonus, it must succeed on a DC 14 Constitution saving throw or drop to 0 hit points.	Nothing happens.
2	All characters resolve this.	DC 14 Wisdom	It gains the following flaw: "I don't have anyone to trust or rely on. I am alone. Even my comrades will turn against me."	Nothing happens
3	The character with the lowest Wisdom.	DC 14 Wisdom	It has the following flaw: "I lose my concept of reality from time to time. I am pretty sure that everything is an illusion."	It has advantage on saving throws against illusion spells for 1 week.
4	All characters resolve this.	DC 16 Charisma	It must succeed on a DC 16 Wisdom saving throw after each long rest. On a failed save, it can't move more than 120 ft. during that day.	Nothing happens.
5	The character with the highest Wisdom score.	DC 16 Charisma	It gains the following flaw: "I am certain that everyone is lying and wants to hurt me."	It has advantage on Wisdom checks made to determine someone's honesty.
6	The character with the highest Wisdom score.	DC 16 Charisma	It gains the following flaw: "I am absolutely sure that I am trapped in a dream. I must find a way to get through this."	Nothing happens.
7	The character with the highest Strength score.	DC 16 Charisma	If it doesn't succeed on a DC 14 Constitution saving throw at the end of a long rest, it gains one level of exhaustion. It can't gain exhaustion this way more than Level 4.	Whenever it finishes a long rest, it can reduce its exhaustion level by 2.
8	The character with the highest Wisdom score.	DC 16 Charisma	It gains the following flaw: "Other people know too much about me. No one can be trusted anymore. I must eliminate them all."	Nothing happens.
9	All characters resolve this.	DC 16 Charisma	Its Charisma score decreases by 2.	When it fails a Charisma check, it can reroll it but must use the new roll. It can't do so again until it finishes a long rest. A character can benefit from this only once.

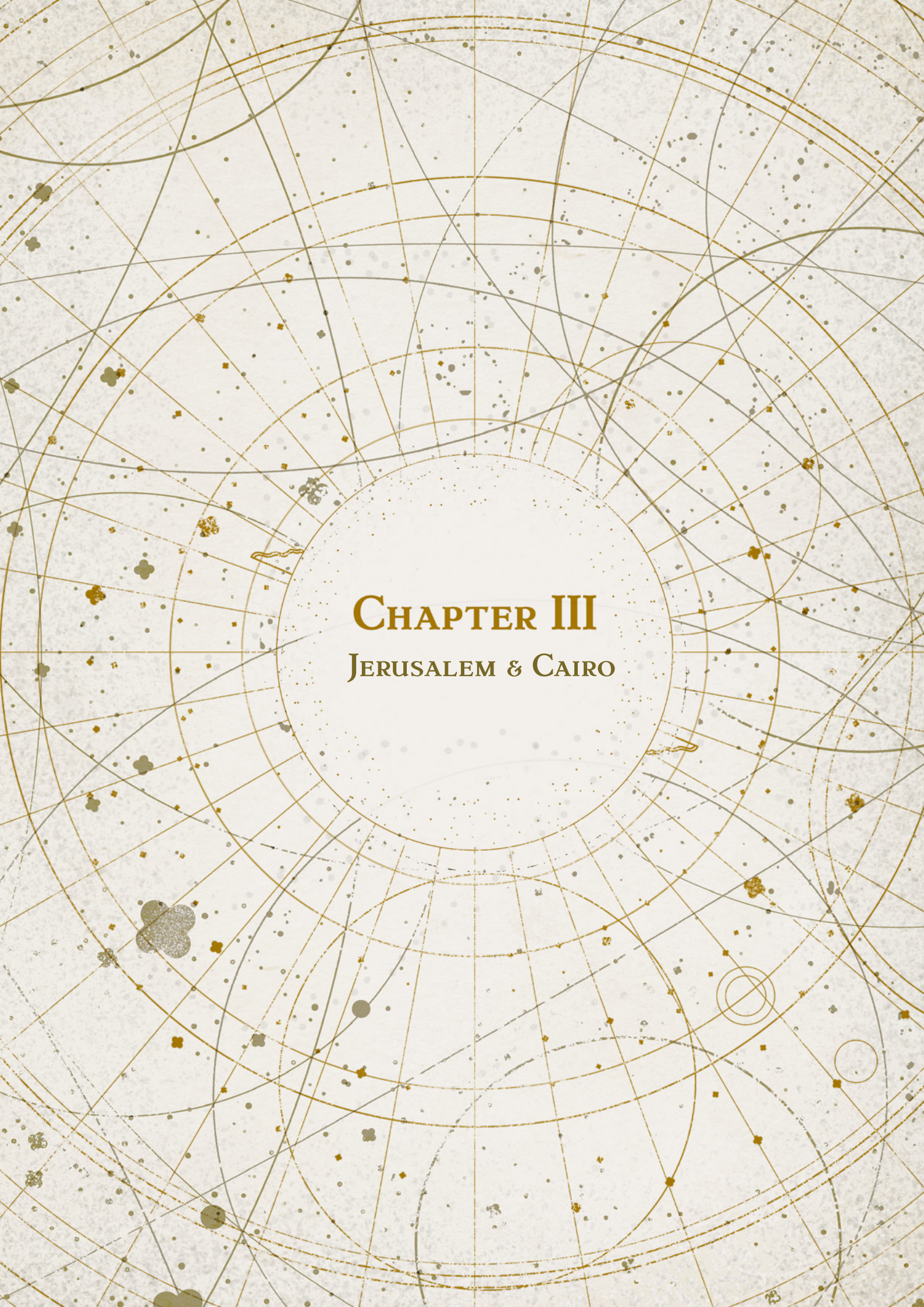
10	The character with the lowest Wisdom score.	DC 16 Charisma	Before it attempts a long rest, it must succeed on a DC 14 Constitution saving throw or it can't benefit from a sleep, thus the long rest. This can be removed with a *greater restoration* spell.	Nothing happens.
11	The character with the highest Passive Perception	DC 16 Charisma	Whenever it finishes a long rest, it must succeed on a DC 14 Constitution saving throw or for that day it loses the ability to see.	Nothing happens.
12	The character with the highest Wisdom score.	DC 16 Wisdom	It falls into a coma and only a spell of 6th level or higher can end its condition.	It has advantage on Constitution and death saving throws.





"BEYOND THE EARTH,
BEYOND THE FARTHEST SKIES
I TRY TO FIND HEAVEN AND HELL.
THEN I HEAR A SOLEMN VOICE THAT SAYS:
HEAVEN AND HELL ARE INSIDE."

OMAR KHAYYAM,
RUBAIYAT



Chapter III

Jerusalem & Cairo

Jerusalem
The City of God

"Wonder,
A garden among the flames!
My heart can take on any form:
A meadow for gazelles,
A cloister for monks,
For the idols, sacred ground,
Ka'ba for the circling pilgrim,
The tables of the Torah,
The scrolls of the Quran.
My creed is Love;
Wherever its caravan turns along the way,
That is my belief,
My faith."

–Ibn Arabi

You feel as though you can hear the cries rising to the sky from the crowd gathered in Rome, demanding to know, "Where is the Cross?" The Pope addresses the masses with all his holiness and gravitas, turning southeast with his hands and stretching his finger toward the holy lands, across the Mediterranean Sea as if you could see it before your eyes. You sense the power of a community united for a single, grand purpose. Together, you cross a path covered with fire, blood, smoke, and ashes.

The path brings you to Jerusalem.

You are between the Dead Sea and the Mediterranean. The world's most powerful religions are here. You can see their roots, the rising trunks, and the branches that cover the world. He who died for the sins of all humanity was crucified in these lands. Moses parted the Red Sea to reach this place. David raised his kingdom here, built his temple. Heraclius, when Syria was lost, wept for this place and his heart bled with grief when he said:

"Peace unto thee, O Syria, and what an excellent country this is for the enemy!"

Omar, while praying on the stairs overlooking Golgotha, listened to the breaths the city took and felt its pulse as he bowed in prostration. When Godfrey was reclaiming the holy city and assaulting the walls with all the faith in his heart, his soldiers behind him cried out one thing: "Deus Vult!"

Now Jerusalem stands strong and powerful, hiding its fragile spirit. The city is restless. Looking from the city gates, you encounter brave soldiers, devout clergy, anxious citizens, and stone walls whose hearts beat restlessly. The Dome of the Rock is filled with tormented souls, weeping for their past lives and for the potential future of the city. In the streets washed with tears, only an ominous breeze greets you. It fills your heart with an uneasy feeling. You know the journey ends here. One way or another.

This is Jerusalem. The City of God.

Culture

During the reign of King Baldwin IV, known as the Leper King, Jerusalem was a center of faith and a mixture of cultures. People from many different cultures lived inside the mighty walls of the city, representing the various shades under the golden sunlight of the Holy Lands. All hearts filled with belief share a deep love and connection to the city, contributing its spiritual power throughout the thousand generations.

The streets echoed with the melodies of a dozen languages; scholars debated in the shade of grim olive trees while children

played games passed down through generations, mixed with other games of different cultures. Despite his ailment, King Baldwin IV was a beacon of hope and tolerance, the last light in the face of darkness. His court was as diverse as the city itself, with advisers from both East and West.

At every corner, a different scene unfolded: solemn soldiers sharpening their swords, poets quietly reciting their latest compositions, artisans crafting with meticulous care, and travelers exchanging war stories or news from all corners of the Holy Lands. Celebrations were a blend of sacred and profane, with feasts honoring both the heavens and the harvest. A banquet of flavors that mingled local staples with exotic delicacies, ensuring that every meal was a culinary crusade in its own right. Cooks were the unsung alchemists of the time, turning simple ingredients into gold with their spices and herbs.

Jerusalem under Baldwin IV was a city of contrasts, where solemn prayers were whispered in the shadow of resplendent churches, mosques, and synagogues, and where laughter could be heard spilling out from taverns and inns.

This was Jerusalem, the City of God, where all hearts of believers reside.

The People of Jerusalem

The main difference between the populations of the city is explained in the **Running a Story in the Holy Lands** section.

The Roman Catholics of the city are the core of the city, as the ruling class and most of the population follow the Pope in Rome. However, there are many individuals and groups frequently coming to join the Crusades, especially after the rise of Saladin, the most formidable enemy of the Kingdom of Jerusalem since Nur ad-Din and Kilij Arslan. Their way of life and culture has become very distinct over the last century, since the start of the First Crusade.

WESTERN CRUSADERS	EASTERN CRUSADERS
Most of them are here to join the armed conflict as warriors and advisers. Some seek gold and glory, some are sincere in their devotion to the Kingdom of God, while some of them are true warmongers.	Most of them seek peace and security of the land over victories and glory. Some of them want to seek ways that involve communication, peaceful co-existence, and more. However, they are not afraid to take up arms if it comes to defend their god, city, and country.
Most of them see Muslims as the ultimate enemy and want European kings and lords to help this cause and do not trust the local Christians.	Most of them wish to include Eastern Christians and local people to unite under the banner of the Kingdom of Jerusalem.
They are very much Europeans, and they are not used to the customs of the city.	They adapted to the culture of the East and are accustomed to local cultures and languages.

Military Orders of Jerusalem

Knights Templar

Pauperes commilitones
Christi Templique Salomonici Hierosolymitanis

When the stark crimson cross emerges against the backdrop of white, pure as Mother Mary herself, you know you've encountered a Knight Templar. The contrast of crimson and white and the overwhelming dread are unmistakable signs of their presence, embodying the fearsome reputation and steadfast faith of the legendary warriors of the Holy Cross.

If you stand as their ally, the Knights Templar's presence signifies protection. Their unwavering faith is not just carried in their hearts but also emblazoned across their armor and engraved on their shields. With swords at the ready, they are prepared to strike down the foes of the Crusader States, defending their sanctity with their lives. Their entire being resonates with the commitment to safeguard their allies and uphold their sacred duty.

Possibly one of the most famous knightly orders in history, the Knights Templar consists of strong and devout warriors. Founded after the First Crusade, their main goal is to protect the pilgrims in Outremer and in the Holy Lands. Their base of operations is the **Mosque Al-Aqsa**, in their words, the **Temple of Solomon**, the east wing of the royal palace and one of the most sacred places in the whole of Jerusalem.

Their current Grand Master is **Gerard of Ridefort (Crusader Champion, LN)**, a devout and talented warrior. At his side, another devoted warrior serves the kingdom: **Walter du Mesnil (Crusader Champion, N)**.

Gerard of Ridefort is a very faithful man and a talented knight. He believes all members of the order should be as pious as he, disciplined in their religious rituals, and that their acts of faith must be sincere. Otherwise, it would be hypocritical to bear arms for the Lord. He occasionally visits the countryside and upcoming pilgrims on their road in disguise, secretly protecting them, looking out for their troubles, and personally observing the conditions of the roads of pilgrimage. He also pays regular visits to local nobles to gain donations, as the Knights Templar depends entirely on donations. Gerard's flaw is isolation: his devotion to the order and its way leads him to believe that all members of the order are devout as he is, and his usual missions outside the city may make him blind to many internal problems. He is also aware of the arcane realm but considers it a distraction from the true duties of a Knight Templar. He has no problems with magic drawn from nature and holiness, but if he witnesses arcane power emanating from a darker place, he will consider it his mission to cut the source down.

If adventurers wish to help Gerard, they can either escort him in the wilderness and help fight off some potential threats (check out the table **Wilderness Threats** below) or investigate the corruption within the order (check out table **Internal Affairs** below).

Walter du Meslin is a devout and charismatic man with great leadership skills and a strong belief. He believes that the Crusade must continue everywhere, all the time. He is known as the "**Wolf under the Cross**" by the members of

the order, as he is always ready to fight, devoted to the cause, and sees enemies everywhere. He has a personal grudge towards Saladin, often describing him as the "Anti-Christ," and frequently checks Saracen activity around the city. He is strict on this business, and he is against letting Muslims into the city, as he thinks that they threaten the integrity of the city and may be spies of Saladin. He also disdains magic, seeing it as a taint on the face of the Earth. He is very respected and loved by the Western Crusaders, yet most of the Eastern Crusaders approach him cautiously.

He constantly has disagreements with the Grand Master on these matters, but they are very old friends and both are very devoted to the cause of defending the City of God.

Walter's brother, One-handed Aaron, has actually converted to Islam and turned to the side of Saladin years ago. Walter is keeping the matter a secret and does not wish it to be known publicly. He believes that Saladin tormented his brother and broke his will. In truth, Aaron met a traveling imam, a member of a Sufi order, while patrolling a border town. The imam and he had a chat, and Aaron started to read the Quran after a deep conversation. He decided that he believed in Allah the same way the Muslims did. He peacefully converted sides but swore an oath never to take up arms against his brother's side. He often writes him letters from Cairo, but Walter immediately burns those letters. Aaron is known as **Harun the Barbarossa (Local Priest)** due to his copper beard. Aaron's Arabic version is Harun, the biblical brother of Moses (Musa). For further information about Aaron, check out the **Ibn Tulun Mosque** section at **Cairo: The Jewel of the Nile** chapter.

D8	WILDERNESS THREATS
1	A group of 1 **Bandit Captain**◉ and 25 **Bandits**◉ cut off a road important to the pilgrims traveling from Acre to Jerusalem. Their de facto leader is an exiled **Mamluk Ghazi**.
2	A group of **Chol-shah** (10 of them) occasionally attacks and destroys merchant and pilgrim caravans. The group of monsters is led here by a **Steppe Shaman**◉ called **Aykangur**.
3	Two **Ruznara** threaten a local village by not letting anyone leave. There is an important religious person currently trapped in the village.
4	A **Commander Emir**, **Noble of Levant** from the Seljuk Empire and his group of 20 Mamluk Sentinels raiding and pillaging at the borders.
5	A graveyard has been a place of nightmares. No one ever returns. It is actually infested with a **Fallen Crusader** and 4 **Skeletons**◉.
6	A **Jerusalem Noble** requests help with a group of **Elephants**◉ (five of them) rampaging near his castle and destroying the farms and houses.
7	A cult of chthonic worshippers openly executes people on the road. A **Mage**◉ is their leader, and there are 8 **Cultists**◉ and 3 **Cult Fanatics**.
8	A **Hashashin Master**◉ wants to draw Gerard out of his castle or another important individual to inflict fear into the heart of the city. The Hashashin sets a trap by burning down a few important Christian relics and holy sites found in the wilderness.

D6	INTERNAL AFFAIRS
1	One of the prominent warriors (a **Crusader Veteran** named **Alfonso**) has actually made a pact with a creature from **Al-Ghaib** (a devil like **Chain Devil**◉ or a demon like **Glabrezu**◉) and wants to plant some "evidence" against the commanding officers by accusing them of adultery or a similar huge crime.
2	Four **Crusader Knights** are openly seeking hostility with the Knights Hospitaller, and they will initiate a conflict on a given chance.
3	A **Crusader Priest** has been converted to Islam and is leaking information to Saladin. He believes Saladin is the messiah that returned, and the true way is Islam.
4	A **Crusader Infantry** has a feud with the officers and will eventually try to poison him.
5	A **Crusader Knight** fails to distribute the donations fairly among the company of his 3 fellow **Crusader Infantry**, causing annoyance among them.
6	A **Crusader Infantry** is in love with a Muslim woman, while the rest of his band is unaware of this relationship. It will create a dispute amongst them if or when they find out.

If the adventurers are interested in the Knights Templar and Walter du Mesnil, Walter will inform them of his life's mission: he desires revenge for his old master, the former Grand Master of the Order Odo of St. Amand, who has been captured by Saladin and died in his cells.

State of the Order

During its foundation, one of the greatest problems of the order was poverty. Their sigil of two knights riding one horse was a symbol of the meager financial situation of the order, as it solely depended on donations from other institutions and the wealthy.

The Knights Templar made a name for themselves at the Battle of Montgisard, when the Templars showed great courage and strength against the forces of Saladin, turning the tide and securing a decisive victory. Since the battle, trust in the order and the number of volunteers significantly increased. The order has about two thousand men at their disposal, two hundred of whom are actual knights.

Features

There are four main ranks in the Knights Templar: Grand Master, Noble Knights, Non-Noble Sergeants, and The Chaplains. The Grand Master is the leader of the whole order, and he appoints masters in different regions, such as France or Aragon. Noble Knights are the knights that joined the order and make up the best armed warriors within the ranks. They wear white to symbolize their devotion and chastity. Sergeants are mostly non-nobles and bring in important crafts and artisanship to the order: blacksmiths, builders, cartographers, cobblers, and more. Chaplains are ordained priests and are there for the spiritual needs.

Noble Knights can use any Crusader statblock found in the **Book of Ingenious Monsters**. Non-Noble Sergeants use less powerful Crusader statblocks, while the Chaplains can use **Crusader Priest** or **Local Priest** statblocks, as well as any priestly or spiritual statblock available or suited for your game.

Besides these statblocks, some members (even player characters) may be given these features if they are considered to be a part of the Knights Templar:

The Crimson Cross: Your enemies tremble before the Crimson Cross of the Templars. You have +2 bonus to your Charisma (Intimidation) checks.

Heavy Cavalries: Templars have served as heavy cavalries and the backbones of the armies of the City of God. You spend only 5 ft. of movement to mount or dismount. While mounted, you have advantage on checks or saving throws made to dismount you.

Pilgrims' Protector: The order's fame for helping pilgrims and the poor has become legendary. You have +2 bonus on Charisma (Persuasion) checks with the ones that follow the same faith as you: Roman Catholicism.

Deus Vult: A Knight Templar is always ready for war. You have +1d4 bonus to your initiative rolls.

Devoted Strike: The devotion of the Templars is legendary. When you score a critical hit, you apply one of the conditions: prone, grappled, or frightened. The condition lasts until the end of your next turn.

Armor Proficiency: You gain proficiency in light, medium, heavy armor and shields.

Weapon Master: You gain proficiency in simple weapons and martial weapons.

Banking System

While the Templar Order primarily focused on military endeavors, only a minority of its members engaged in combat. The majority served in auxiliary roles, supporting the knights and overseeing the economic framework. Despite their vow of personal poverty, the Templars managed substantial assets beyond mere donations. Nobles aiming to join the Crusades often entrusted their wealth to the Templars' care during their absence. This practice allowed the Templars to amass considerable wealth across Christendom and the Outremer. By 1150 CE, the Templars pioneered the creation of letters of credit for Holy Land pilgrims. Travelers could deposit their valuables with a local Templar establishment, receive a receipt reflecting their deposit's value, and then reclaim their wealth in the Holy Land, equivalent to the deposited amount. This early form of banking, potentially the first to utilize cheques, not only enhanced pilgrim safety by reducing robbery risks but also significantly boosted Templar financial resources.

Mosque Al-Aqsa | Temple of Solomon

You almost hear the bells of a church, the preachings of a rabbi, and the call to prayer of a muezzin. Where you stand right now is the ultimate sacred place, carrying the prayers of all believers upon its shoulders and whispering all that is holy into your ears. Whatever you believe in your heart, when you stand here, you see devotion, dedication, and worship of thousands of years.

Red crosses surround the area, the adorned walls, and the church that was a mosque before. The holiest of sights is under your feet.

The headquarters of the Knights Templar is probably one of the holiest places in the city. Granted by the King of Jerusalem in the 1120s, the Temple of Solomon has been the seat of power for the Templars and an important place for the city's defense.

The place has been subject to legends, a possible home for relics and artifacts. No one knows if the rumors are true that the Holy Grail itself is barred safely behind the thick walls. Many Crusaders roam the area, and many Templars pray around the courtyard and in the buildings. Most of their quarters are interconnected with others ~ sleeping under the same roof makes the best of brothers, after all.

Mechanical Effects of the Temple

As a sacred ground, the Temple Mount has some features that affect the members and possible allies. Each member of the order that finishes a long rest in the area can reroll a saving throw that they failed once a day.

You also can choose from the table below or roll for one. The chosen effect lasts for 1d8 days or changes every Sunday.

D8	EFFECT
1	**Serenity of a Believer:** Any believer who takes a long rest in the area is under the effects of the *sanctuary* spell during the rest.
2	**Temple's Protection:** Any believer who finishes a long rest in the area receives the effects of the *aid* spell.
3	**Days of War:** Any believer who finishes a long rest in the area is under the effects of the *divine favor* spell.
4	**Mounted for War:** Mounts that finish a long rest in the area gain 2d4 + 5 temporary hit points and have resistance against extreme weather conditions.
5	**Custodians of the Wall:** Even a bite of food a believer eats in the area has the effects of a *goodberry* spell, and members of the order have advantage on Constitution saving throws
6	**March of the Cross:** Any believer who finishes a long rest in the area receives a +10 ft. bonus to their walking speed.
7	**Hearts of the Brave:** Any believer who finishes a long rest in the area is immune to being charmed or frightened.
8	**Iron Will:** Any believer who finishes a long rest in the area has advantage on Wisdom and Charisma saving throws.

Interior Quarters

Most of the members spend their time in the quarters. It is designed to handle their daily needs: kitchen, library, chapel, training rooms, arsenal, bathrooms, storage, and personal quarters. Usually, the non-knightly and non-combatant members occupy these places and keep the order running and going by tending to daily problems and administrative matters, as well as economic integrity. Builders constantly address structural problems and add new places if necessary. The main person attending the needs of the Interior Quarters is a priest called **Gundemar (Crusader Priest)**. Gundemar is a punctual and strict man handling the main discipline of the order. Usually, he oversees all schedules and approves them.

Courtyard

The courtyard is a place of training, preaching, and meeting. It is part of the Royal Palace, so the knights and members must always be clean, respectful, and ready to meet a royal member. Stables are also in the courtyard and filled with horses, as they are the backbone of the order and military. Most of the archery training, mounted combat training, and similar activities are done in the courtyard.

The master of the courtyard is a **Crusader Knight (with Level 3 abilities from Ranger - The Sentry)** called **Arnold of Toledo**, one of the most skillful riders amongst the ranks. Arnold is a free spirit with a good understanding of nature and the mood of beasts, especially mounts. He has a warhorse, a riding horse, a camel, and a mastiff. They are named Cazador (hunter in Spanish), Trueno (thunder in Spanish), Andalucia, and Gordito (chubby in Spanish), respectively. It is rumored among the members that Arnold

can even tame and mount a dragon. He is sometimes seen with more interesting mounts, such as elks or even wolves. For the related quest, check out The Hunt section below.

The Chaplains

Spiritual leaders of the order are the unseen leaders behind the barred doors. Grand Master Gerard's personal mentor, **Godfrey of Montferrat (Crusader Priest, LN)**, is one of the de facto leaders of the order. He is also the oldest member of the order. He was born the day Jerusalem was taken by the First Crusaders to a woman who died in the Temple Mount after her deep wounds.

Godfrey is one of the most devout Christians that can be found in all of the Holy Lands. His experience and wisdom help the members constantly, and his spiritual leadership is without an equal. He spends most of his time around the knights and other members. He doesn't believe in seclusion and praying alone, distracted from the real world. He is a man of action, and despite his age, he is healthy and active. He is not very tolerant of those from other religions and especially keeps Saladin and his army at the top of his list of enemies. From his early days as a simple priest to his way to the top seats of the Templars, he always preached taking the fight to the Muslims, and unity amongst the Crusaders, whether it be newcomers from the West or the locals in the East.

He has a unique arcane ability: understanding lies without difficulty and seeing the truth in all things. From a mechanical perspective, he understands when he hears a lie and has truesight of 30 ft.

Godfrey has two young pupils: **Jean Charles (Crusader Priest, NG)** and **Jacob (Crusader Priest, LN)**. Both are very talented and respected priests in their mid-twenties. They participate in the activities and patrols at the border and in the countryside. Jean Charles has a family in secret in one of the border villages, although he is not allowed to marry. He has a wife named **Lucia (Traveling Artist)** and two infant children. Jacob is actually very afraid of combat and similar situations, but he has made a promise to a fallen comrade that was grievously wounded in the Battle of Montgisard to build up courage. Due to the promise, he never backs down from a fight and is known as one of the bravest priests in the order. Most warriors and knights come to him for blessings and confessions.

Vault of Heaven

The vault is a myth among the outsiders and even among the members. Its place is a secret and only known to a few selected individuals. Only the Grand Master could reveal the place and the ways of entering.

Four Fallen Crusaders are hexbound to the gate for protection. They have a unique feature: they can sense belief in living creatures, and ask two questions to those who approach. The first question is: "Who dost thou believe in?" The answer must be specifically "The Lord that died for our sins," and one must mean it. The bound undead can sense any lie. The second question is: "Wherefore is thy cross crimson?" The answer must be specifically "The Lord bled for this."

The vault is a 60 x 60 foot room with a 60-foot high ceiling, designed as a cube. Inside, there are fourteen chests that fill all three sides of the vault. All chests are large. Except for the one with the theta letter from the Greek alphabet, all other thirteen chests are actually **mimics**◉.

The marked chest has a lock on it (DC 20) and contains the following items: *sundial of Alexandria, rod of the seeker, lantern of otherworldly ward, judge's hammer, crusader armor, five 3rd-level spell scrolls, eight 2nd-level spell scrolls*, ten Ist-level spell scrolls, and a special item called the **Holy Grail**. It is not the one in legends, but it has magical properties and is a powerful item for the order.

Holy Grail

Wondrous item, very rare

A grail made of clay that seems ordinary but has wonders hidden in it. For regular eyes, it is just a simple example of daily pottery, but heroes, saints, anointed knights, priests, or even an apostle's hands were on this.

Any liquid poured in the grail gains the abilities of a **flask of holy water** or a healing potion (user's choice). Only those of good alignment can use the holy grail. Creatures with neutral or evil alignments that touch the grail take 35 (10d6) psychic damage.

Knights Hospitaller

Ordo Fratrum Hospitalis Sancti Ioannis Hierosolymitani

Under the shadow of an obsidian cross against the backdrop of midnight-touched fabric, as unassuming as a monk in silent prayer, you encounter a Knight Hospitaller. The air turns comforting, imbuing a sense of serenity as if the whispers of a guardian angel linger in your ear, promising solace and salvation. The blend of obsidian on black and the soothing calm are the hallmarks of these Knights of War and Healing.

If you find yourself under their care, the Knight Hospitaller's presence signifies healing, blessing, and holiness. Their noteworthy piety is not merely harbored within but also proudly displayed upon their attire and banners, symbols of their sacred vow. With balms and bandages at the ready, they are poised to mend the wounds of the warriors of the Faith, preserving the sanctity of life with their skills. Their essence vibrates with the pledge to heal their brethren and fulfill their divine obligation.

Knights Hospitaller were founded during the First Crusade by the knights for those who tended the wounded soldiers in the Church of John the Baptist.

Church of John the Baptist

"The house of Zechariah ... where the holy Virgin came to greet Elizabeth," a voice reminds you, and continues: "small cavern, in which John the Forerunner was born."

Built in the ancient times and repaired by the Fatimids, the church reminds you of rebirth and forgiveness. The aura is almost holy, and you feel that a blessing is about to be granted to you, just for existing. You remember each sin you committed, and instead of shame, they come to you as experiences, lessons to be learned, and...to grow!

The Church of St. John the Baptist stands as a testament to centuries of religious devotion and architectural evolution. Its structure, layered with the history of successive renovations and restorations, reflects the myriad influences that have shaped Jerusalem's identity. The church's façade, marked by time, reveals a blend of architectural styles that testify to the city's diverse past.

Within its walls, the church harbors a tranquil sanctuary, offering solace and a sense of timelessness. The interior is adorned with venerable icons and frescoes that narrate the life and ministry of John the Baptist, enveloping visitors in a tapestry of sacred artistry. The dimly lit nave, with its stone arches and columns, evokes the historical depth and spiritual gravity of the site.

The Church of St. John the Baptist not only functions as a place of worship but also as a custodian of history, preserving artifacts and stories that span millennia. Its courtyards and adjoining monastic buildings provide a peaceful retreat from the bustling city, creating an oasis of contemplation and spiritual renewal.

Roger de Moulins (Crusader Priest, LN) is the Grand Master of the Order, **William Borrel (Crusader Champion, N)** who is the Marshall of the Order, and a legendary warrior (who will become one of the most notable commanders during the Third Crusade) called **Garnier of Nablus (Crusader Champion, CG)** are one of the most prominent knights of the order as the Grand Commander.

Roger de Moulins is an elderly man with great knowledge, wisdom, and experience. He is one of the most powerful priests in Jerusalem and has the abilities of a 5th-level Life Domain Cleric in addition to the statblock and this feature: He can cast the healing word spell at will. Roger is an enthusiastic priest in his thirties with a respect towards all life and an interest towards the working mechanism of the human body as well as arcane matters. He usually is close to wherever combat and raids are and rarely spends time in the city. He helps injured soldiers all over the kingdom.

William Borrel is a middle-aged man with a short temper and great talent. He is one of the best duelists in the order and has never lost a one-on-one duel. He usually seeks out friendly competitions in the kingdom and tries to locate talented youth by observing them and organizing small tournaments. He also disguises himself from time to time and observes the youth in the city from afar to detect talented and dedicated ones.

Garnier is a man of high charisma and is a very perceptive knight. He adapts to the changing world quickly and embraces the new conditions better than most. He is a devout and good man, believing that taking up arms against foes must be the last resort. He occasionally talks about the good of the realm and that they should start discussing peace and co-existence with the Muslim world. He is constantly in touch with members and puts a keen eye on the order. Although the order was founded to help the injured and the ones in need, he believes that the threats to the order and the City of God are so great that one must secure one's homeland before dealing with any external business. He is seen as weak and cowardly by some of the members of the order, due to his talks about peace, but there are a good number of knights following his example.

Mechanical Effects of the Church

The ones that spend the night in the church, if they are believers and part of the order or treated by one of the members, wake up with 2d4 + 4 temporary hit points. If any member of the order or one with an intent to protect the church rolls initiative inside or within the perimeters of the church, they gain the effects of the bless spell for 10 minutes.

Each fiend or undead that enters the church takes 7 (2d6) radiant damage while inside the church.

Apart from these effects, one of the following effects can be assigned each Sunday or each 1d8 days:

D8	EFFECT
1	**Serene Aura:** The residents are immune to disease, and only 1-hour of rest is enough to reduce all levels of exhaustion.
2	**Divine Blessing:** Any believer who finishes a long rest in the area receives the effects of the bless spell for the day.
3	**Ready for War:** Any believer who finishes a long rest in the area can't be surprised and has advantage on Initiative rolls during the day.
4	**Eyes of the Angel:** The members of the order that finish a long rest in the area can understand if a creature is a shapechanger during the day.
5	**Beacon of Hope:** The members of the order can see normally in dim light until dawn.
6	**Endurance of Faithful:** The members of the order have advantage on Strength and Constitution saving throw during the day.
7	**Healing Aura:** When a member finishes a long rest in the area during that day, they receive the full amount whenever they heal someone else, or they are healed by another source or through short or long rest.
8	**Clinging to Life:** After a member finishes a long rest in the area, whenever it drops to 0 Hit Points it is immediately stabilized until dawn.

Tending Injuries

As their fame rose with the First Crusade, injured knights were healed at the Church of John the Baptist. Any knights who fight in the Crusade, wars of the Kingdom, and especially against Saladin are welcomed to the hospital. However, the order relies on donations, and any form of contribution is welcome.

All members working in the order have advantage on Wisdom (Medicine) checks and other skill checks required to perform surgery or tending a wound.

Features

The Grand Master is the leader of the order. The Grand Commander follows the Grand Master in the hierarchical

order, and they are followed by the Marshal, the one who prepares the order for war and protects the hospital. Members of the order (even player characters) can acquire these features if you deem them appropriate.

Hand of the Blessed Gerard: Blessed Gerard, the legendary founder of the order, guides the hands of the Knights Hospitaller. When you roll for a Wisdom (Medicine) check on a creature that has 0 hit points but is not dead, the creature can immediately spend one of its hit points and add its Constitution modifier, and regain hit points equal to the total.

Devotion to the Cause: When you drop to 0 hit points, you are immediately stabilized and still roll for death saves. On a roll of 18-20, you regain 1 hit point.

Divine Protection: While wearing armor and below half of your maximum hit points, you take 1d6 + Constitution modifier less damage.

Sacred Strikes: A Hospitaller's strength is legendary. Your weapon attacks ignore all resistances.

Armor Proficiency: You gain proficiency in light, medium, heavy armor, and shields.

Weapon Master: You gain proficiency in simple weapons and martial weapons.

Order of Saint Lazarus

This faction is further explained in **The Sigil of Jerusalem**.



Locations

Temple Mount

The Temple Mount in Jerusalem stands as a monumental religious complex, central to the spiritual and daily life of the city. Dominated by the Al-Aqsa Mosque and the Dome of the Rock, this sacred area is a focal point for pilgrims and scholars alike. At this time, the Christian Crusaders control Jerusalem, and the Temple Mount holds significant religious and strategic importance. The complex is surrounded by imposing walls, and access is regulated through various gates, each with its own history and significance.

The Temple Mount was transformed into the royal palace for the Crusader kings, serving as both a fortification and a regal residence. The Al-Aqsa Mosque has been repurposed into the palatial complex, where the Crusader monarchy administers their kingdom and holds court. This adaptation of the site symbolizes the Crusaders' dominion over Jerusalem, intertwining the religious sanctity of the area with the temporal power of the Crusader state. The presence of the Crusaders brings a European architectural influence to the complex, blending with the existing Islamic structures to create a unique cultural and architectural amalgam. The Temple Mount, as the Crusader royal palace, becomes a center of political power and a symbol of the Crusader kingdom's authority in the Holy Land, reflecting the tumultuous and often contested history of Jerusalem during this period.

The landscape of the Temple Mount is dotted with ancient structures, gardens, and water reservoirs, contributing to its serene and sacred atmosphere. It is a place where the past and present converge, with the remnants of the Second Temple and the newer Islamic edifices standing side by side, embodying the complex history of Jerusalem and the intertwining of different cultural and religious legacies.

Most of the time, civilians are not allowed on the Temple Mount. Fifty **Crusader Infantry**, twenty **Crusader Warriors**, five **Crusader Knights**, three **Crusader Veterans**, and two Crusader Champions guard the Temple Mount and the walls. These numbers exclude the personal guards of the royal family. For the royal family and prominent knights of the city, check out The **Sigil of Jerusalem's** Characters section.

Holy Findings

As the center of faith and Abrahamic religions, many locations in the city are highly esteemed by the believers and designated as holy places. Cathedrals, temples, churches, shrines and mosques may contain some items that are touched by magic and can be encountered at such locations. You can check out the table below such items. Some of the items can be found at the Items section at p. X, others have their explanations below the table.

D6	RESULT
1	Fountain of the Blessed
2-3	Wooden Cross
4	Thurible of the Priest
5-6	Crimson Mitre
7-8	Candle of the Church
9-10	Divine Bell
11-12	Chalice of the Holy
13	Hallowed Prayer Sheet (usually common variant)
14-15	Sanctuary Lamp
16	Scholar's Ink
17-18	Bishop's Paten
19	Lantern of the Acolyte
20	Wondrous Cross

The Hallowed Prayer Sheet

Wondrous item, common

It is a trinket touched by magic and when read by a believer shortens the long rest by 1 hour, as it soothes the heart and soul.

Variants:

- The uncommon version of this prayer sheet reduces long rest by 2 hours and the reader wakes up with temporary hit points equal to their Wisdom modifier.
- The rare version of this prayer sheet reduces long rest by 3 hours and the reader gains this ability: "Whenever you finish a short rest, you restore extra hit points equal to 1d8 + your Wisdom modifier."
- The very rare version of this prayer sheet gives the reader the ability to take the benefits of a long rest when it finishes a short rest. However, it must spend at least 48 hours in a place counted sacred by the believers to be used again after 3 short rests.

A prayer sheet's rarity can be upgraded by the constant usage by a believer in a sacred place touched with the *hallow* spell for a year. A regular sheet that contains a prayer from a holy text and written by believers may gain magical properties after the sheet spends at least one year in a holy place and if used by believers every day. A church may contain this item with a chance of 10%. (A GM may roll a d100 when the adventurers walk into a church.)

JERUSALEM


LEGEND
1 • Al- Aqsa Mosque
2 • Dome of the Rock
3 • St. Anne's Church
4 • Church of the Flagellation
5 • Blacksmith - The Knight Nurse
6 • Whispers of Time Apothecary
7 • Steeds of the Cross Farrier & Stables
8 • Qadim Hookah
9 • Seraphine's Threads and Trimmings
10 • Umar's Mosque
11 • Church of the Holy Sepulchre
12 • Vaha Al-Quds
13 • Wilfred's Eatery
14 • Citadel
15 • David's Tower
16 • Church of John the Baptist
17 • Tender Hearth Bakery
18 • Butcher - The Cleaver
19 • Cathedral of St. James
20 • The Archbishop
21 • Beloved's Bounty
22 • Knights' Lounge
N
Zion Gate
Jaffa Gate
Damascus Gate

Fountain of the Blessed (Uncommon): The water in this fountain is believed to be holy water. In the mechanical perspective of 5th edition, it is not. However, it contains some magical power. Believers that use some of the water according to their beliefs (such as crossing oneself), gain temporary hit points equal to their Wisdom modifier.

Wooden Cross (Common): These wooden crosses are made by believers on harsh days under the scorching sun. Wearers of the cross have +1 bonus to their Wisdom checks, Religion checks and Wisdom saving throws.

Thurible of the Priest (Uncommon): These metal censers burn the incense and fill the air with relaxing and blessing fumes. It stays active for 1 minute and each creature within 30 ft. of the item gains resistance to poison damage and receives +1d4 bonus to Constitution saving throws for 1 hour. After the time is up, it must be refilled with materials worth 5 gd.

Crimson Mitre (Common): Worn by bishops and important religious figures, crimson mitre is adorned with precious gems and touched by subtle magic. While wearing it, you have +1 bonus to Charisma checks.

Candle of the Church (Common): Made by devoted sisters and brothers of the Christian churches, these candles possess a magical nature. While they are lit, the creatures in its light,

Cathedral of St. James

You almost hear a soft laughter, a sound that radiates joy and serenity. The building in front of you does its job well: a feeling of holiness and purity surrounds you. You want to smile and laugh with the rest of the cathedral walls because you are sure they are at peace and with joy. Legends may indeed be true, the queen that built this cathedral surely wanted to embrace the whole city with love.

The Cathedral of St. James stands in serenity in the city's ambience, an important place for the Eastern Christians, especially for Armenians living in the Holy Lands. The cathedral has seen a fair share of the city's history and was dedicated to the memory of two revered figures named James: Saint James the Greater and Saint James the Less.

The Cathedral of St. James has been transformed into a spiritual sanctuary. It reflects the religious heritage of the Armenian people and the Eastern churches. Its interiors, adorned with exquisite icons and intricate mosaics, exude a sense of ancient devotion. This sacred ground serves not only as a place of worship but also as a place for the ones that look for serenity, peace, and oneness of the heart.

The cathedral's compound, with its cloistered courtyards and tranquil gardens, adds to the serene and sanctified ambiance. It stands as a place where history and spirituality merge, housing relics, and artifacts that span centuries. It saw many destructions and rebuilds, the latest one being under the guidance of Queen Melisende, the late queen of the City of God.

The leader of the church is a woman called **Emma (Local Priest)**, and the cathedral serves as an important center of learning throughout the city thanks to her. Emma collects books, parchments, and similar things, and she usually teaches kids and other residents of the church how to read, usually doing this in secret. She invites scholars to lecture in the halls, and almost everyone keeps quiet about the situation. Balian of Ibelin is aware of the cathedral's role as a place of learning, and he helps Emma personally as much as he can. Due to Balian's help, the priests and nuns freely learn and lecture in the cathedral.

Emma has a library which, although small in size, contains very useful sources in Ancient Greek and Arabic regarding science, mathematics, astronomy and similar topics. She also has a section for urban legends and the lives of former kings and queens of Jerusalem.

Mechanical Effects of the Cathedral

Melisende's Blessing: It is believed that Queen Melisende herself blessed the cathedral and its believers. Each member of the church has a 1d8 bonus to saving throws, and when they join the order, their Wisdom score becomes 15 if it is not higher already.

House of Learning: Members of the church, after praying in the area on Friday, Saturday or a Sunday, add a 1d6 bonus to their Intelligence and Wisdom checks for 24 hours.

Celestial Wind: It is believed that Queen Melisende stood on the highest point of the cathedral and summoned the soothing winds to heal the wounds of fate. It is believed that, at the top balconies, one could hear the Celestial Wind.

The winds are actually alive. An elemental creature lives among the high places of the cathedral and was summoned here by the queen herself. She wanted to soothe people's hearts and ward off evil from the cathedral. The air elemental is named by the queen as **Celestial Wind** and uses the **air elemental**◉ stat block with the following additional feature:

Celestial Breath. *When a creature drops to 0 hit points within 60 ft. of the celestial wind, it is stabilized and gains consciousness after 1 minute by restoring 2d10 hit points as the Celestial Wind pours its lungs with pure and healing air.*

Local legends hold that the Celestial Wind is the breath of the Holy Spirit and his way of blessing the believers. There is a pinwheel at the highest point of the church, and it constantly spins. The locals believe the Celestial Wind is responsible for its spinning. There is usually at least one person watching its spin, and there has never been a report of its halt.

Check out the **Quests - The Stolen Fire** section below for the quest that takes place in the cathedral.



Church of Flagellation

"Eli, eli lema sabachthani?"

You can almost hear those words. They are around you as a whisper. Even if you don't know the language, you know its meaning: "My God, my God, why hast Thou forsaken me?" An echo throughout the generations, first voiced by Jesus of Nazareth. It is believed in the building you face, Jesus was flogged here before Roman soldiers took him to Golgotha.

While you approach, you feel agony and pain; you experience it in your soul and on your flesh. It is very subtle, but for you, it is real. Your sins are coming together in your head and animate in front of your eyes. You remember all the vile things you have done, however small they might be. With every step you take, you embrace them all. All can be forgiven, after all.

The church is a place for redemption, repentance, forgiveness, and rebirth. The master of the church, **Gabriel (Crusader Priest),** has a 3rd level Flagellation Domain Cleric's abilities and can cast the sense the sinner spell three times a day without expending a spell slot. He is one of the most interesting people in the city, as he does not believe confession is a way to repent for sins. Only one's own flesh can repent for one's sin. His devotion is limitless, and he punishes himself even for the smallest of crimes; thus, he has many scars. He has resistance to bludgeoning, piercing, and slashing damage.



Sense the Sinner is a spell from **Historica Arcanum: The City of Crescent**.

Sense the Sinner

5th level divination (ritual)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Choose a creature within 30 ft. That creature must make a Wisdom saving throw. On a failed save, you learn about its past sinful actions. The GM will decide what a sin entails depending on your character's own beliefs. You learn the sins as a vision where you see through the eyes of the sinner. The most recent sin is the most vivid one; however, as you delve deeper, the visions will get hazy, requiring a further casting of the spell. The creature is not aware of the spell the first time.

If you cast this spell on the same creature again, you can probe deep into the older sins. The creature will realize someone has reached into their minds with magic in the second casting of the spell. On the third time, they will know who is probing into their minds, but you will be able to choose a direct sin from the creature's mind (You can ask questions, like "What is your biggest sin?" "What is the sin you regret the most?" "What does your heart yearn for that you regret the most?" and similar questions.).

Class Lists: Bard, Cleric, Warlock, Wizard

He constantly seeks out sinners in the city and calls them out to repent. If someone does not join the repenting ceremony, he reports them to authorities. His dark secret is that there are sinners he does not report: the ones he believes beyond redemption. He and his followers ambush the sinner and take them below the church for their repenting ceremony without the consent of the sinner. The sinner usually dies after the ceremony due to wounds from whips and the "expulsion of his sins."

Gabriel has many followers and people who come to him frequently to be free of their sins. Gabriel mostly teaches them his way, the way of Flagellation, and lets them repent for their own sins. However, some people come to Gabriel for redemption and Gabriel himself bleeds them, and preaches them during the ceremony. Gabriel is usually near the Temple Mount and the royal family, believing that their sins are the most destructive among all. Their sins could hurt the entire kingdom. Gabriel invests time to be around the nobles, constantly sees them on religious occasions and tries to find the sinners among them. When he finds one, he acts: Captures them without warning, plots their downfall, or reveals their sins to other great houses or the royalty.

Four of Gabriel's followers – Rene, Alain, Marcel, and Damien (all **Warrior Priests**) – are constantly roaming the streets and looking for sinners. Rene is the youngest among the group and the most devoted of them. He visits local temples and especially looks for the sinners who work as priests and chaplains. He believes that those who lead the people spiritually must be purged from sins first.



Alain is the strongest among them and roams around soldiers, levies, knights, and other warriors who defend the city. He believes that the defenders must be free of sin if the city is to be protected by the Lord.

Marcel roams around the noble quarters, and he is of noble birth himself. He abandoned his roots; however, he still knows their ways and traditions. He visits castles, manors, and similar places to find sinners.

Damien is out on the streets, observing ordinary people, and believes that they are the core of the city, and if they are corrupted, the city is doomed. He also looks for false preachers, corrupt street leaders, thieves, and beggar kings most of the time, believing they are at the root of corruption.

Sacred Blaze: During Queen Melisende's reign, a devoted Christian knight entered the church, which was only a shrine back then, and started to punish himself with the act of flagellation as a punishment for not being able to protect his comrades in battle. He punished himself so hard, he came close to death and the local priests and doctors were unable to save him. Queen Melisende became aware of the situation, and she found a way to help the injured Crusader. She found an **Odparvar** named Alaz (Turkish word for flame, brightness), an elemental entity, and summoned the dead comrades. When the Crusader heard the voice of his fallen friends, he woke up and the treatments started to work. He forgave himself.

The queen made an agreement with the Odparvar and asked the creature to ensure innocent souls were not too harsh on themselves. Odparvar agreed and stayed in the church. It rarely uses its powers and even the masters of the church are unaware of its presence. If a master of the church goes beyond redemption, Odparvar either exposes them or kills them in their sleep.

Odparvar's existence and soul are bound to the church and the area, and there is a continual flame at the altar of the church called Sacred Blaze which represents its presence. Local legends and myths believe that the flame is eternal and symbolizes the birth of Jesus.

Check out **Quests - The Stolen Fire** section below to find the quest related to the Sacred Blaze.

Mechanical Effects of the Church

Blood Spilt for Sins: Inside the church, all believers have resistance to all damage.

True Alignments: Inside the church, the believers' mind is protected. All are immune to effects that force an alignment change. Natural changes may still happen.

Ceremonial Protection: When believers conduct a ceremony or a religious ritual inside the church, they gain +2 bonus to their Armor Class and 2d6 temporary hit points for the next hour.



Tower of David

The strongest walls of Jerusalem stand as a monumental signature to might, strength, and endurance, towering high into the sky with pride and defiance. This citadel, a symbol of resilience, remains impregnable, succumbing only when its steadfast defenders are weakened by starvation, never due to any structural failure. Its imposing presence is a mighty sight, instilling courage in the hearts of those who stand within its shadow. The walls, steeped in history, resonate with the tales of countless sieges withstood, serving as a silent guardian over the ages. Its very essence breathes a spirit of indomitable will and unyielding fortitude, inspiring awe and reverence in all who behold it.

Fifty armed knights (**Crusader Knights**) guard the Tower of David, led by their commander Bartholomew of Naples (**Crusader Veteran, LG**). He is a descendant of the first commander of the citadel and proudly conducts his duty. He and his fifty men are known as "The Custodians" by the city's people, and their name invokes respect and authority among the people. Bartholomew can directly punish those who refuse to honor their duty among the city guards and uses the dungeons in the citadel as a place of punishment.

The Tower of David is a symbol of the city's defense and strong walls. Every resident of the city knows that the Tower of David and the circling citadel never fell due to an attack, only surrendered by the commanders when the food ran out. Thus, most of the men constantly fast during the day and only eat small amounts of food at night. They train themselves to fight hunger and thirst.

The fasting of the knights in the Tower of David can be represented in their stablocks with the following feature.

Custodian of the Citadel. A knight of the Tower of David can withstand hunger and thirst better than most. Their faith and sense of duty fulfill their earthly needs. They need only a quarter of the water and food that a normal person requires, and they can reroll a Constitution saving throw that they failed three times a day. If they have enough water, they are immune to exhaustion and other negative effects of not having food.

Holy Thunder: The Tower of David became a place of weird stories during the reign of Queen Melisende. It was said that some soldiers could hear their dead comrades sometimes, and the place was deemed haunted. Many confirmed the story, and soldiers started to refuse to be posted at the citadel. Only one knight never left his post, and he kept watch more than he should have.

The word reached the queen eventually, and she disguised herself as a commoner and went to see the soldier. She realized the soldier had heard the voice of his mentor and didn't want to leave his mentor all alone, believing his spirit still endured. Queen Melisende was a wise queen and knowledgeable in these matters, so she located the actual creature: it was a **Viran-dahl-Asude**, **Voiceless One**. It was not a spirit, only an elemental, and this one was harmless. It became a part of the Tower of David and always encouraged whoever fought for the defense of the tower during wars.

The queen arranged a pact with the voiceless one and named it David. Since that day, a small bell hanging from the highest tower is a symbol of courage and strength for the soldiers that defend the citadel. Whenever a defender hears the bell, they receive 1d4 temporary hit points and +1 bonus to their Armor Class for 24 hours.

Check out **Quests - The Stolen Fire** section below to find the quest related to the Holy Thunder.

Church of the Holy Sepulchre

Check out **The Sigil of Jerusalem - Act One: Rebehold the Stars** section for details on one of the most iconic sacred sites in the city: the presumed location that Jesus of Nazareth was crucified and is under reconstruction by the orders of the King of Jerusalem –Baldwin the Leper King. The Church of Holy Sepulchre is one of the locations that captures most of the focus in our adventure module, and for this reason, it occupies a significant place in the book in great detail.

Byzantine Cardo

Beneath the lengthy thoroughfare above, the expansive street of the Cardo buzzes with activity. The sound of horses and camels can be heard moving overhead. Renowned for its exceptional shops, the Cardo attracts shoppers from every corner of the city, drawn to its bustling marketplace. Shop owners find respite under the shade provided by ceilings supported by ancient Byzantine columns.

The heart of the city, the Byzantine Cardo, runs through the very center, stretching from the Church of the Holy Sepulchre all the way to the Damascus Gate. This extensive street is one of the oldest in Jerusalem. Five hundred years after its construction, the Cardo was transformed into a bazaar, brimming with shops built by the Crusaders. It is a unique place where non-humans feel at home above ground, as their ancestors had inhabited the Cardo for ages before retreating underground. Most of the shops there still remain in the hands of these non-human residents of Jerusalem.

Wilfred's Eatery

The first thing that greets you at Wilfred's Eatery is the thick smoke hanging in the tavern's air, as if it owns the place. It almost seems to. The second thing you notice is an aura of anger. It oozes from the pores of every patron seated in their half-rotten, old chairs. Even beneath the smiles on the faces of the drunkards, there lurks a sort of misery, something almost every city resident can relate to but hates to discuss. The anger towards their lives and current circumstances ricochets from patron to patron like a charged lightning bolt.

Then you notice two curious eyes that began watching you the moment you stepped in. Behind the broken-down bar, where a couple of men rest their heads trying to stave off the effects of the ale in their veins, are the bright eyes of Wilfred. Perhaps he looks at you with the excitement of welcoming new customers, or maybe it's something more. Those eyes are difficult to read, but you sense there's a story there. With a casual gesture, he signals the waiter to approach you. He shows you to a table, identical to the others, but just as he's about to take your order, a large hand lands on his shoulder, stopping him mid-sentence. "I'll handle this. You go take care of that table that's been waiting for a while." It's Wilfred.

Your gaze follows the waiter as he escorts a group to what seems like a back room, receiving a handsome payment under his cloak. No one appears to care about this mysterious room or the large group heading there. Everyone is too engrossed in drowning their sorrows.

The locals are regular patrons of Wilfred's Eatery, which occupies a sizable space in a somewhat dubious part of the city. It thrives as a hub for underground activities, attracting those engaged in less conventional business ventures. Beneath the tavern, there are concealed tunnels that were once connected to the Temple Mount during its initial construction. Originally intended to function as a town hall, the tavern's history has seen it go through periods of abandonment before being purchased by a family who transformed it into a recreational establishment where townsfolk can unwind and release their tensions.

While the ancient tunnels have been blocked off for years, small chambers remain, serving as storage areas and discreet spaces for customers to conduct private activities or carry out business transactions. The tavern owner, Wilfred, is a half-orc who assumes the guise of a muscular man and commands respect with every step he takes. However, it is wise not to incur his displeasure, as he possesses a formidable presence and maintains a loyal community of non-human patrons of the tavern who stand ready to support him when needed.

Wilfred (Commoner•): The esteemed proprietor of this charming establishment. He possesses a unique heritage as a half-orc, seamlessly integrated with both the human and the non-human community. His parents hail from Nordic origins, and their union, an orcish father and a human mother led to their banishment from their respective societies. During a fortuitous encounter with a priest en route to Jerusalem, they decided to follow his guidance, embarking on a prolonged journey until they found solace among the non-human populace of Jerusalem. In this vibrant community, their beloved son Wilfred was born.

After enduring years of concealment, Wilfred grew weary of the destitute living conditions and adamantly refused to

engage in a life of crime. With resolute determination, he decided to remove his tusks and obliterate any remnants of his orc lineage in his visage. Seizing the opportunity, he took over an elderly man's abandoned dwelling and ingeniously transformed it into a tavern catering to the needs of those on the fringes of Jerusalem's society. Although not situated in the most affluent parts of the city, Wilfred's establishment rapidly gained popularity, and he, in turn, embraced a life of integrity and respectability amidst all the strata of the city.

Presently, the Eatery also acts as a crucial institution for the non-humans of Jerusalem, assisting them in conducting their enterprises in the human world and keeping their guises.

Gwyneth (Commoner•): Gwyneth, a kindred spirit to Wilfred, shares his half-orc heritage and serves as a valued waitress in his bustling tavern. Among her non-human community, she is affectionately known as Gwyneth. She adopted the name Gülfem when introducing herself to the human folk, crafting an identity with roots in Persian culture - surely as a stubborn act of defiance against the Crusaders of the city. Before joining forces with Wilfred, Gwyneth had a brief stint in the palace kitchen, where her culinary talents shone. It was during this time that fate led her down a serendipitous path, crossing ways with the amiable Princess Sybilla.

A strong bond soon formed between Gwyneth and Princess Sybilla, who grew genuinely fond of her. However, the prevailing societal norms and biases surrounding non-humans prevented the princess from keeping Gwyneth within the palace walls. Undeterred, Gwyneth emerged as an invaluable asset to Sybilla, taking on the role of a discreet informant for the palace. Her unparalleled knowledge of everyday life and the intricate political landscape among the locals made her an invaluable source of information for the princess.

Ilana (Traveling Artist): Ilana is exceptionally skilled with the lute and the lyre. Occasionally donning the title of the bard of this tavern, Ilana sings songs of sorrow and remembrance. With a lineage steeped in Celtic heritage mixed with elven blood, she embodies a captivating charm that draws many a gentleman to frequent the tavern, captivated by her songs and beauty. With a DC 15 Wisdom (Perception) check, players notice, she slightly lifts the scarf wrapped around her head just enough to make one ear naked to hear what she is playing when performing.

As a testament to her undeniable talent, Ilana is sought after by esteemed figures, including high-ranking officials, who request private shows to indulge in her artistry. Among her known patrons are the illustrious Guy de Lusignan and Raynald de Chatillon (check out The Sigil of Jerusalem's Characters section for further information). Though the majority of the tavern's regulars remain unaware of this privileged clientele, Ilana herself does not hold a great fondness for either of them. Nonetheless, she finds solace in the generous rewards these engagements bring. If players chat with Ilana, they can make a DC 13 Charisma (Persuasion) check to talk about Guy de Lusignan or Raynald de Chattilon; on a failed save Ilana, refuses the players, stating she can not share details about noble and powerful people. On a success, players are informed of Ilana's opinion regarding them. She thinks Guy de Lusignan is much wiser than what his age shows and sometimes describes historical events as if he were there as they happened; Raynald de Chatillon, on the other hand, acts like a violent beast but is always very loyal to Guy.

Seraphine's Threads and Trimmings is impeccably organized, and every corner is adorned with an array of mannequins showcasing the most breathtaking outfits you've ever laid eyes on. From wall to wall, these striking ensembles catch the light and draw you further into the display.

As you venture towards the back of the shop, you find the owner engaged in conversation with a customer, who is describing the outfit he desires to be crafted. The owner herself possesses an ashy complexion, a result of the thick layer of white paint she has applied all over her skin. Her cheeks are artificially flushed with an unnatural red hue, and her eyes are expertly adorned with smoky black soot, extending elegantly into a winged shape. Two exquisite purple headwraps are stylishly wound over her hair, skillfully crafted to create the illusion of two elegantly cascading ponytails that gracefully extend all the way down to the floor. Despite her artistic appearance, she appears visibly frustrated.

"My love, wouldn't you like to add some color to your ensemble? Just black, really? How dreadfully dull," she remarks with a hint of disdain, as she hastily scribbles down the order. Once the man departs from the shop, she turns her attention to you with a warm greeting. "Oh, hello! Please tell me you're here for something vibrant and colorful. Today, I've had three orders for black leather vests, and I must admit, it's pushing me towards despair. I yearn for a touch of creativity and diversity in my creations."

Seraphine's Threads and Trimmings

The town's tailor, **Seraphine (Artisan)**, is a striking tiefling woman who possesses a unique sense of style and artistry. Adorned in vibrant fabrics and headwraps that combine her own pitch-black hair with colorful strands, she embraces her distinctive appearance with confidence. Her light green skin is disguised with the application of white ash and elaborate makeup, enhancing her already striking features. Many view her as an extravagant individual due to her distinct fashion choices.

Beyond her captivating appearance, the tailor possesses remarkable skill in her craft. She utilizes her innate magical abilities to weave enchantments into the very fabric she works with, allowing her to create extraordinary costumes that serve as effective disguises. Her expertise is particularly sought after by nonhuman clients, as she possesses an innate understanding of their unique needs and preferences.

In addition to her proficiency in costume design, the tailor is known for crafting durable armors specifically tailored for warriors. With her magical touch, she ensures that these armors not only provide reliable protection but also exhibit a touch of her artistic flair. Armors bought from this place grants +1 bonus to Charisma checks while wearing it, and noble folk who are unaware of nonhuman races are intrigued, as they don't know who makes such fine garments.

The Cleaver

Inside the butcher shop, The Cleaver, several customers await their orders, and a woman emerges from the inner chamber carrying packages of freshly cut meat. With a warm smile, she efficiently serves the waiting patrons, wishing them a happy day. As her eyes meet yours, she greets you, recognizing you as unfamiliar faces in her usual clientele.

"Hello, strangers. Welcome. What can I offer you today?" she inquires, her friendly demeanor putting you at ease. However, she quickly adds, "Actually, let me check what we have left before I make any suggestions. We've had a busy few days, and our stock is running low until the next hunting expedition."

With that, she heads back inside the inner chamber, where you catch a glimpse of four women diligently cutting up meat.

In the heart of the town, a butcher shop stands, adjoining a grand abode sheltering twelve enigmatic women. These ladies are often perceived as peculiar spinsters by the townsfolk. Yet a darker truth lurks beneath the surface. Unbeknownst to the residents, they form a clandestine coven of witches who devote their time to hunting the criminals that roam the streets of Jerusalem, using their nefarious acts as the source of their sustenance.

Any remnants from their mystical rituals are skillfully prepared and presented for sale in the modest shop that graces the front of their dwelling, open to the locals. Despite the doubts surrounding their lifestyle, the allure of their meat is irresistible, drawing scores of people to their doorstep. Little do the unsuspecting customers realize that the exquisite flavor they savor is a testament to the wicked origin of the ingredients. With a DC 13 Wisdom (Perception) check, players notice a glimpse of the room inside and see remains of humanoid body parts. If players eat any products of the place after body parts are seen, they must succeed on a DC 18 Constitution saving throw or gain 1 exhaustion level by throwing up.

Willa (Acolyte•): Willa grew up as the daughter of a butcher. Her arcane powers revealed themselves during puberty, leaving her unsure of how to handle them. Consequently, Willa and her best friend, Faith, endeavored to keep this mysterious gift hidden from others. However, fate intervened when she crossed paths with Isabel, the High Priestess of her coven. Under Isabel's guidance, Willa was taken under her wing and initiated into the coven, gaining invaluable knowledge and skills.

Tragedy struck when Willa's father passed away, leaving her as the sole heir to the butcher shop and their home, given that she had no other relatives. With the support of her coven, Willa erected a substantial house adjacent to the butcher shop, and together, they assumed control of her father's business. They used human flesh and blood to do their rituals, and they sold the leftover products in their butcher shop.

Isabel (Handmaiden of Jahi•): Isabel, the High Priestess of her coven, possesses an ageless appearance, appearing to be around 40 despite her true age of about 200 years. Having grown up within a small coven, her ascent in the ranks was propelled by her innate arcane abilities.



However, as time passes, she senses her powers gradually waning, and she realizes that her tenure as the High Priestess is drawing to a close.

Feeling the weight of responsibility, Isabel searches for a worthy successor to take on the mantle of High Priestess. Two potential candidates have captured her attention: Willa and Arden. Willa's compassionate nature and natural leadership qualities resonate with Isabel, while Arden's immense power and prowess in the arcane arts make her a formidable contender.

Torn between these two promising individuals, Isabel finds herself in a difficult position. She understands that choosing the next High Priestess is a momentous decision that will shape the future of the coven.

Arden (Cult Fanatic): Arden's origins are rooted in a dark and mysterious past. She is the daughter of a tremendously powerful witch, and her mother's demise came tragically when a potent spell rebounded upon her. In the aftermath of this loss, Isabel, the High Priestess, took Arden under her wing and raised her as her own. Arden rapidly exhibited an uncanny prowess in the arcane arts, effortlessly matching her mother's formidable strength. The coven embraced her as an essential and valued member, unaware of the sinister forces that lay dormant within her.

Secretly, Arden harbored a malevolence that even Isabel sensed but couldn't entirely control. Unbeknownst to the coven, Arden failed to inherit her mother's powers. Instead, she struck an unholy alliance with the very demon her mother had fought to banish. As it turned out, it was Arden herself who had originally summoned the malevolent entity. Upon her mother's demise, she forged a dark pact with the demon, binding herself to it in exchange for newfound abilities and strength.

Obsessed with gaining more power, Arden now seeks the position of High Priestess, driven by her insatiable thirst for dominion over the arcane.

Beloved's Bounty

As you step into the overcrowded pawn shop, you are greeted by an impressive display of various items, each neatly arranged in their designated sections. Shimmering jewels, old coins, intricate daggers, and even clothing of exceptional value catch your eye. Despite the absence of anyone overseeing the shop, an inexplicable feeling in the pit of your stomach reminds you that taking anything without permission is simply not an option.

Curious about the deserted atmosphere, you notice a bell on the register and decide to ring it. The sound resonates through the shop, and moments later, hurried footsteps approach. A man in his late fifties emerges from behind, wearing an amiable expression on his face. "Oh, hello! I was just checking up on my wife; apologies for the brief delay. How can I assist you today?" he asks politely, ready to provide his help with any inquiries or purchases you may have in mind. The mysterious allure of the shop, combined with the proprietor's friendly presence, creates an intriguing experience that leaves you eager to explore what hidden treasures this pawn shop might hold.

In the heart of Jerusalem, a pawn shop is overseen by **Leofric (Traveling Merchant)**, a man in his late fifties, bearing a melancholic tale. His life was intertwined with that of a woman he deeply loved, **Esther (Commoner◉)**, who was unlike anyone he had ever encountered. She possessed a unique spirit, exuding confidence, beauty, and strength. People marveled at her enchanting allure, but she remained resolute and declined numerous marriage proposals, leaving a trail of disappointed suitors in her wake. Until, one day, fate brought her and Leofric together, and their hearts intertwined in a love that was undeniable.

Yet lurking in the shadows was a warlock, a suitor spurned by her before her marriage. Consumed by jealousy and anger, he cast a wicked curse upon her, rendering her paralyzed from the neck down. Only if her husband could find an item that she would cherish with all her being, could the curse be lifted. Desperate to free his beloved from the malevolent enchantment, the pawn shop owner embarked on a tireless quest. After searching for a long time for such a miracle and returning empty-handed, he realized that opening a pawn shop might bring the solution to their doorstep. He named it Beloved's Bounty. With a DC 14 Wisdom (Perception) check, players can understand that the clothing pawned are well made and are for non-human folk. If they have visited Seraphine's Threads beforehand, they roll the check with advantage, on a success they know it is from the hands of Seraphine. Players who have lost their items or had them stolen inside the city can find them here if they have the lucky trait or succeed at a DC 13 Intelligence (Investigation) check.

On a successful DC 12 Intelligence (Arcana) check or players casting *detect magic or detect poison and disease*, they find out that Esther's curse can only be inhibited with a piece of wood shaped like a heart and enchanted with *Al-Jazari's woodwork* Totemic Ward. Even though it is not a definitive solution to the curse, Leofric thanks players immensely, stating they can get an item from the shop free of charge. Overjoyed by making his beloved free to move again, Leofric makes the heart fit onto a necklace for her to wear at all times.

Tender Hearth Bakery

As you patiently wait in the long line at the Tender Hearth Bakery, you observe a heartwarming scene of a mother and daughter working together with remarkable efficiency. They seem to have perfected a harmonious dance: one takes freshly baked bread out of the oven, and the other deftly packs orders in cloth and places them into customers' bags.

Your attention is drawn to a man who approaches the daughter, and their exchanged glances suggest a familiar understanding. She swiftly disappears inside the bakery and reappears with a package already prepared for him. It becomes evident that they have a special arrangement, and he pays for the services.

Finally, the line reaches you, and the daughter greets you with genuine enthusiasm, her warm smile inviting and comforting. "Hello! What can I prepare for you today?" she asks, eager to provide you with a delightful treat from their bakery. The aroma of freshly baked goods fills the air, and you can't help but feel a sense of anticipation for the delectable offerings that await you.

The delightful bakery in town is a heartwarming family affair overseen by a devoted mother and her talented



daughter. Together, they craft a wide array of delectable desserts, each one a labor of love. Their passion for baking goes beyond just offering scrumptious treats, as they have also established a unique tradition of exchanging sweets for recipes with visitors from various corners of the globe. This charming practice has turned their bakery into a cozy haven where one can always find a taste of home, no matter where they come from. Located in the lively marketplace adjacent to the Western Wall, the bakery has become a bustling hotspot, attracting a steady stream of eager customers.

Giselle (Commoner•) as the owner had spent her entire life as a skilled baker, just like her mother before her. She took great pride in her craft and even trained her own daughter **Faith (Commoner•)** to carry on the family tradition from an early age. When Faith became friends with Willa from the butcher shop Cleaver and delved into potion making and witchcraft, Giselle couldn't help but notice the changes in her daughter's behavior. She noticed how Faith would keep certain recipes hidden, selling them exclusively to select customers. However, unbeknownst to Giselle, Faith only sold these special treats to customers who were aware of their magical properties. After some delving through Faith's personal items, her mom found some of the secret recipes and started using them to charm people into loving the bakery more without informing Faith. With a DC 15 Wisdom (Perception) check, players notice the bakery is loved with a great passion unlike any other workplace. If players eat anything baked here, they must succeed a DC 12 Wisdom saving throw; on a failed save, players order once more and roll the saving throw again. Players investigating the food must succeed a DC 15 Intelligence (Arcana) check to understand the baked goods are infused with magic and charm those consuming it. If they ate it before, the DC decreases by 2 for each order.

Vaha Al-Quds

Vaha Al-Quds makes one feel like they have entered home as they walk in. Visitors from all corners of the globe flock to this remarkable establishment, seeking solace and respite. At the entrance, the gracious innkeeper warmly presents keys to the newcomers, welcoming them with genuine hospitality. Some patrons patiently await the preparation of their rooms, while a group of men with damp hair strolls leisurely, having just indulged in the soothing hammam. A couple of eager customers inquire of the waiter about the status of their eagerly anticipated meals. And, in the midst of this bustling scene, a diligent busboy adeptly ascends the stairs, effortlessly carrying two weighty bags.

As you wander through the halls of the Vaha Al-Quds, your eyes are drawn to the splendor of the private suites, a true embodiment of luxury. Adorned with elegant furnishings and tasteful decor, these suites provide a haven of tranquility for 2-3 individuals. Beyond the cozy sleeping quarters, a grand lounge area beckons, a realm of exclusivity where intimate business meetings take place amidst an ambiance of sophistication.

Continuing your exploration, you encounter the charming rooms designed to accommodate a larger party of 3-4 people. Here, a warm and inviting atmosphere embraces you, ensuring a restful night's slumber after a day of adventure and exploration in the bustling city.

As you ascend to the uppermost floors, a unique and communal experience awaits. The innovative bunk bed rooms reveal a delightful camaraderie, where up to 8 individuals share a living space.

Surprisingly, this inclusive environment extends its arms to embrace non-human guests as well: in the lower levels of the establishment, you can find a few of each category of rooms thoughtfully tailored to accommodate their needs.

The Muslim community visiting Jerusalem stays at Vaha Al-Quds, which is a grand establishment offering numerous amenities. Nearly all the affluent Muslim visitors to Jerusalem seek refuge in this inn. It boasts a spacious building with a multitude of features. Inside, there is a sizable lounge area where guests can unwind, enjoying their tea and hookah, indulging in delicious food, and relishing melodious music during the evenings. The inn provides a range of accommodations to suit diverse preferences.

On the upper levels, one can find opulent rooms that cater to caravan masters and affluent businessmen, who often choose to reserve these luxurious quarters. As you ascend the stairs, private rooms designed for 2-3 individuals are available, providing a comfortable and cozy atmosphere. Lastly, on the highest floor, there are dormitory-style rooms where up to 8 individuals can find restful repose.

Moreover, the inn has thoughtfully allocated 10 rooms on the lower levels specifically for the non-human community of Jerusalem. These unique rooms offer a direct connection to the catacombs through a narrow tunnel, allowing convenient access for those guests.

Nabil Mustafa: The owner of Vaha Al-Quds, **Nabil Mustafa (Noble•)**, is a unique figure, being a half-elf and a respected pillar of the Muslim community. His deep connections to the palace have allowed his establishment to thrive, even during times of oppression faced by the Muslim community. Thanks to his father's extensive relationships with past rulers of Jerusalem, Mustafa enjoys significant privileges.

In return for the comforts the palace affords him, such as lifted taxes and flexible permits, Mustafa offers valuable insights into the lives of Muslim people and the various businesses operating within the community. Within his grand meeting room, crucial business gatherings take place, and the palace benefits from direct knowledge of these events, acting as eyes and ears to important matters.

Imaan: Imaan resides in the inn, offering her services as a gifted fortuneteller **(check out the Fortune-teller• statblock in Appendix)** in exchange for her accommodation. Within the inn, she has a private and cozy suite, carefully partitioned by a curtain, with a dedicated table where she attends to her clients. Her reputation among the Muslim community is remarkable, and her popularity extends beyond Jerusalem, attracting visitors from distant places.

Being a valued asset to Mustafa, Imaan's presence draws numerous clients to the inn, with some individuals even choosing to stay there solely for the opportunity to seek her guidance. Her mystical abilities and insightful readings have earned her a devoted following and garnered the trust of many.

In recognition of the valuable business she brings, Mustafa allows Imaan to stay at the inn without charge and, in addition, receives commissions from her earnings. Players utilizing Imaan's fortunetelling services are presented with a choice; the GM rolls two d20s for players to choose one. Players can replace any attack roll, saving throw, or ability check made by a player or a creature that they can see with the chosen foretelling roll. They can choose to do so before or after the roll, but it is only available within 24 hours after the foretelling.

The Qadim Hookah

As you step into the Qadim Hookah, you are welcomed by the sight of large round tables where people gather in earnest discussion about a wide range of topics, from business matters to the state of the world, and particularly the role their community plays in the city. The atmosphere is filled with a mix of hopefulness and intensity - in direct contrast to the situation of the Muslim Quarter of the city, as emotions run high during these conversations. Amongst the discussions, some tables are occupied by individuals engrossed in various games, adding a touch of leisure to the vibrant scene.

Moving towards the back of the lounge, you'll find the diwans, now bearing the marks of time, where people comfortably settle to enjoy the hookah while engaging in the same spirited discussions as in the main area.

As you venture upstairs, you'll discover private rooms thoughtfully provided by the owner for daily rental. Each room offers a mini version of the lounge downstairs, featuring a single round table and a diwan, providing the perfect sanctuary for individuals to indulge in their favorite activities without prying eyes. These exclusive spaces become a hub for discreet business talks and a chance to immerse in earthly pleasures undisturbed.

The Qadim Hookah is located in the desolate Muslim Quarter, serving as a popular destination where many men spend their leisure time during the day. It is a bustling hub, particularly after working hours, as individuals gather here to engage in friendly games, chat with companions, and savor the flavors of hookah. This expansive establishment spans multiple floors, proudly holding the title of the largest coffeehouse in town, making it a common meeting place for the entire Muslim community.

The coffeehouse is renowned for fostering a warm and inviting social atmosphere, encouraging camaraderie and relaxation. It provides ample space for patrons to unwind and enjoy each other's company.

In addition to the main communal areas, there are private rooms available for those seeking a discreet setting to enjoy their preferred alcoholic beverages. These secluded spaces provide an opportunity for individuals to indulge in their personal choices away from prying eyes. For the most discreet and favorite customers, there are all kinds of services they can enjoy for some gold as well.

Sameer (Commoner•): Hailing from Egyptian ancestry, he faced the trials of oppression when his father, a merchant seeking greater wealth, uprooted their lives to settle in Jerusalem. However, their heritage made them targets of discrimination in their newfound home. Tragedy struck when Sameer's mother passed away, leaving him in the care of a neighbor, as his father returned to their hometown and never looked back. Left to his own devices with sporadic financial support from his absent father, Sameer persevered and diligently saved every penny.

In time, Sameer's determination bore fruit as he courageously established a grand coffeehouse, The Qadim Hookah, which swiftly became a revered institution in the community. This coffeehouse served as a welcoming haven, uniting people and fostering a sense of belonging amidst the difficulties they faced.

Whispers of Time Apothecary

The Whispers of Time Apothecary presents a scene that is far from the typical appearance of a shop. Instead, it appears almost abandoned, as if it has been the dwelling place of a hoarder with no regard for cleanliness. Empty, broken, and half-filled vials are scattered haphazardly throughout the space, giving an air of disarray and neglect. The bookshelf, laden with dusty old tomes, seems untouched for ages, their pages yellowed with time.

As you explore the dim corners of the shop, a mumbling sound draws your attention. From the far corner emerges the figure of an old man who seems to be quite displeased by your presence. His frustration is evident as he exclaims, "Oh, great! What the bloody hell do you want?" His demeanor offers no warmth or kindness; rather, he gives the impression of someone who should have passed away long ago but somehow forgot to do so. Despite his impatience, he acknowledges, "I would tell you to hurry, but I have nothing but time, unfortunately."

The Whispers of Time Apothecary is helmed by an incredibly aged man, **Khaled (Scholar of Jerusalem)**, who appears to have outlived the normal bounds of mortality. He carries an air of grumpiness and possesses a sharp tongue. The apothecary itself, rather than resembling a conventional shop, bears the semblance of a small, cave-like space. Bottles and potions line every available surface, requiring visitors to tread cautiously to avoid accidental mishaps. The owner typically remains secluded in some corner, engrossed in the meticulous preparation of medications.

Despite its somewhat dubious appearance, the apothecary holds the distinction of being the finest establishment of its kind in town, surprisingly earning a reputation for reliability and trustworthiness. The owner is a familiar figure to every resident of Jerusalem, as his presence extends back to their childhood memories. Curiously, no one can recall a time when he was younger, leaving the impression that he has been trapped within the confines of a temporal prison, eternally bound to stir his potions.

There exists an air of mystery surrounding the owner, as no one has ever witnessed him stepping foot outside his shop. The apothecary's inner room serves as his residence, accessible through a connecting passage. The owner relies on his errand boys to deliver supplies, which he then diligently prepares within the confines of his secluded abode.

In a profound twist of fate, the truth behind the apothecary's owner unveils a deeply tragic story. Over two centuries have passed since he first began working at the shop. In his late nineties, his beloved wife fell gravely ill, prompting him to undertake a desperate and daring venture. In an attempt to save her life, he concocted a risky potion infused with powerful magic. However, the spell misfired, resulting in a catastrophic event that caused his wife to vanish, ensnared within a binding vortex of magic.

Trapped within the confines of an unbreakable time bubble, the owner has remained in the shop for the past 150 years, perpetually haunted by the weight of guilt and grief. His existence has become a ceaseless penance for his perceived failure in rescuing his wife from her magical entrapment. The passage of time, both relentless and unforgiving, has found him eternally locked within the confines of the shop's walls. Players can buy any common potions from this shop for 50 gd and some uncommon potions that are listed. If players attempt to steal a potion, they must succeed on a DC 13 Dexterity (Stealth) check. On a failed save, they are noticed by Khaled, but he doesn't care unless they steal more than one potion. In a situation where players steal more than one potion, he warns them, saying he didn't care for one, but they shouldn't be greedy. Players can roll a d8 on the list to see which potion they have stolen if stolen in a hurry.



PRICES	POTIONS
150 gd	Potion of Psychic Resistance
125 gd	Potion of Poison Resistance
150 gd	Potion of Necrotic Resistance
175 gd	Potion of Fire Resistance
110 gd	Potion of Greater Healing
125 gd	Potion of Animal Friendship
150 gd	Potion of Poison
100 gd	Potion of Sleep*

Potion of Sleep: Any creature who drinks this potion is under the effects of sleep spell.

Knights' Lounge

As you enter the Knights' Lounge, a distinguished butler - as distinguished as one can be in this Era of Jerusalem - greets you with utmost poise, donning a refined uniform befitting the elegant surroundings. "Hello, dear sirs. Might I ask which Knightly Order you are associated with?" he politely inquires, ensuring a sense of exclusivity and security in this opulent establishment. As the guests state their preferences for which area they wish to visit, the butler promptly relays the information to the respective waiters in charge. The lounge poses a great distinction between the streets of Jerusalem. This is the one place knights can feel like kings. They are served and tended to. The whole place feels like a big salon of a castle.

Guided by their attentive waiters, the guests are led to their designated areas, each one carefully separated from the others to ensure ultimate privacy and seclusion for the different knight orders. In every section, the air is filled with the alluring fragrance of burning musk.

The lounge is an oasis of luxury and comfort that the most privileged clientele can find in this war-torn city, with aides and squires moving gracefully among the patron knights. Not a single tankard remains empty for long, for all hands fear a knight furious at the lack of mead, wine, or something stronger.

The knights within each section are seen deeply engrossed in spirited discussions, sharing tales of their latest noble and ignoble pursuits.

This establishment distinguishes itself from other taverns in town, as it is for the highest-ranking knights of the City. It is the brainchild of a former squire who, with the assistance of his former employer, has brought to life this opulent gathering place tailored to cater to Crusader Knights. This exclusive establishment serves as a meeting place for esteemed individuals, where one can find the presence of notable personalities.

The lounge is divided into distinct sections, each catering to the preferences of different orders. These sections are deliberately kept separate from one another to maintain a peaceful atmosphere and prevent any potential conflicts. Each section is staffed with dedicated waiters who possess an intimate understanding of each knight's preferences and are responsible for ensuring their esteemed guests feel cherished and well-attended to.

This establishment attracts the attention of government officials and palace dignitaries, who frequent the premises to luxuriate in its offerings and engage in discussions pertaining to matters of state with the knight orders. It serves as an esteemed venue where both indulgence and business converge, providing a refined ambiance for important individuals to convene and exchange ideas.

Alaric (Commoner•): Alaric, the devoted butler of the lounge, holds the position of being the very first face any guest shall encounter. As the son and heir of the proprietor, Bernard, he has grown up in the company of knights, cultivating a profound understanding of their ways.

Now in his late 20s, Alaric has shouldered the responsibilities of demanding business ventures that necessitate long hours and personal interactions. He oversees the waiters with precision and ensures that every visitor to their lounge is treated with the utmost care, leaving them feeling cherished and extraordinary.

Hidden beneath his composed exterior, lies a passionate love for Alice, the daughter of Raynald de Chattilon. Alaric's affection for her is profound and unwavering, and their connection remains alive through correspondence carried out by a close knight friend in whom Alaric places unwavering trust.

Talea (Commoner•): Talea, an unassuming maid in the lounge, possesses a demure appearance with short, raven-black hair, a petite figure, and captivating green eyes. Her unremarkable looks render her easily overlooked, allowing her to navigate unnoticed through the lounge's daily chores. Yet behind her unassuming façade lies a remarkable talent that sets her apart from others – the ability to glean valuable information by stealthily eavesdropping on the knights' conversations. This unique skill has made her one of the most knowledgeable individuals not only within the lounge but perhaps even across the entire country, for she holds within her grasp the whispers and secrets of those around her.

Talea's lineage is entwined with the intrigue of nobility, as she is the illegitimate daughter of Ferdinand, the right-hand man to the esteemed Tiberius. Ferdinand's devotion to Talea's late mother, whom he deeply loved, led him to care for her even in her absence. Though unable to take her under his wing as his own, Ferdinand ensured that she received the utmost care and placed her in the trustworthy hands of Bernard, a close friend.

Talea's bond with her father figure, Ferdinand, remains strong, and it is through this connection that she wields such unparalleled insight. The secrets she uncovers, often shared among the knights, flow back to Ferdinand, granting him the most discerning ear in all of Jerusalem.

The Archbishop (Tavern)

As you step inside the Archbishop, a sense of tranquility washes over you, enveloping you in a soothing embrace. The lively atmosphere is filled with the cheerful chatter of guests, creating a warm ambiance that immediately puts you at ease.

To your surprise, you notice some children, clad in inn attire, diligently assisting guests with their luggage. Their youthful enthusiasm and helpfulness add a charming touch to the already welcoming scene.

A man dressed like a priest comes bustling towards you, extending a warm greeting. "Welcome to our humble abode. You can call me Slade. How may we help you today?" His demeanor exudes hospitality as he guides you towards a cluttered desk adorned with a messy box of keys. With a slightly flustered air, he delves into the box, recounting the available rooms and their unique features. Despite his earnest effort, finding the right keys proves to be a challenge.

From behind him, his wife, Eden, pops out, wiping her hands on a dirty apron. "There you go." She immediately finds the keys he has been looking for. "I hope you enjoy your stay here. And if you ever need something, and these three buffoons that are supposed to run this place can't manage to get it done, I'll be in the kitchen," she chuckles.

As she retreats back into the kitchen, the door opening only for a moment, the most mouthwatering aroma fills the air, leaving you eager to experience the culinary delights that await.

The Archbishop holds a special place in the Christian quarter, attracting visitors for its exceptional ambiance. It was established by a group of former priests who made the personal decision to leave the priesthood. Their reasons varied: one fell in love and chose to pursue marriage, another experienced a shift in their beliefs and no longer held faith in God, while another simply had an unwavering love for alcohol. United by their shared experiences, they came together to create an inn that emulated the atmosphere of a monastery, maintaining the customs and even donning familiar uniforms that brought them comfort.

The Archbishop offers standard rooms to accommodate their guests, with the charges varying based on the owners' affinity for each individual visitor. If the owners take a liking to a guest and learn of their need for accommodation despite limited finances, they may offer a considerable discount or even a complimentary stay. These rooms comfortably house 2-4 people and provide a cozy and welcoming environment.

The Archbishop's reputation is further bolstered by the delectable meals prepared by one of the owners' wives. With three courses of delicious cuisine, guests are treated to a memorable dining experience that adds to the overall charm of the establishment.

It is worth mentioning that the inn carries a distinct aroma due to the presence of a makeshift brewery located in the basement. This brewing operation contributes to the unique character of the place, creating an atmosphere that is both intriguing and aromatic.

Blake (Local Priest): Blake spent the initial four decades of his life as a priest in a quaint village situated just outside Jerusalem. Being the son of a priest, it seemed only natural for him to follow in his father's footsteps. Until the age of 20, he resided in a monastery, and thereafter, he returned to his village to assume the role of a priest in the church, taking over from his retiring father. Their relationship was a complex yet deeply close bond. Blake held his father in utmost respect and adoration, but also couldn't shake the fear that arose from his father's stern and austere demeanor.

Unfortunately, after a few peaceful years, tragedy struck as Blake's father passed away from an unidentified ailment. The swift and unexpected nature of his father's death left Blake grappling to come to terms with it. Haunted by memories, he felt as if his father's presence lingered, haunting him, questioning his worth just as he had during Blake's childhood. Seeking solace, Blake turned to alcohol, finding temporary relief from his distress when he was intoxicated enough not to see the haunting visions. Regrettably, this coping mechanism eventually spiraled into a serious issue, leading to him falling asleep during masses and even behaving aggressively towards his own community.

In recognition of the deep respect he held for his community and the importance of his role as a priest, Blake voluntarily stepped down from his position. He couldn't bear the thought of tarnishing the sacred space with his drunken state. Subsequently, he encountered others who, like him, had left the priesthood due to personal reasons. These kindred spirits provided Blake with a place where he could find respite from the burdens of social responsibilities and expectations.

Oswald (Priest[•]): When Oswald was a child, he experienced something inexplicable. He fell from a cliff, and just as he was certain he would meet his demise, he began to float miraculously. He floated all the way to the bottom, where he encountered a woman. Curious about this extraordinary event, he asked her for an explanation. The woman seemed panicked and attributed it to the work of God. Despite facing skepticism from others, Oswald remained devoted to the God he believed had saved him. As time passed, he pursued the path of becoming a priest in his quest to comprehend this divine occurrence. However, even religion could not provide an adequate explanation for the phenomenon.

Driven by an insatiable desire for answers, Oswald delved into more arcane readings. Through his studies, he gradually came to realize that the inexplicable event had nothing to do with God; it was magic! As his knowledge of magic expanded, his belief in God dwindled.

Eventually, Oswald reached a critical juncture where he recognized that since he no longer believed in God, his priestly work had lost its meaning. With deep remorse, he apologized to his community and decided to step away from his religious calling. Returning to his family home, he

sought solace, and it was then that his uncle shared news of a house he owned in Jerusalem. Generously, his uncle offered him the property, suggesting that Oswald try his luck and see what he could make of it.

Taking a leap of faith, Oswald embarked on a journey to Jerusalem. Along the way, fate brought him into the company of Slade and Blake, both ex-priests like himself, who shared similar customs they had acquired during their time in the monastery. They, too, were looking for a new purpose in life, and they all found it in The Archbishop.

Slade (Local Priest): Slade had spent his entire life within the walls of a monastery, having been left there as a baby. Raised and nurtured by the compassionate nurses, he led a life of unwavering devotion to his beliefs, never once questioning them. At the tender age of 13, he solemnly took a vow of celibacy, embracing a path of spiritual dedication. However, destiny had other plans when he encountered Eden.

It was in the bustling marketplace where Eden showcased the bounties of her garden that their paths intertwined. Slade found himself drawn to her presence and the connection they shared during their fruit transactions. Each visit to the market brought an increasing sense of excitement, and their conversations grew longer and more intimate. Initially convincing himself that theirs was to be a wonderful friendship, Slade's heart couldn't deny the blossoming love he felt for Eden. As their bond deepened, he yearned to marry her.

But the rigid rules of his monastery came crashing down on him, confronting him with the ultimatum: his sacred priesthood or the love of Eden. Unable to bear the thought of losing her, Slade reluctantly severed ties with Eden, heartbroken and conflicted. The weeks turned into months, and the ache in his soul grew unbearable. Finally, on one fateful night, unable to suppress his feelings any longer, he composed a heartfelt letter renouncing his priesthood and gathered his belongings. Determined to forge a new life with Eden, he took her hand, and together, they journeyed to Jerusalem, seeking a fresh beginning.

During their travels, fate brought them in contact with Oswald, a fellow soul who had also abandoned the priesthood. In the warm ambiance of an inn, Slade and Oswald exchanged stories of their journeys and aspirations. Oswald spoke of an abandoned house, left behind by his uncle in Jerusalem, and his dreams of transforming it into a thriving inn. Engrossed in dreams of what could be, they contemplated the possibilities of this hypothetical inn and whether their dreams could indeed become a reality.

Eden (Commoner): Eden, a farmer's daughter, spent the majority of her life toiling in her bountiful garden and selling its delicious fruits. It was during this routine existence that she crossed paths with Slade. Despite hailing from a halfling family, Eden stood as the tallest among them all, leading Slade to mistakenly perceive her as a short woman due to his towering height in comparison.

Within the confines of the kitchen, Eden's prowess was truly exceptional. With just a hint of magic, she would enhance the flavors of her culinary creations, leaving patrons of The Archbishop utterly enchanted and flocking in large numbers. Her skills in the culinary arts were rivaled only by her talent in creating a warm and welcoming home, effectively assuming the role of the inn's heart and soul. As the three men responsible for the inn's operations proved woefully inadequate, she single-handedly shouldered the responsibilities, ensuring its smooth running.

The Knight Nurse

Upon stepping into the **Knight Nurse**, the first thing to capture your attention is a tall woman, vigorously hammering away at a sword with astonishing strength. Her lustrous blond hair cascades down her shoulders, some strands clinging to her forehead with perspiration, creating a radiant glow in the golden light of the molten iron.

The walls of the shop are decorated with an awe-inspiring display of incredible weapons, each boasting intricate craftsmanship that commands admiration. Hanging on the back wall is a portrait of the woman and, presumably, her father, both smiling warmly at the arrival of a new customer.

As she becomes aware of your entrance, her demeanor transforms unexpectedly from imposing to effervescent. Despite her striking presence, she exudes a certain charm that captivates. "Hello there. How may I be of assistance? Please feel free to explore; many of the pieces on the walls are available for purchase."

The owner of the Knight Nurse, **Sylvia (Artisan)**, has gained considerable renown for her exceptional craftsmanship and durable creations. As the daughter of a skilled blacksmith, she began her apprenticeship at a young age, learning the trade under her father's guidance. When her father eventually became unable to continue due to age, she assumed responsibility for the business.

Driven by a thirst for knowledge and a desire to expand her skills, the blacksmith embarked on journeys throughout the region, seeking out mages to learn arcane secrets. Through these encounters, she acquired a deep understanding of magic and its applications. This newfound knowledge allowed her to infuse magic into select weapons she crafted, creating extraordinary pieces imbued with additional properties and abilities.

The blacksmith is discerning in the distribution of these magical creations, reserving them exclusively for a select group of trusted customers. Word of mouth serves as the primary means of attracting clients to her forge, as those fortunate enough to have used her enchanted weapons recognize the unparalleled quality they possess. Any weapon bought from or reinforced here is infused with magic and grants an additional 1d4 radiant damage for the next 24 hours. Every infusion costs 25 gold dinars.

Steeds of the Cross Farrier & Stables

As you step into the Steeds of the Cross Farrier & Stables, the sounds of horses contentedly munching on wheat and moving about greet your ears. Surprisingly, the air carries a pleasant aroma despite the presence of horse stalls. This unexpected fragrance is a result of incense burning in every corner, thoughtfully used to purify the air and create a calming atmosphere. The farrier, who appears to be the one responsible for this ingenious idea, notices your interest in the incense and shares, "It calms the horses down. This place used to be an abandoned pagan temple. I discovered a good stock of these in one of the chambers, and to be honest, I could barely tolerate the stable's natural scent before."

With a warm and welcoming smile, he approaches you and inquires, "How do you do? How may I be of service? We have some robust and reliable steeds available for purchase or rent. Additionally, I am skilled as a farrier, so if you need any horseshoes or hoof care, I am here to assist."

As you take a step closer to the farrier's desk, an inexplicable sensation washes over you – the feeling of being watched. Instinctively, you turn your head to scan the surroundings, searching for the source of this peculiar feeling. The stable seems tranquil, the horses continuing their peaceful activities, and the farrier focused on tending to his work.

The Steeds of the Cross Farrier & Stables hold a captivating history, once being an ancient pagan temple that lay dormant for many generations. It caught the attention of a young and ambitious farrier seeking a suitable space to establish his business. With a mix of courage and curiosity, he claimed the temple as his own, clearing out the interior and relocating the shrines and sacred scriptures to a hidden chamber beneath the ground. In their place, he constructed functional stables, transforming the once sacred space into a practical and bustling establishment.

Yet the farrier's presence in the temple does not go unnoticed. Whenever he walks by the concealed chamber, where the pagan iconography and relics now rest, an eerie sensation of being watched washes over him.

Esmond (Wilderness Commoner): Esmond had spent a decade as a dedicated farrier apprentice, learning the trade from an old friend of his father. With each passing year, his passion for the craft grew, and he developed innovative ideas to improve the business. However, his employer refused to let go of the reins and hand over the business, no matter how much Esmond insisted or how patiently he waited. After a particularly heated argument, Esmond made the tough decision to quit, leaving him unemployed and disheartened.

For a while, he wallowed in his situation, feeling lost and directionless, until his father decided it was time for Esmond to seek a new job, and pushed him to leave the comforts of home. Esmond, though, yearned to be his own boss and embarked on a journey around town, searching for a place to turn into his own shop. However, he faced repeated disappointments as he couldn't afford any suitable locations.

In his search, fate led him to an abandoned building, which appeared to be an ancient pagan temple left to decay over time. Esmond saw potential in this forgotten structure and set to work clearing out any remnants of its past, converting it into a stable. Being naturally adept at caring for horses, word spread about his skills, and people began to flock to his establishment, aptly named "Steeds of the Cross."

Little did Esmond know that during this transformation, he had unwittingly attracted the attention of a mystical being – **Rahul (check out the Chor statblock in the Appendix)**, a djinni who had crossed over to our world in search of a hidden artifact. Rahul became enamored with Esmond's presence and started watching him closely. Captivated by Esmond's everyday life and the way he tended to horses, Rahul felt an undeniable love and decided to bind himself to Esmond to avoid being banished from the mortal realm. With unwavering determination, he pledged to shield Esmond from any who sought to cause him harm.

Despite the supernatural presence around him, Esmond remained unaware of Rahul's existence. He could sense a strange energy at times and noticed some peculiar physical changes, like patches of his skin losing melanin, but he dismissed them as mere quirks. Oblivious to the djinni's affectionate watchfulness, Esmond continued to pour his heart and soul into his newfound stable, focusing on building his business and establishing himself as an independent farrier, never imagining the magical companion he had gained along the way.

Quests

These quests can take place within the adventure module The Sigil of Jerusalem or can be treated as standalone stories.

The Stolen Fire

Recommended Level: 3-4
Quest Summary: A bard named Dankaran traveled all the way from Mali to steal "elements in prophecies" in Jerusalem. He managed to trap the *Sacred Blaze* in the Church of Flagellation, and no fire can be created in the subsequent area. He must also capture the *Celestial Wind* and *Holy Thunder* from the **Cathedral of James** and **David's Tower**.
Possible Rewards: 300 gd, uncommon magic items for each party member.

The master of the Church of Flagellation, Father Gabriel, informs the city guard that the Sacred Blaze is extinguished, and it can't be lit again. The locals find out that within a 100 meter area, no flames can be produced, not even the candles can be lit. Even the people with knowledge of arcane business can't create flame, fire, or anything of the sort. Most of the guards and knights prove to be useless in solving the mystery, and Father Gabriel offers a good payment to anyone who solves it.

The Sacred Blaze has been stolen by Dankaran, an interesting persona and a powerful bard hailing from the lands of Mali in West Africa. He crossed the Sahara desert with a group of travelers for the sole purpose of visiting the Holy Lands. He is following a legend he heard from a Muslim merchant: The Sacred Blaze, the Celestial Wind, and the Holy Thunder are the keys to resurrect the most beautiful queen, and she will take the one that resurrected her as her king, and they will ascend to the heavens.

He will stay at the Qadim Hookah and has a room there under a false name: **Bilal al-Sawt Jabbar** (a character that can speak Arabic knows immediately that this name means "Strong-Voiced Bilal," or a DC 10 Intelligence checks can also reveal this information if anyone doesn't speak Arabic.). Dankaran has a magic item called the Necklace of Binding. With its ability, he can bind the elementals inside it and thus come one step closer to achieving the prophecy mentioned in the legend.

Necklace of Binding

Wondrous item, very rare, requires attunement

The necklace has African totems and weavings made out of bone, wood, and straw. The totems symbolize the unity of air, clouds, and the hearth of the tribe.

It has three tiny skulls. They represent the bound elementals of the necklace. Using an action, you can target an elemental with a CR equal to or below 5 within 60 ft. of you that you can see. The elemental must succeed on a DC 15 Charisma saving throw. On a failed save, it is trapped within one of the skulls. You can have three elementals trapped in the skulls like this.

Once trapped, an elemental remains in the necklace until released. An elemental trapped in the necklace doesn't need to breathe, eat, or drink and doesn't age.

You can use an action to touch the necklace's skulls and release the elemental it contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

An identify spell reveals that a creature is inside the necklace, but the only way to determine the type of creature is to activate the skull. A newly discovered necklace might already contain a creature/creatures chosen by the GM.

Dankaran arrived in Jerusalem a few weeks ago and started researching the mentioned elementals. He asked around and talked with many scholars, priests, and civilians. At Emma's library (the priestess at the Cathedral of St. James), he found a book about Queen Melisende's life, and he became sure the legendary queen from the prophecy was she.

Dankaran

Medium humanoid (human), chaotic neutral

Armor Class 15 (Studded Leather Armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	19 (+4)

Saving Throws Dex +6, Cha +7
Skills Deception +10, Persuasion +7, Performance +10
Senses passive perception 10
Languages Bambara, Arabic, Turkish, French
Challenge 6 (2,300 XP)

Wonderful Illusions. When Dankaran casts an illusion spell, a creature makes the Intelligence or Wisdom checks with disadvantage, regarding whether the illusion depicts something real or not.

Spellcasting. The enchanter casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):
At will: friends, mage hand, dancing lights, vicious mockery (3d4)
3/each day: alarm, expeditious retreat, healing word, disguise self, sleep (2nd level)
2/day each: charm person, hold person, invisibility, suggestion, tongues

Actions

Multiattack. Dankaran makes three Vicious Arcana attacks.
Vicious Arcana. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. Hit: 9 (1d10 + 4) psychic damage.

Reactions

Instinctive Charm (Recharge 4–6). When a visible creature within 30 feet of Dankaran makes an attack roll against him, Dankaran forces the attacker to make a DC 14 Wisdom saving throw. On a failed save, the attacker redirects the attack to the creature closest to it, other than Dankaran or itself. If multiple eligible creatures are closest, the attacker chooses which one to target.

He traveled to the Church of Flagellation and trapped the Odparvar in the church with his necklace by making sure to change his appearance beforehand.

Unless interrupted, the events will unfold as follows:

1. Due to the ongoing investigation about the stolen fire at the Church of Flagellation, Dankaran will stay low for a few days, as he does not want any unwanted attention.
2. He will search the place where other elementals are and the place where he should bring the elementals to resurrect Queen Melisende.
3. He will learn that Celestial Wind is in the Cathedral thanks to another visit to Emma's library to return the book he took. He will also find out about the bell at the Tower of David from a **Local Priest** called Alexander.
4. He will attempt to bind the Celestial Wind. If adventurers intervene, you can have the Celestial Wind roll for the save. If not, the roll automatically fails in the favor of Dankaran.
5. With the Celestial Wind gone, the area (100-meter radius) around the Cathedral will see no wind.
6. He will invite Alexander to the inn where he stays and will want to gather further information. He will kill Alexander after he becomes suspicious of the deeds Dankaran has done.
7. He will travel to the **Tower of David** and will be interrupted by Bartholomew. They will fight, and Dankaran will summon any elemental forces he has. If the adventurers aren't around, he will steal the Holy Thunder without any trouble and kill Bartholomew.
8. With the Holy Thunder gone, people that are in the area (50-meter-radius) the moment the Voiceless One is trapped will lose the ability to speak or be deafened (GM's choice, both effects could have an impact on different people. For example, ten civilians may be deafened while other twenty civilians may lose the ability to speak). After that, any creature who speaks really loudly or screams must succeed on a DC 10 Wisdom saving throw or lose the ability to speak or be deafened (GM's choice for each time).
9. He will travel to the **Tomb of Virgin Mary**, where he will sacrifice the three elementals and resurrect the Queen.

Note: Dankaran will use the *disguise self* spell or other spells at his disposal whenever it is necessary.

The resurrection part of the legend is false. The original legend was that if three elementals gather at the Tomb of Virgin Mary, Queen Melisende's memories will guide them to a very precious magic item she found when she was young: the Crown of Shahryar (Check out the Items section). The queen, if she deems the person worthy, will let a successor use the crown for better purposes. This information can be gathered at the library from a Latin text which can be found with a DC 15 Intelligence (Investigation) or Wisdom (Perception) check.

Tomb of Virgin Mary

The Tomb of Virgin Mary is a legendary place and the burial site of Queen Melisende.

Preceded by a walled courtyard to the south, the cruciform church shielding the tomb has been created in part by cutting through the rock and in part with masonry, and is entered by a wide descending staircase. The staircase is protected by two Crusader Infantry, but they will let a disguised Dankaran in. He will sacrifice and kill all three elementals at the altar of the church (a 20x50 ft. room) and will awaken the wrath of Queen Melisende.

Queen Melisende's power will awaken and kill Dankaran immediately. Now that the elementals are gone, the effects will be permanent in the city.

Possible Resolutions

If Dankaran learns the true legend, he will stop his actions. If he committed the murder of Alexander, he would attempt to run. Otherwise, he can be convinced to let go of the elementals he stole if he is promised that he can leave the city safely. He can also be easily persuaded to pursue the Crown of Shahryar peacefully with the adventurers, if he is the one to get the item.

- If the adventurers wish to complete the legend on their own, the elementals must demand something in return. Holy Thunder will ask for the most beautiful voice it can hear. Sacred Blaze will demand the confession from the most innocent person in the city. Celestial Wind will demand a hundred children's laughter.

The Hunt

Recommended Level: 3-4
Quest Summary: Sir Arnold, a Knight Hospitaller, searches for adequate warriors to help him hunt down a creature. He is actually looking for a new and interesting mount that he can tame in the wilderness.

Sir Arnold (who was mentioned in the Knights Hospitaller section) is an expert when it comes to mounts and desires to find one in the vast wilderness surrounding the Holy Lands. He collects tales, legends, and folklore and constantly speaks to pilgrims and other travelers for sightings of interesting creatures that can be possible mounts.

He has two leads:

1. A mighty and silver-colored creature that is captured by bandits in a small forest nearby.
2. A dragon lurks in a small pond that was observed by some travelers and won't let anyone come close.

He looks for talented adventurers to aid him in his quest to tame one of the monsters. The adventurers can come up with some monster entirely different from the leads, and Sir Arnold will be amenable if he thinks the creature can be tamed.

1) The silver creature

The creature is actually an **elephant**. His owner, a Ghulam from Gazne, died in a military raid to the Holy Lands months ago, and the elephant went free after this. However, the elephant was captured by bandits and used in some ambushes and operations.

The base of the thieves is located within the forest and consists of many wooden houses built upon trees. The elephant is held in a metal cage on the ground that barely fits it with a giant lock (DC 20) on the gate. The keys are in the hands of the **Bandit Captain**◉. The cage has four Bandits that protect it. Inside the houses, there are a total of eleven **bandits**◉ and two **scouts**◉. Additionally, there are three captives: one **pilgrim**, one **Mamluk Sentinel**, and one **local priest**. If freed, all of them are willing to help against the bandits.

If freed and alive, the elephant can be tamed by Sir Arnold.



2) The dragon at the pond

The travelers observed "a dragon" in a high place. It is actually an **awakened giant eagle** named **Ferazhal** (The bright feather), a rare beast enlarged by the magical nature of the pond. The giant eagle was awakened ten years ago by a **druid** companion, the protector of the pond. The druid was a good woman named **Behiye**, who took care of animals and beasts in danger, especially those on the brink of extinction. The giant eagle spent a long time with Behiye and each day, Behiye spoke to the eagle as if it could understand her. In time, Behiye was able to cast the awaken spell on the eagle when she found a valuable agate (the material needed for the awaken spell), and they became good friends afterwards, and they even accumulated a small library together. Behiye was a very intelligent woman and had written many scrolls, also teaching Ferazhal how to use them if necessary (*disguise self, shield, alarm, goodberry, hold person, protection from evil and good scrolls*).

Behiye was killed by some hunters years ago, and many of the endangered species are now gone from Behiye's home at the pond. Ferazhal mourned for a long time and wanted to continue the deeds of Behiye and started to adopt animals as well as infant humans; it saved at least five children from hunger and extreme weather conditions in the last year. Ferazhal is very suspicious of the incoming humans and usually drives them off by disguising itself as a dragon with the *disguise self* spell scrolls.

However, the so-called dragon at the pond is attracting other hunters. A group of hunters (**4 Scouts**) led by the bounty hunter **Henry (Spy, CN)** will also try to take down this dragon. Henry is sure that the dragon is not an actual dragon and guesses the monster is actually a beast. If the adventurers save Ferazhal from Henry, Ferazhal will teach Sir Arnold how to tame giant eagles. Additionally, if the adventurers accept, it will deliver the infant children if they can be put in good hands in the city. Sir Arnold will offer protection for the children himself.

Off With Your Head

Recommended Level: 3-4
Quest Summary: A knight in green intervenes in a knightly order's meeting in a small keep and challenges a knight. The knight named **Gwalchmei (Crusader Knight)** beheads the knight in green, but it doesn't die (because it is a **Dullahan**), and it wants to return the blow the next week. Gwalchmei is afraid and asks for the help of an adventuring party.
Potential Reward: 150 gd, a blessing from Dullahan, a favor from a Knight Templar.

A few Knights Templars (**Crusader Infantry** and **Crusader Knights**) hosted a meeting to decide the strategy against a group of bandits active on the pilgrims' roads. The meeting was interrupted by a strange appearance: a knight in green. The knight wanted to play a game of chivalry and courage: an exchange of blows. One champion among the knights would hit him once, and seven days later, at a hill with a broken tree, would return the blow at the same place.

Gwalchmei was feeling left behind, and he thought of this opportunity to show his courage and cunning. He volunteered to be the champion. The knights were amazed by his courage and let him step forward. Gwalchmei thought he was being clever and beheaded the knight with one swift stroke. He thought he had won, but the disembodied head started to laugh, and the body picked it up. He congratulated the knight and expressed his enthusiasm for meeting him next week.

Gwalchmei is afraid to go, but his honor and his officers in the Order deem that he must go and do it alone. However, Gwalchmei wants to recruit help: adventurers, skilled warriors, and arcane dwellers.

If the adventurers agree to the quest, they can travel to the hill with the broken tree together. On the road, there can be some challenges to test their strength and honor.

1. A poor **Commoner** named Alexander will ask for a donation. He expects at least 1 gd from a knight in shining armor. (the **Honorable act** is to give the poor a good amount of coins, at least 1 gd) Gwalchmei has only 1 gd.

2. They will be attacked by a **Fallen Crusader** (the **Honorable act** is to fight with courage), and Gwalchmei is terrified of the undead.

3. A traveling circus will spend the night with the group, offering them shelter and food. During the night, a hunter (Scout) named Bertilak will want to play a game called the Hunting Game. He will hunt during the night and give whatever he finds to Gwalchmei; in exchange, Gwalchmei will give whatever he finds during the night to the hunter. After the hunter Bertilak is gone, his wife **Beatrice (Traveling Artist)** will attempt to seduce Gwalchmei and initiate this by kissing him. She will give him a green girdle, a magic item that will save his life. When an *identity* spell is cast on the girdle, this information is revealed: "When a player reaches 0 hit points, the girdle will disappear, and the user will drop to 1 hit point instead." (the **Honorable act** is to stay away from Beatrice and respect her husband, but Gwalchmei is mesmerized by Beatrice).

There are some important aspects of the quest:

- Gwalchmei does not want to die, but his honor is also very important to him. He's torn between duty and his own preservation. If the adventurers do not intervene, he may choose dishonorable acts due to reasons stated within the challenges.
- The knight in green actually wants to test the knight's honor, and if he submits to the rules of the game, the knight will spare his life with only a small cut on his neck and give him a permanent blessing (the GM's choice of a low-spell effect, such as "always under the effects of the *bless* spell").
- If the adventurers helped him stay true to his cause, they will be rewarded with temporary blessings, such as a low-level cleric spell that is extended by duration or effect.
- Without the adventurers' help, Gwalchmei is most likely to fail.

The knight in green is actually Godfrey de Saint-Omer, a founding member of the Knights Templar. He was beheaded by one of the grand masters wrongfully, but he protected another of his comrade's honor: Hugues de Payens. Godfrey died in his stead and did it happily. His honor made him hold onto his life as a Dullahan, and he sometimes tests the members with different challenges. He sometimes hires some young knights to test others' strength and devotion, just like in this case.

Resolutions:

- If Gwalchmei puts the girdle aside and faces the challenge directly, without any games or deceptions, he will be counted successful no matter what he does with 3 challenges.
- If he is counted successful and acted honorably (or persuaded to act honorably) in all three cases, he will receive a magic sword (*longsword +1*) from the Dullahan.
- If attacked, the Dullahan will protect itself with all its might.
- If the adventurers all acted like bad influences and persuaded the knight on all occasions toward the dishonorable acts, the Dullahan may turn hostile towards the adventurers.

If Gwalchmei is successful, the knight in green will bid farewell to him by saying: "Off with your head."

Gravekeepers

Recommended Level: 3-4
Quest Summary: Some people are missing. Usually, beggars and other civilians from the poorer parts of the city are never found, believed to be dead. A local priest takes notice of the situation and suspects a far worse scenario.
Possible Rewards: four flasks of holy water, two 1st level spell scrolls, 100 gd.

Near the Byzantine Cardo, many people have gone missing. They were seen last at night and vanished after that, nowhere to be found in the morning. A **local priest** named Claus takes notice of the situation and investigates the ones that are lost. They are usually beggars, the poor, homeless people, or immigrants from Outremer.

A rumor is circulating around the neighborhood that they went to the graveyard nearby and were killed by the gravekeeper there, a horrible creature belonging to nightmares. Many of the beggars noticed bloody paths and bodily remains near the graveyard, and one has never seen coming back from there.

However, a successful DC 13 Wisdom (Insight) check will reveal that the beggars are withholding information. There is also a rumor of tremendous wealth lying in the graveyard. A recently wealthy artisan named James died, and the rumor holds that he was buried with all his wealth, despite the usual burial traditions here. It is said that James had two sons, and both of them brought disgrace to him, so he left them all out of his will. A drunk **warrior priest of the Levant** named **Theo** let this story slip out about this situation.

In reality, James died and became an undead creature, a **zombie**, due to a cursed item given to him by his wife, whom he never got along with and lived separately from for a long time. The next day, his sons, Jaime and Trystane (both **Artisans**), found bodies near their father's grave and bound their father to his resting place. They realized the situation, and they soon found out that each night, a zombie was rising from a grave. They created the rumor of the gravekeeper to keep the grave robbers away, as no one would believe there were no treasures in the grave, because there were indeed. Their father, out of spite against their mother, wanted to be buried with some of the most precious items he had.

The sons can't find it in their hearts to destroy their father, but they deal with new zombies each night with the help of **Theo** (who is constantly intoxicated and thus counted as poisoned). If the adventurers agree to do it, they will not stand in their way.

The adventurers can find the cursed item, a necklace, if they dig up the grave. Unless destroyed by two **flasks of holy water** under sunlight at noon, the necklace will create one **zombie** each day. The flasks can be provided by Claus, who is more than happy to solve this situation. Destruction of the necklace will destroy all zombies.

After the event, the sons, if alive, can join the military ranks due to their experience with fighting the undead.



Cairo
The Jewel of the Nile

"The things of the invisible world attract me more than those of actual life."

–Ibn Arabi

Pharaohs and god-kings of old, generals and the blood of Alexander, Caesars of many Rubicons crossed, the riders hoisting crescent-adorned banners, descendants of prophets and emperors... All have trod upon the sands of these lands. All have seen the cities of desert and water, ruling the horizons with reflections of eons, shimmering through the surface of the Great Nile.

From the most ancient of times, Egypt has been one of the most important cradles of civilization, expansion, great empires, invincible armies, and advancement in science. The great pharaohs ruled among the Nile and marched into the North, West and South. The great general of Alexander, Ptolemy, remade this kingdom in a Hellenistic image and passed the torch to The Roman Empire, with stories we still remember two millennia into the future. With the rise of Islam, Egypt has been captured by Muslim armies and has been a strong bastion of power and a symbol of legitimacy for all those who ruled it. Even as the reign of this Ancient Land passed from one power to another, however, the land, the culture, and the people held the true power over whoever was sitting on the throne. Egypt has always been Egypt.

Standing at the crossroads from North Africa to the Levant, Cairo was the heart of Egypt, and when the Caliph Al-Muizz declared her as the Capital of the Caliphate, the region returned to her old glory.

Now, Salah ad-Din Yusuf ibn Ayyub, or Saladin, is in power - one of the greatest sultans of all and savior of the Holy Lands. He rules with might, justice, and wisdom, as well as a burning ambition to unite the Caliphate and retake the lands lost to the Crusaders. With an avenging army and a string of brilliant victories, Saladin stands at the top of the Islamic world, with his plan in motion to be the sacred commander who takes back Jerusalem, fulfilling the destiny Caliph Omar left behind.

Culture

The Ayyubid Dynasty is in charge of Cairo. In recent years, Saladin seized control of the city and overthrew the Fatimid Dynasty. With Saladin's rule, Cairo has become a luminous beacon of Islamic culture and learning, pulsing with the vigor of a great civilization. Under his wise and just rule, the city is flourishing as a center of scholarly pursuits and architectural wonders. The air is perfumed with the scent of papyrus and ink, hinting at the thriving scholarship within the walls of grand libraries, where scholars of every discipline gather, their debates and discoveries as lively as the bustling markets.

The streets of Cairo are alive with the hum of a city that is both a sanctuary for the arts and a stage for the everyday drama of its people. Saladin, known for his chivalry and tolerance, encourages an environment where different faiths and cultures coexist and learn from one another, blending their distinct hues into the city's rich canvas.

In the heart of the city, the call to prayer mingles with the bells of Coptic churches, intertwining with the marketplace's symphony of bartering voices, the clatter of artisans' tools, and the sizzle of street food. These are the tastes of Cairo: a feast where sweet meets savory, and the abundance of the Nile nourishes a culinary tradition that is as varied as its people.

Celebrations in Saladin's Cairo are jubilant and inclusive, featuring poetry recitals, musical performances, and

public feasts that welcome all. Even in times of conflict, the city remains a haven where the pursuit of knowledge, the appreciation of the finer things, and the care for the community are paramount.

This is Cairo, a city with an indomitable spirit, a crossroads of commerce and culture, a crucible of historical legacies. Here, amidst the winding alleys and majestic minarets, Saladin's vision for a prosperous and enlightened realm have taken root, creating a legacy that would echo through the ages.

Religious Strife

Cairo was under Shia rule during the reign of the Fatimid Dynasty. Many of the Shia gathered in Cairo as their seat of power after the schism that divided the Islamic world. However, the power shifted when Saladin seized control and declared allegiance to the Caliph in Baghdad, which resulted in a Sunni victory amidst the ongoing religious strife. This victory, however, would not be the end of Shia, as they established dynasties in the future.

The city hosts a large number of Muslims that follow the Shia sect and some of the locals are against the rule of Saladin due to the enmity of centuries. This schism is led by a local preacher named Bilal al-Shair, Bilal the Poet (Priest). He usually preaches against the Ayyubid Dynasty. Saladin himself ordered that he is to be left alone by the local law enforcement and wants every religion and creed to be free in his dominion. Bilal wants Cairo to be the seat of the Caliph who would adhere to the Shia teachings once again. Due to Saladin's power and tolerance, he keeps a subtle tone and waits patiently for a mistake to be made by the Ayyubids. During Saladin's absence due to war, he usually attempts to force Al-Adil to make a mistake by organizing large crowds.

The Duality of the People of Cairo

The main difference between the populations of the city is explained in the **Running a Story in the Holy Lands** section.

The people of Cairo fundamentally fall into two categories: those from a sedentary culture, and those from a nomadic one. Apart from the settled population of Cairo, there are many who live in the desert and embrace a life of migration. They are usually known as Bedouin, but there are many interesting cultures that can be found in and beyond the desert.

The nomadic lifestyle was a key cultural point in Arabic and Turkic history. After the spread of Islam, both Arabs and newly Islamized Turks transformed their way of living, embracing a sedentary lifestyle. However, there were many tribes, both Arabs and Turks and also native Africans, that preferred a style of living that was free and in line with nature, away from the urban areas, only stopping by for trade or warfare. It is through these people that Saladin, a legendary cavalry commander, recruits his most capable soldiers.

Turks hailing from Central Asia have started migrating westward in nomadic hordes. These people form the backbone of Saladin's military campaigns - as well as a decent part of his bureaucracy, bringing with them the political and economic innovations of Persia and the Silk Road. The balance between nomadic culture and sedentism has always been important for the Turks in the past centuries, a state of affairs that the adoption of Islam has complicated. Their earlier religion, Tengrism, was born out of the nomadic lifestyle and was a useful belief system for 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 steppes. 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. However, there are many Turkomans, Uyghurs, Kipchaks, Pechenegs, Khazars and many other tribes that still won't leave their nomadic roots.

Nomadic culture was also important for Arabs and native Africans. Arab children were raised in the desert and taught its ways, which was believed to be healthier for the child for the first few years of his or her life. With the spread of Islam, Arabs changed, and the tribal view of the country evolved into the word "Ummah," the unity. They built cities, adapted to the ways of the settled empires, and founded one for themselves, eventually reaching Egypt very quickly.

There are some important aspects to both cultures:

NOMADIC CULTURE	SETTLED CULTURE
Horses and camels are really important for individuals. They are needed in most scenarios: Traveling, settling in new places, migrating, running away from enemies, engaging in raids. The mounts give nomads freedom over the lands. Some families have two or three mounts for each person.	Sheep, goats, and similar herd animals may prove to be more central in people's lives than horses. Camels 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 harshly trained to survive in the desert's difficult conditions. They know how to survive in the wilds, under extreme weather.	They are usually not trained in the use of arms. They are recruited by 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 take shelter in natural caverns and similar places.	They usually live in wooden or stone houses and if possible, behind strong walls.
Some Turkoman tribes still worship Tengri, but most of them are Muslims. Very few of them still follow the old pagan religions, usually in secret.	Most of them are usually Muslims or Eastern Christians. There are Jews and some Roman Catholics as well but a very minimal number.

· CAIRO ·


LEGEND
1 • Tavern - Enchanted Gardens
2 • Tailor - Bayt-al Khuyot
3 • Ibn Tulun Mosque
4 • Saladin's Citadel
5 • City Center - Al Madina
6 • Hanging Church
7 • Shop - Hulya's Hut
8 • Tavern - Bayt-al Hiwar
9 • House of Virgin Mary
10 • Al Azhar Mosque
11 • Blacksmith - Sandan al Jamar
12 • Stables - Istrahat al Fuhul
13 • Tavern - Dhabab Kauket
14 • Cemetery
15 • Old Eastern Palace
16 • Harun Madrasa
17 • Garden of Serenity
18 • Old Western Palace - Pearl Palace
19 • Al Hakim Mosque
20 • Port - Kalat el Maks
21 • Tavern - Nazrat Ra
22 • Shop - Tuhaf Halil
N

Locations

Al-Madina - The City Center

The scent of spice, fish, meat, flowers and many flavors greet you in the heart of the city. Right in front of the citadel, this place is filled with merchants, salespeople, workers, scholars, preachers, priests, imams, fedayeen, civilians, Mamluks, and others. A harmony of sounds, sometimes annoying, fills your ears as you hear many languages at once: Arabic, Turkish, Persian, Latin, Greek, and more.

The city's center is the heart of Cairo and acts as the main marketplace, bazaar and an ideal place for commerce to flow. Many of the residents of southern cities, the desert, Alexandria and other parts of Egypt come here to take their place in the trade. Wool, livestock, wheat, cotton, fish, salt, iron... One can find anything he or she wants in the marketplace, even the most interesting factions and organizations.

Bab-i Felek (The Gate of Destiny)

Sometimes, at the city center, a few tents are organized with a small banner inscribed with a wheel. Inside the central tent is a young fortune-teller (check out the Appendix section for statblock) named Hediye Seher (Neutral Good). She asks for interesting payments for her sessions rather than coinage. She wants the payment beforehand; you can come up with specific and interesting requests tailored to particular party members; She is sincere about what she saw, although she warns everyone that she can only sense a possibility for a future, not a determined fate set in motion.

She believes that once she has enough of these payments, her power will be awakened: she will become a "true seer" and will be able to see how she can save the world.

D6	PAYMENT SUGGESTIONS
1	"Bring me a flower that has set sail on at least two seas."
2	"Bring me a piece of rubbish that is considered a dead man's treasure."
3	"Tell me a story of a man who lost his name."
4	"I want a bright feather, given voluntarily by a beautiful bird."
5	"I want a child's drawing that came to life."
6	"I want a map, no longer showing the truth."

Shahbal-i Melek

Shahbal is a name given to the longest feather in a bird's wing. Melek is the creature known as an angel in Western cultures. Shahbal-i Melek is a thieves' organization founded by the locals before the days of Saladin. Their leader **Daman (Spy◉, LN)** is a tiefling in disguise, and Shahbal-i Melek has roots in the vast desert and in underground caverns. They represent the non-human population of Egypt and usually act in accordance with the local Mamluk forces and one of the commanders, **Nadim-lenk** (see below). Nadim usually confiscates illegal goods and supplies and delivers them to Shahbal-i Melek.

The Citadel

High towers strike a cunning beauty to the beholder, a message to all enemies and friends alike: Authority. The citadel and its walls represent the vast might in the hands of one of the greatest generals and sultans in Islamic culture. The copper color is in unity with the sun and the walls hail it with all the power held by Saladin. They seem impregnable and ward off all enemies of Saladin.

The Citadel is where Saladin lives and rules his sultanate. In his absence, his brother **Al-Adil Saphadin (The Commander Emir, Noble of Levant statblock, Lawful Neutral, INT 16)** rules in his stead. Al-Adil's name means "the Just One," and he lives up to the reputation. While Al-Adil rules Cairo, Saladin's son and heir, **Al-Afdal b. Salah ad-Din**, currently serves as the Emir of Damascus. He resides there with his grandmother **Ismat ad-Din Khatun**, who considers Damascus as her homeland.

Al-Adil is known as "Sayf ad-Din," **Saphadin** to the Crusaders - meaning the Sword of Faith. He is an effective minister of war and has shown great administrative skills as one of the most reliable councilors and generals under the disposal of Saladin. The sultan only trusts Al-Adil to defend Egypt while he assembles his army for the final confrontation at Jerusalem. Al-Adil also secures the flow of supplies and men to Saladin's campaigns, playing a key role.

The citadel is filled with special 100 Mamluk soldiers known as the "Sayf al-Jannah," the Swords of Heaven. These specially trained soldiers receive their training in the desert under their infamous commander: **Kalender Zaim (Mamluk Ghazi)**. Originally a man of African descent and a stern warrior, Kalender takes new recruits to the desert and sometimes only returns with but one-tenth of the recruits. Once a recruit survives, they are then introduced to the sultan with these words from Kalender: "They now have beards."

The citadel is usually off-limits for anyone besides the royal family, the Mamluks, and those invited by the high-ranking members of the court. Al-Adil hosts guests in the main courtyard, in a lovely and open-roof building surrounded by flowers and delicious aroma.

Fatimid Palace & Law Enforcement

The Old Fatimid Palace has two parts: Old Western Palace and Old Eastern Palace.

Fatimid walls surround the main living area of Cairo and many important buildings and houses can be found here.

Old Western Palace - The Pearl Palace

The Pearl Palace works as the core of dungeons and legislative business conducted in all of Jerusalem. The beautiful palace turned into a place for civil lawsuits, and similar businesses where qualified administrators, judges, and other civilian officers conduct their business.

The main official in the Pearl Palace is a just man known as "Tenzede Terazu" which can be translated as "The Silent Scales." His real name is **Abd-al-Hak Suleiman (Warrior Priest of Levant; can cast *zone of truth* once a day without expending a spell slot)**. Suleiman is known for his absolute sense of justice and even the richest and most powerful man in the land respects his justice. He even has the right to convict the sultan if he deems it necessary. Many times Saladin talked about him as: "If he would deem that I would be sentenced to death today, I will go into the gallows without hesitation; my heart will be sure that he is correct."



Suleiman has two servants that he freed years ago: a woman named Vera Nalan **(Traveling Artist)** and a young boy named Tariq Halis **(Wilderness Commoner)**, both of whom have expertise in Insight and Perception checks and usually listen to the hearings and report any signs of lie, deception, and similar situations. They also can be used to investigate some cases with the local Mamluks.

Old Eastern Palace

The clamorous sound of clashing metal and the tension of drawn bows resonate through the skies, creating a symphony of training Mamluks-to-be. Under the eternal blue sky, men's voices echo, a chorus of determination and strength. They are engaged in rigorous training, day and night, honing their skills and fortitude. Each strike of the sword and release of an arrow is a testament to their tireless pursuit of mastery in combat. The atmosphere is charged with intensity and the relentless spirit of warriors preparing for battle, their shouts merging with the metallic symphony, crafting an ambiance of unyielding resilience and martial prowess.

The Old Eastern Palace has been transformed into the center of the city guard and their training. The chambers have been reorganized into living, training, and administrating quarters for Mamluk soldiers and their training. It is commanded by Ziya Babur, the commander of all Mamluk forces in Cairo and one of Saladin's most trusted warriors, who is entrusted with the defense of his throne.

Commander of the Mamluks: Ziya Babur (Mamluk Ghazi, LN)

Ziya Babur is a distinguished Mamluk officer, renowned for his leadership as the head of law enforcement in Cairo, and a resident at the Old Eastern Palace. With a commanding presence and a keen eye for detail, Ziya stands out not only for his tactical acumen but also for his genial nature. His early life was marked by a natural affinity for strategy and an unwavering sense of justice, traits that guided him on his path to becoming a revered figure in law enforcement.

From a young age, Ziya displayed a sharp mind at the local mosque and a charismatic personality among the young population of his village, endearing him to both peers and elders. His journey to prominence began when he was noticed by a Mamluk recruiter during a local event: a cruel officer forcibly wanted to take some children to be trained but Ziya stood in his way and volunteered to be taken instead of his other friends. The cruel officer wanted to make him pay due to his fierce personality, and when Ziya turned back, he swung an attack. Ziya, although not able to see, responded to the attack quickly and proved his tendency to fight. In terms of mechanics, he has the ability to sense his surroundings: blindsight (15 ft.).

Ziya's tenure is characterized by his innovative approaches to maintaining order and solving crimes. He has a reputation for being fair but firm, earning him the respect and loyalty of his subordinates and the community. Known for his ability to defuse tense situations with humor and wisdom, Ziya has become a beloved figure in Cairo. His leadership style, marked by empathy and efficiency, has led to significant improvements in the city's safety and orderliness.

Beyond his duties, Ziya is known for his love of Cairo's rich culture and history. He often engages with the local populace, sharing stories and participating in community events, which further solidifies his status as a personable and approachable leader. His life is a testament to the balance between authority and humanity, making Ziya Babur an admired and enjoyable character in the fabric of Cairo's society.

Ziya Babur has hundreds of warriors at his disposal and usually has full responsibility for addressing internal crimes and possible problems in the city. He has two subordinates, two **Mamluk Cavalries** named **Nadim-lenk Halis (Neutral Good)** and **Zayd b. Khalid (Lawful Neutral)**.

Nadim-lenk Halis is an elderly man and a war veteran. He was retired to "desk duty" when he suffered an injury from an arrow. A Hashashin's poisoned arrow in Syria pierced his leg and left him crippled, earning him the epithet "-lenk," which means limping. He usually protects the weak against the powerful and usually has enemies among local emirs and nobles. He looks past small crimes especially by the poor folk and is harsh about the tax-evaders.

Zayd is younger than Nadim and a strict officer in his duties. He does not look past crimes and believes in a just punishment system, even how harsh that may be. Zayd, although feared by the locals, has their respect due to not taking sides and being just in delivering punishments. Some folktales about him say that he even stood up to Saladin when he believed he was overlooking a crime. He has a loyal cavalry unit called **Barq-Fursan** (all twenty members use the **Mamluk Veteran** statblock), roughly translated to Thunder-knights. Fursan is the name for the historical cavalry unit commanded by the legendary commander Khalid b. Walid.

Al-Azhar University

As you approach, whispers of intellectual discourse float in the air, mingling with the scent of ink and parchment. Quills and vials of ink are scattered liberally, a testament to the fervor of learning in Cairo. The gardens teem with eager students, their voices a melodious blend of debate and laughter. Scholars, masters in their crafts, hold court beneath the whispering trees, their words weaving through the cool breeze. The essence of Cairo, a city steeped in peace, prosperity, and a hunger for knowledge, permeates everything.

There, bathed in sunlight, stands the Al-Azhar Mosque, its presence a beacon of enlightenment. In this sacred space, under Saladin's benevolent gaze, education thrives, generously funded by the royal coffers. You notice a subtle diversity in the attire of the students. Here, beneath the towering minarets, all are united in their quest for knowledge. Status is transient, and only the currency of intellect and scientific achievement holds any true value in this bastion of equality and wisdom.

One of the oldest universities in Egypt, Al-Azhar Mosque was founded for both religious and scientific research. Throughout time, it evolved into a full-fledged university that could dwarf the House of Wisdom in favor of the Fatimid Caliphate, pushing the Shia Fatimids ahead of their rival, the Sunni Abbasids in Baghdad.

Al-Azhar University prospered in scientific pursuit. When Saladin came to power, the **Society of Banu Musa (explained below)** followed him here and established a seat in Cairo under the leadership of Al-Jazari (further information on Al-Jazari can be found in **The Sigil of Jerusalem's Characters** section) and conducted significant research on robotics and engineering.

In ordinary times, the university's headmaster is **Ismail Al-Jazari**, the legendary father of robotics and a genius engineer. Despite his young age, his brilliant mind proved itself worthy at short notice. However, in the storyline of The Sigil of Jerusalem, Ismail Al-Jazari is away from Cairo, as explained in **Act II: Cadentia Sidera**.

In his absence, a **Mage** named **Sitara al-Defne (LG)** (meaning Daphne of the Stars) is the acting headmistress. She is a tall woman in her early twenties with brown hair and tan and large eyes. Her affinity for magic has marked her with spell rebound - as parts of her limbs are in an unstoppable, arcane decay. However, even the curse of spell rebound hasn't stopped her from pushing forward in her craft, as she is an incredible magician and expert in arcane creatures that do not originate in this plane of existence. She can cast the banishment, magic circle and hold monster spells without expending a spell slot 3 times a day (each), and she has advantage on Constitution saving throws. Sitara, much like Al-Jazari, is young but far more serious, devoted, and work-oriented. She usually spends time digging through arcane archives for knowledge on monsters, trying to figure out how to best fight them and immobilize them. She sees the world as a dangerous place and is constantly looking for ways to make it safer for those affected by spell rebound.

Membership and Education

In order to be a member or a student at the university, one candidate must bring forth a combination of these:

- A letter of recommendation from a member or a renowned scholar.
- Proof of scholarly pursuits, arcane interests, literary talents or artistic virtues.
- Fluency in at least three languages: Arabic, Persian, Ancient Greek, Classic Latin or a Mesopotamian language.
- Undergoing a test or a quest given by the teachers.
- A humble donation (~250 gd).
- A humble donation in the form of a scholarly text, artifact or a similar important item.

Non-members are not allowed in inner chambers and can't borrow books from libraries. Members have access to inner chambers and some of the secrets depending on how far they are accepted and if they are able to borrow books. However, the rules on borrowing books are very strict and usually failing to bring the book back for more than a month could result in the death penalty.

There are interesting rules in the library that may seem odd at first: for instance, you can't bring any form of fire to the library. It was the custom of the House of Wisdom, where they used fireflies inside lamps to see and read at night. Al-Azhar University rejected this solution and with a subtle touch of magic and engineering managed to light up every possible corner of the building.The walls are filled with

small holes that are protected by glass. Inside the holes there are lamps that light the way. They are mechanically connected to the Headmaster's Office, and when the sun starts to set, the lights follow.

Inside arcane chambers, harmless flames produced from the *continual flame* spell or other methods of magical lighting are also in use.

For being a "talebe (the one who demands)", a student, there is no age limit, but a monthly fee (5 gd) is required. With the Ayyubid Dynasty's rise to power, there are many students who can attend freely, as long as they keep up with classes, chores, and given quests.

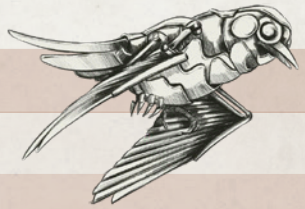
Library

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 on certain subjects. The DCs may be adjusted depending on the availability.

There may be other topics that are not covered in the table but fit the game you want to play. The Al-Azhar University can be considered a center for players with







TOPIC	AVAILABILITY
Astronomy/Astrology	Common
Mathematics/Algebra	Uncommon
Physics/Engineering/Architecture	Common
Chemistry/Biology	Rare
Herbalism and Plants	Common
Geography/Travel Book	Common
Medicine	Uncommon
History	Common
Religion	Common
Philosophy	Uncommon
Language/Dictionary	Uncommon
Occult	Very Rare (60% of the books contain no useful knowledge)
Alchemy	Rare (30% of the books contain no useful knowledge)
Magic	Very Rare (60% of the books contain no useful knowledge)
Rituals and Spell Scrolls	Legendary (75% of the books contain no useful knowledge)
Bestiary	Legendary (75% of the books contain no useful knowledge)
Necromancy	Legendary (75% of the books contain no useful knowledge)
Fiction/fairytale/fable/story/theater/saga/mythology and similar fictions	Common
Poetry and similar literary arts	Common
Paintings, miniatures	Common
Robotics	Very Rare



scholarly tendencies to freely conduct their research on a topic of their desire. For rarer topics, scholars from arcane chambers may be of more help.

The library's master is **Mina el-Katip (Mage•)**, a woman of Turkish descent. She is young and despite her age, she can read and understand 20 languages and has a flawless memory – she automatically succeeds in Intelligence (History) checks about remembering something that has happened to her, that she saw or heard. She is a chatty and easy-going person unless there's a threat to a written document, then she unleashes a fury that could rival that of a hellhound.

When she was young, she was captured by Byzantine troops but saved by a Turkoman raiding party and fell in love with one of her saviors' sons. She was granted freedom and married the son at a young age. Her intelligence didn't go unnoticed, and she traveled to Egypt with her husband for further scholarly education. They attempted to go to Baghdad, to the legendary House of Wisdom, but the ongoing war at the borders between the Seljuks and Ayyubids made the already difficult journey insurmountable. During their journey, her husband fell ill and eventually died. Mina still has suitors but refuses them all; she does not want to marry again.

If the adventurers ever get in her favor by providing new materials to the library and acting carefully around written texts, books and documents, Mina may provide help in searching the library or other arcane businesses.

Those Who Recite: Muzahir

The title "Hafiz" is important for Islamic culture. It is a title given to those who can recite the holy texts perfectly, from memory. In the University, there are a significant number of people who carry the title Hafız. Inspired by the concept of Hafız, the Society of Banu Musa's first leaders developed a construct that can hold and transfer information via reading or speaking. They look like mechanical parrots and pigeons, and for the uninitiated eyes, they truly seem like mere birds. These mechanical avians are called Muzahirs and have many uses: they can send messages, record information, or read written text. They have their own very limited intelligence, but they are built in a magical way to prevent them from harming other sentient creatures. Sons of Musa didn't want these creations to be used as a means of destruction or killing. It was not in their desire to build an assassin or a warrior construct.

Muzahir

Tiny construct, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	14 (+2)	11 (+0)	6 (-2)	16 (+3)	1 (-5)

Damage Immunities acid, poison, psychic, bludgeoning, piercing, and slashing from non magical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., blindsight 60 ft., passive perception 13

Languages can understand three languages but can't speak, can only use Recite ability

Flawless Memory. The muzahir does not forget anything that it has seen or heard.

Challenge 1/8 (25 XP)

Recite. The muzahir, when commanded, starts to describe what it has seen or heard on a specific topic, location, creature or a similar aspect it has witnessed.

No Aggression. The muzahir can't take the Attack action.

Actions

Flawless Immunity (Recharge 3-6). The muzahir can use its action to be immune to all damage. The immunity lasts for 1d6 rounds.

These creatures can be found among the chambers that are only available to the members and they are commanded to help the members with all information they have in their memories. In addition, if one shares information with the Muzahir, he or she could earn the respect and favors of the university.

Chamber of Ruh-u Tevhid (Oneness of the Soul)

In the Chambers of "Oneness of the Soul," the main teachings are about philosophy, religion, and Tasawwuf (Sufism). Its headmaster is **Ekrem Imaro (Scholar of Cairo, in addition to 18 DEX and a 3rd-level Monk & Way of the Pilgrim abilities, 16 AC)**, and he is of Sudanese origin. He traveled to many places in the world to search for enlightenment, and he is well-versed in many religions of the world and a very open-minded person. He decided to stay in Cairo due to an injury he received while helping a distressed wild animal. He especially enjoys long conversations about life, the journey, and the beyond. He rarely takes offense; children's or innocents' lives must be in danger for him to resort to violence.

In these chambers, if players actively contribute to the conservation (DC 15 Intelligence or Charisma check, proper proficiencies like Religion may apply) they will be inspired. This inspiration will let them add +2 bonus to ability checks in the next 24 hours.

Chamber of Mucize-i Beden

In the Chambers of "Miracles of the Body," a physician named **Laila Yasmin (Scholar of Cairo, INT 19, with expertise in Medicine)** discovers and lectures about the human body. Due to a genetic affinity to blood magic originating from a minor spell rebound at her birth, she is able to sense the flow of blood and the location of pain (she senses blood within 60 ft. of her; due to this talent, she can't be surprised by creatures that have blood in their bodies). This ability helps her research and physicianship. She is a very curious and observant person, usually pointing out possible illnesses in people and advising ways to cure them. She's married to another physician called **Najm (Scholar of Cairo)**, who is an expert in crafting remedial concoctions. They were born and raised in Syria but followed Saladin into Cairo and chose to stay here. While a horrendous arsenal of blood magic and sanguinary hexes lies before Laila, she vowed never even to study let alone use them; and only use her unhoned powers for healing.

In these chambers, adventurers can also find frost-covered rooms to preserve dead bodies and conduct research on cadavers. The university pays good money (10 gd) for fresh corpses, but it refrains from purchasing those that died under less than legal circumstances. Storing dead bodies and not letting them rest under the soil is usually a topic of speculation and legends in the city. Most of the devout religious folk despise the act and defend that it is disrespectful to the dead.

Players can travel here in cases of injury or sickness. If one is brought here unconscious and stable, they will wake up with half of their maximum hit points 1 hour after the examination and tending.

Chamber of Asm-i Alâ

The Chamber of "Exalted Sky" is led by two women: **Fatma al-Fihri** and **Razia ad-Din Ahra Nazar (both use the Scholar of Cairo statblock)**. They craft lenses and similar objects to sharpen their skill in astronomy further. Razia ad-Din is also famous for curing illnesses that affect the eye and helps out the Chamber of Mucize-i Beden staff. She even invented wearable lenses that could be used by the poor-sighted.

Chamber of Ulum al-Khafiya

Most of the students are not aware that the higher floors of the mosque also host another division: the Chamber of "Hidden Knowledge." This chamber is led by **Avni Burhan (Mage)** and his subordinates. There, research about magical secrets, limits of wizardry and other aspects of the magical world are researched, the main topic being the spell rebound. The acting headmistress spends most of her time in the Ulum al-Khafiya and is the former head of this Chamber.

Avni Burhan is an elderly, curious, and silent man who tends to be lost in the books he reads. His title is "**Dud-ul Kuttab**," which directly translates to bookworm. His primary research is about spell rebound, and he constantly conducts experiments on subjects suffering from the many side effects of the spell rebound. Due to his daily proximity to those burdened with the vengeance of reality, his body is affected by spell rebound as if he were an archmage. His body is filled with surgical scars from his many trials in removing the "organic tissue cursed by reality." To hide these scars, he wears layer after layer of fabric - truly looking like a worm wielding books.

If the adventurers bring interesting items or spell scrolls and donate to this Chamber, Avni Burhan will reward them with a "**potion of anti-spell rift**." When drunk, it gives advantage on saving throws related to spell rebound effects. Avni Burhan has ten of these potions and states that it takes "a long time" to produce one. He gives two of them freely, as he wishes to see how his concoctions work out of the confines of his laboratory. However, the rest requires donations or can be bought for 150 gd. This potion can not be produced with item-creating spells, item-creating class features, or similar methods, and its effects can not be duplicated by any spell. Even Avni Burhan is not sure how he can produce the potions, and he is reluctant to share the methods, as they could be dangerous and deadly.

Society of Banu Musa

Saghani al-Asturlabi (Mage•) and **Ibrahim al-Yattara (Scholar of Cairo)** are the spearheads of the society in the absence of Ismail Al-Jazari. Saghani is an elderly man with vast experience in astronomy, robotics and engineering. He is known as an astrolabe maker, but nowadays he deals with the topics of heat and cold and survival in the desert, as well as taking an interest in making the desert more habitable with the right intervention.

Ibrahim al-Yattara is of Ethiopian descent and a very enthusiastic and joyful scholar, especially taking an interest in building constructs that could help the mundane tasks of the world. He also designed a group of athletic and fast constructs that could play with children, especially in the streets and the games that contain a ball.

If the adventurers donate a sufficient amount of rare materials (such as gold, jewelry, meteorites, gemstones or similar), they could gain the favor of the society.

The society sells interesting items that can replicate some of the spells that could come in handy in adventuring, traveling, or similar aspects of life.

Banu Musa's Useful Companion (100 gd): While holding this clock-like device, you have 5 charges to spend.

When a charge is expended as an action, it can duplicate these cantrips: *Al-Biruni's fantastic quill, Al-Farghani's alchemy, Al-Jazari's metalsmith, Al-Jazari's woodwork* and *Bedouin fabrics*. When its charges are over, they are replenished at dawn.

Vigilant Companion (250 gd): This is a tiny clockwork construct that resembles a small pigeon that has the ability to keep watch while you rest in the wilderness or even at an inn or tavern. You command it a distance, and the construct warns you immediately when a living or undead creature enters the given area. If you pay another 100 gd, it comes with an attachment stone that lets you cast the *alarm* spell once a day without expending a spell slot. This stone's ability recharges at dawn.

The Disk of Wonders (250 gd): This metal tray-like construct is circular in shape and no one would question it if one called it a tray to bring to coffee. However, when the command word is spoken, it becomes a *floating* disk (3 feet in diameter and 1 inch thick, that floats 3 feet above the ground) and follows the rules in the spell; its duration becomes 5 hours and can be cast 3 times per day. Its ability is recharged at dawn.

Ibn Tulun Mosque

The Mosque of Ibn Tulun was built alongside the long-gone Palace of Al-Qata'i before the palace was ravaged. There were hidden tunnels underneath the buildings, used by Ahmad Ibn Tulun to join the prayers in secrecy. The imam of the mosque, Amir Nazim, and his muezzin assistant Manshour Musharraf know about these tunnels and make use of the resources left from the old days.

Imam Amir Nazim (Warrior Priest of Levant) is a man cursed with terrible nightmares. One day, while walking around the town sleep-deprived, he felt relieved and realized that the mosque was calming him, inviting him in. He started to pray instead of sleep, understanding the mosque was resting his mind, and within a few years, he took on the role of the imam of the place. Players resting or praying here benefit from the effects of the lesser restoration spell or reduce their exhaustion level by one.

Imam Nazim doesn't feel at ease knowing that his problem has gone away without him doing something to fix it, so he starts looking for ways to redeem himself of his past sins. He patrols at night for devious creatures that might harm people. After getting injured multiple times, **Mansour Musharraf (Pilgrim)** starts suspecting that the old man will not survive without help and offers to join him. Muezzin Mansur scouts from on top of the minaret at night, informing Nazim in case of any danger, with a bird whistle. Together they explored the hidden tunnels underneath the mosque and found an old weapon forge belonging to the Old Palace of Al-Qata'i. If players improve their relationship with Imam Nazim and Muezzin Mansur, they can sharpen and gain a +1 bonus to attack and damage rolls for their weapons within the forge. This effect lasts for 24 hours.

One of the preachers of the place is a **Local Priest** known as **Aaron the Barbarossa** (NG). He is actually one of the former Knights Templar and a brother to one of the most prominent knights: Walter du Mesnil. He converted to Islam years ago and settled in Cairo. He has a peaceful and patient personality and is a follower of the Sufi faith. He preaches about the oneness of the universe, the soul and the body, and advises to treat everyone with respect. His main advice is "to be curious, not judgmental." He teaches kids mostly and wants them "to be the best of themselves." He constantly talks about belief and its importance in life. He advises anyone, whether Muslim, Christian, or Jewish, or a non-believer, one must always believe, no matter what, and it starts with believing in oneself.

Hanging Church

Hanging Church rises in place of what once was the south walls of an old Roman citadel. While the citadel is no more, the old church has been restored by the orders of, first Harun al-Rashid and then later Pope Abraham. Travelers from outside call it the Staircase Church because of its elevation above the ground and the long flight of stairs required to reach it. It is devoted to the Virgin Mary and is one of the first churches in Egypt.

The Hanging Church embraces those who are left alone. Most religious minorities are dependent on this church in a culture in which they are not adopted. They come here to keep their beliefs alive among others and receive forgiveness by confessing their sins. In addition to addressing religious needs, people come here to get various aids. If you are well versed in arcane lore, you may recognize one of the midwives casting *spare the dying* spell to stabilize the condition of newborn babies during birth and several nuns preventing the decay of bodies before burial by gentle repose. Players may be informed of these services by a Coptic priest named **David (Local Priest)** in case of an emergency.

House of Virgin Mary

The House of Virgin Mary is a shelter and a place to eat for those in need. It is built for this purpose and regularly hosts feasts, particularly on significant religious days. While the workers are pious helpful folks, the patron and benefactor of the place, **Muhsin Abner (Crusader Noble)**, is also funding the Hanging Church. His trustworthy servant **Daniel (Priest•)**, a half-elf, who preaches both in the church and the house, often comes to these feasts and secretly casts create food and water to provide the food. Players resting here benefit from an additional 1d4 healing on a short rest.

Harun Madrasa

Harun Madrasa is a grand building, built with the purpose of educating those who wish to learn how to read and write. It is dedicated to Harun al-Rashid, a legendary Caliph of the Abbasid Dynasty. The madrasa was rebuilt by the order of Saladin after it was destroyed by the Fatimid Caliphate. It is a well-received establishment among the people, with many scholars teaching words of old to local folk alongside basic education.

One of the scholars, **Zehra El-Kelam (Scholar of Cairo)**, is there to greet newcomers and teach those who don't know how to read and write. She is a peaceful character who doesn't believe in folktales. **Imam Samir (Local Priest)**, however, is a strong believer in those tales and encourages people to go to the Madrasa, saying that there is a chance that they might see Harun al-Rashid's spirit among them and be blessed. Players visiting the Madrasa are under the effects of *comprehend languages* spell as long as they are inside. If players attend a lesson, they witness students believing the spirit of Harun al-Rashid is among them due to a breeze moving curtains and candlelights. Player characters are inspired by the scene and gain advantage on their next Wisdom check.

Garden of Serenity

The Garden of Serenity is a place to shelter from the heat of the summer sun. Often visited by the students of Harun Madrasa, these tall trees rise in the middle of the city, creating a cool moment for passers to stop by. The fruit vendor **Farid (Traveling Merchant)**, who is well-known among locals for his delicious grapes, parks his cart in the shades of this garden. Grapes bought from his inventory bear the effects of *goodberry* spell, and 10 pieces of them cost 5 silver dirhams.



The Pyramids of Giza & The Great Sphinx

The Pyramids of Giza and the Great Sphinx are detailed in the **Sigil of Jerusalem, Act II: Cadentia Sidera**.

Bayt al-Hiwar - The House of Chatter

The House of Chatter thrives with an unceasing vitality, its interior consistently bustling to the point where observers might question whether the patrons are devoid of other obligations throughout the day. Every table is claimed by animated customers engaged in spirited conversations spanning the gamut from global affairs to familial anecdotes. Amidst the joviality, nuggets of wisdom about horse grooming are generously exchanged, hookahs are indulged in, and hearty laughter reverberates through the air. Within these walls, the burdens of daily existence assume the role of mere conversational fodder, momentarily sidelined as individuals converge to socialize and unwind.

However, one element stands apart – a mysterious door discreetly positioned at the rear of the venue. Its presence appears incongruous, defying expectations that the building's dimensions mirror the expansiveness of the establishment itself. Strangely, this portal appears to eschew a connection to the world outside, its formidable bolted frame suggesting a deliberate effort to ward off something unseen.

The House of Chatter is an immensely popular coffee house located on one of Cairo's busiest streets. Due to its limited space, the coffee house is always bustling with customers. Typically, men spend their leisure time here, engaging in discussions about politics, playing games, and enjoying the company of friends.

The history of the House of Chatter dates back further than the memories of most Cairo residents. It has been handed down through generations within the same family, and selling it to outsiders is strictly forbidden. The family managing the establishment guards a deep-seated secret that they never share with anyone outside their kin.

Originally, the House of Chatter was part of a much larger building that the first owner stumbled upon, abandoned and mysterious. Unfamiliar carvings adorned the walls, written in an incomprehensible language (DC 15 Intelligence check reveals that these scrawlings are indeed gibberish. Random letters and signs have been borrowed from different cultures). One particular section of the building contained a hallway with six enigmatic doors, impervious to all attempts at opening them. Despite trying everything in his power, the first owner could not unlock these doors, even with the assistance of his friends.

On one occasion, he convinced his friends to help force open the doors so they could utilize the space for living while continuing the coffee house business at the front. Their efforts were in vain, and they left the coffee house disappointed. The following morning, the first owner discovered the remnants of their presence: leftover food scattered in the hallway. His friends had vanished without a trace, never to be seen again.



After this strange incident, the first owner decided to abandon any attempts at unlocking the mysterious doors. Some years later, when his son took over the business, the locked hallway became a target for squatters, the homeless seeking refuge. Despite being locked, they managed to find a way in, only leaving behind a haunting scene of blood and torn clothes.

They demolished the section containing these six rooms. From the exterior, the building appeared significantly smaller, accommodating only one spacious salon, a kitchen, and a toilet. However, upon entering through the old door, it revealed that the hidden hallway that had been kept a secret for generations was still there waiting for its next prey.

In truth, the floor tilings in the hidden chamber were a **mimic**.

Adnan (Artisan, CN): Adnan's family has been residing in Cairo for generations, establishing themselves as a prominent presence within their community due to their successful business venture, the House of Chatter. Adnan is frequently sought after for his guidance and advice. His imposing and commanding demeanor often compels individuals to be forthright in their interactions with him. Despite his formidable presence, he is renowned for his kindness and altruistic nature. However, he harbors a clandestine enterprise.

Upon inheriting the coffeehouse and uncovering the secret of the concealed passageway, Adnan's mind conceived a unique notion – the passageway was the perfect instrument for committing a crime, an opportunity for an untraceable demise. Importantly, the individuals responsible wouldn't need to carry out the act themselves. Functioning akin to a professional hitman, Adnan assists clients in maneuvering their adversaries into the concealed hallway, a service for which he charges a substantial fee. This process effectively eliminates all evidence.

Behind the seemingly innocuous façade of a locked hallway, appearing to be nothing more than a bolted rear entrance, lies an ingenious scheme – the ultimate crime, executed flawlessly.

Dhabab Kauket - Kauket's Haze

You stand before an abandoned edifice that appears untouched by human presence for years. However, appearances are deceptive, for within these forsaken walls lies one of Cairo's most bustling and enigmatic establishments. Alongside fellow seekers, some cloaked in capes and others masked to protect their identities, you approach the stairs leading down to the heart of this captivating venue. The distant echo of music filters through the door, now guarded by two imposing men. A couple ahead of you, hailing from a notable family, are questioned briefly before being granted passage without further inquiry. Entering this establishment requires little effort, but patrons must demonstrate their capacity to afford the experience and conduct themselves discreetly, as the majority of visitors belong to influential families.

Crossing the threshold, you find yourself in the dimly lit tavern, where a kaleidoscope of candlelight casts vibrant hues throughout the expansive hall. The sight is more extensive than anticipated, teeming with elegantly attired individuals. Every inch exudes an ancient Egyptian motif, from the adorned walls to the themed tables and waitstaff. The renowned belly dancers, enchanting and captivating, perform amidst the merriment. Guests are engrossed in delight, as a melodious female voice fills the air with enchanting songs, and dancers engage in rhythmic entertainment.

As you observe, some guests are drawn to the exclusive fare, indulging in delicacies not commonly found elsewhere. The mingling aromas create a heady, enticing ambiance. Conversations intermingle, forging an atmosphere of enjoyment and camaraderie. Here, business concerns are left far behind, and everyone revels in the moment.

Kauket's Haze is a clandestine tavern nestled in Cairo, shrouded in secrecy, intrigue, and opulence. In bygone times, this establishment was once a humble temple, but the sands of time left it abandoned and forgotten. Now, under new ownership, it has been transformed into a captivating tavern.

Though well-known to locals, few dare to admit having set foot in this enigmatic place. Conversations about its existence are hushed, and those who recognize familiar faces within its walls maintain utmost discretion. The tavern is renowned for its mesmerizing belly dancers, each gracefully attired as ancient Egyptian deities, enabling patrons to immerse themselves in a realm of whimsical fantasy.

To gain access to this extraordinary venue, one must venture through the desolate floors of the temple, seemingly untouched for years. Descending a foreboding staircase, visitors are met by imposing bodyguards. DC12 Intelligence (Arcana or Investigation) Check reveals that the bodyguards are of Half-Orcish descent. Only those deemed presentable and affluent enough are granted passage.

Within these concealed confines, many Egyptians find solace in enjoying alcoholic beverages, a liberty often denied by religious beliefs. This is a place where they can momentarily cast aside social restrictions and surrender to indulgence. The tavern boasts an eclectic array of delicacies from around the world, featuring delectable dishes ranging from succulent beef to pork. Yet, in Kauket's Haze, discretion is paramount, and what transpires behind the veiled curtains remains a closely guarded secret.

Zaria (Traveling Artist, CN): Zaria, an exquisite woman now in her late forties, stands as the proprietress of Kauket's Haze. Her earlier years were colored by a life marked by its complexities, initially finding herself engaged in a profession of entertainment for an elite clientele. However, her enchanting allure set her apart, rendering her one of the most coveted confidants across Cairo. A multitude of influential men were drawn to her, either desiring an evening in her company or simply seeking her companionship. This attention from the powerful elite translated into substantial earnings.

Inhabiting a sphere where connections thrived, Zaria counted among her acquaintances an array of influential individuals, her services commanding a premium. Her wealth multiplied at a rapid pace, facilitated by her network of associations. Leveraging these resources, she founded Kauket's Haze, an establishment that would signal the culmination of her past endeavors and pave the way for a new chapter in her life.

In this new role, Zaria not only succeeded in embracing retirement but also extended a lifeline to other women who sought liberation from similar circumstances. The heart of Kauket's Haze, a haven she created, offers refuge to those aspiring to break free from their former lives. The establishment employs them as handsomely paid dancers and waitresses, providing them with an avenue to transition away from their previous employers.

Nazrat Ra - Gaze of Ra

The Gaze of Ra is an enigmatic place that challenges one's perception and understanding. Upon entering, the complexity of the interior becomes apparent. The doors open up to a spacious lounge, with a counter at the back, behind which is a seemingly empty small door. However, the lounge itself appears to be teeming with a crowd of people engaged in various activities – dining, conversing, and enjoying themselves. Curiously, though, as you scan the room, you notice a peculiar repetition of tables and patrons, as if you have seen the same scene multiple times.

Upon closer examination, you realize that the illusion is created by numerous mirrors placed throughout the lounge, reflecting each other and generating an illusion of a larger and more crowded space. Moreover, columns scattered across the room add to the maze-like atmosphere, further complicating navigation and decision-making due to the confusing arrangement of mirrors and walls.

As you stand there, a man emerges from the small door behind the counter. His eyes are obscured by a black cloth tied around them, yet he greets you warmly and seems to look directly at you. He offers his assistance, guiding you to the appropriate room. Following him upstairs, you encounter a winding hallway that appears to stretch indefinitely, taking unexpected turns and angles that defy comprehension. Countless rooms branch off from the hallway, creating an intricate network that could easily confuse even a sober individual, let alone someone under the influence.

Gaze of Ra is an immensely popular spot in Cairo, renowned for its vast and intricate structure resembling a maze. The supporting walls, perplexing hallways, and overall design make it quite challenging for ordinary visitors to navigate. If unaccompanied by the owner, the party must pass a DC15 Wisdom (Survival) check to not accidentally bump into a patron of the establishment and make a mess.

The inn's unique allure lies in its blind owner's extraordinary ability to traverse the labyrinthine premises effortlessly. This phenomenon fascinates many, prompting some to stay just to witness his seamless movements. Remarkably, he navigates the tables and pathways with an uncanny precision, defying any expectations of mishaps, as if possessing superior vision compared to everyone else in the room.

The inn features a single type of cozy room, accommodating two to three people each, ensuring a comfortable stay for its guests. Additionally, there are prayer rooms within the establishment, catering to those who may not have time to visit a mosque for their prayers. Surprisingly, the inn operates without any helpers or waiters, with the owner being the sole presence tending to the guests' needs.

Curiously, there is a small door located at the back of the counter, but access to this area is strictly prohibited to everyone except "personnel." Peculiarly, no other personnel can be found on the premises besides the owner himself, raising intrigue about the purpose of that restricted space. The door is locked, but it can be unlocked with a DC18 Dexterity (Sleight of Hand) check, revealing a scene of gruesome murder and a bound Succubus feasting on human flesh.

Mahmud (Artisan with a Level 1 Warlock - The Fiend Patron abilities, CN): Mahmud's formative years were marked by clumsiness and an inability to hold down jobs due to a lingering head injury sustained in his childhood. The lingering effects of his injury led to severe bouts of vertigo, confining him to his home on occasion. However, as the responsibilities of taking care of himself grew more pressing with his father's advancing age, Mahmud recognized the urgency of addressing his ailment. Despite his exhaustive efforts, which encompassed attempting every remedy and prayer, a cure remained elusive. Faced with mounting challenges, Mahmud took a drastic step – he decided to strike a bargain with a devil.

In the village, whispers circulated about a man who had purportedly entered into such a pact and amassed immense wealth as a result. Encouraged by this notion, Mahmud embarked on a ritual to summon an infernal entity from Al Ghaib. During their encounter, the Succubus presented him with a tantalizing proposition: the gift of heightened senses, which would eradicate his propensity for collisions and vertigo-induced spells. There was, however, a sinister stipulation – Mahmud was required to provide the demon with eyes, beginning with his own. After careful contemplation, he acquiesced, reasoning that forfeiting his eyes was a small price to pay for liberation from his debilitating condition.

Empowered by his newfound abilities, Mahmud seized control of his father's inn. Within its confines, he erected a modest shrine dedicated to the fiend, serving as a repository for the eyes of inebriated patrons who overstayed their welcome. He pledged to extract eyes exclusively from those who had displayed malevolent inclinations, determined to uphold a semblance of moral integrity even in his macabre arrangement.

Afsun al-Jannah - The Enchanted Gardens

A refreshing feeling takes you to the greatest places in your mind while you approach the Enchanted Gardens. A feeling of celestial serenity fills your heart and you feel this place must be the heaven on earth with this beauty and aura.

Enchanted Gardens of Cairo offer special cures and remedies for the wounded alongside a modest tavern for dining. The atrium, with a lounge next to it that is almost large enough to be called a tavern, attracts people from around Cairo not with its food and drinks, but with its spiritual connection and the healing it provides. The owner of the place and the guide of the gardens Ahmed Al-Shifa (Commoner) and his daughter Rania Al-Shifa (Commoner), besides serving customers in the tavern, lead them around the garden to their inner peace as well. Inheriting this place from his father, Ahmed doesn't have any knowledge about the source of this healing power. He only knows how it works and guides people to benefit from it, earning money as he helps. It costs 5 gold dinars to use his guiding services.

The atrium inside the walls has a distinct separation made with floor tiles that present four sections of different

healing areas. In the middle, a fountain splashes water and creates a pleasant sound in harmony with the birds calling among the trees. This peaceful garden offers four kinds of healing, one for each area as shown in the list.

Healing Area	Effect
Tear	Prayer of Healing, Lesser Restoration
Wear	Aid, Enhance Ability
Peace	Silence, Calm Emotions
Time	Silent Image, Zone of Truth

Deep inside the fountain, an old celestial being stretches out its roots. Providing the healing, it aspires to keep the balance of both the garden and the living upon it. Players succeeding at a DC 18 Intelligence (Arcana) check are aware that these blessings are the work of a supernatural being, subtly. When a creature lies inside the atrium, it must succeed on a DC 10 Wisdom saving throw or be marked with "Mark of Dishonesty." When a fiend or undead strikes a creature with the mark, it has advantage on the attack roll. If Rania notices the creature lying, she warns stating the gardens wouldn't like it.

The gardens, separated into four chambers, offer a different kind of healing for each. The first chamber "Tear" has a pond in it that heals the cuts and injuries of the wounded. The second chamber "Wear" has a mighty tree that stands upright in the middle, benefitting those who suffer problems of old age, strengthening their bones. Third chamber is called "Peace". It has colorful flowers around it and on its wall a covered mirror lies still. This chamber is for those troubled within, relaxing and providing inner peace. The last chamber is "Time", helping with grief, acceptance, and the passage of time. In this chamber, people face their haunted memories, their traumas, and when they finally accept their past they are moved by Ahmed to the Peace Chamber in order to reveal the mirror and face themselves.

Sandan al-Jamar - Ember's Anvil

As you step into the shop, your attention is drawn to a young boy seated behind the counter. The front area, designated for customers, showcases an array of available weaponry for purchase. With a slight grin, the child rises from his seat and warmly addresses you, "Greetings. How may I assist you?" His smile carries a unique charm. "My father is presently occupied within, and I shall act as his intermediary today. Please feel free to convey your orders to me. Should any inquiries arise, I shall venture inside to consult him directly. Is this arrangement suitable? He isn't particularly inclined towards social interactions, I assure you. Allow me to be of aid."

Swiftly, the boy ventures into the depths of the forgery to converse with his father. In the fleeting moment, you catch a glimpse of a hand gripping an imposing hammer, poised for crafting. The hands are adorned with burgundy scales, boasting claw-like appendages in lieu of conventional fingernails. This peculiar trait might well explain the blacksmith's reserved nature.

You then realize that some parts of the young boy's body are also covered with layer upon layer of fabric.

Ember's Anvil holds a distinguished reputation as a renowned forge nestled within Cairo's bustling streets. Orchestrating its operations is a figure known as Amar, a



name widely recognized yet mysteriously unseen. Despite earnest endeavors, Amar remains an enigmatic presence, his elusive nature akin to a well-kept secret. Instead, the forge's interface with the world is orchestrated by a diminutive yet remarkably capable young lad, Faisal. Faisal stands as the sole point of contact for all who seek the forge's craftsmanship.

Ember's Anvil produces blades honed to perfection; pieces of armor that are imposing, stern, and sturdy; and horseshoes crafted with meticulous care.

Amar (Artisan, NG): Amar, a dragonborn blacksmith, has dwelled in the shadows throughout his existence, seeking refuge from the watchful gazes of humans. He and his kin have concealed themselves within caverns, seldom venturing into the sunlight. Amidst this reclusive life, a serendipitous encounter with a human shattered the barriers of fear. This intrepid blacksmith recognized Amar's potential and extended an offer to share his craft, envisioning a prosperous future for them both. Together, they masterminded an underground passage linking Amar's secluded abode to the heart of the city, where the blacksmith's workshop thrived.

Through the passage of time, Amar underwent rigorous tutelage under his human mentor, honing his skills and absorbing the intricacies of the trade. Regrettably, the mentor eventually passed away, leaving behind a legacy for Amar to inherit. Yet, Amar found himself in need of a representative for the shop – a bridge between the enigmatic blacksmith and the world beyond. In a twist of fate, he encountered a destitute, yet undaunted, young boy affected by Spell Rebound named Faisal, whose fearless demeanor resonated with Amar's compassionate heart.

In a gesture that mirrored the mentorship Amar had received, he took Faisal under his wing, assuming the role of a paternal figure. As their lives became intricately woven, Faisal became an integral part of Amar's life and business. With Amar's assistance, Faisal managed the daily operations of the shop while Amar himself remained veiled from the public eye. The symbiotic relationship they nurtured was one of trust, companionship, and shared ambitions.

Faisal (Scout[•], N): Faisal's early life unfolded in a quaint village nestled on the outskirts of Cairo, where the days held a sense of promise and contentment. Yet destiny took a heart-wrenching turn when a calamitous event shattered his idyllic world. Amidst a playful escapade in the forest, an unforgiving blaze consumed his home and family, leaving him grappling with loss and uncertainty. The young boy's tragedy was not born out of a natural fire, but from an arcane explosion which also scarred parts of



Faisal's body. Young Faisal had to carry a memory of the blaze that reduced his life to ashes on himself as burnt tissue that will never heal.

The compassionate villagers rallied to his aid, offering fleeting refuge, but their resources proved inadequate to sustain his well-being. Faisal, bereft of options, embarked on a harrowing journey for survival, navigating the treacherous path of begging and petty thievery as he wandered the streets of Cairo.

Stricken by hunger and desperation, Faisal's plight took an unexpected twist when he crossed paths with Amar, a figure both astonishing and approachable. It was an encounter that challenged his perception of humanity, as he bore the scars of fear from his past experiences. However, Amar's benevolent demeanor provided a beacon of hope amidst the darkness that had cloaked Faisal's existence. The kind-hearted blacksmith extended his hand, defying Faisal's apprehensions and granting him a chance for solace and security.

Jar'at w'al-Nabatat - Hulya's Hut of Potions and Botanics

Hulya's charming hut is all that's left of what was once an ambitious plan for a housing complex. It was supposed to be a grand home, but now it stands as a symbol of dreams that were abruptly put on hold. A few years back, a devastating fire forced the entire neighborhood to find safety elsewhere. After the fire, Hulya found this hut, which had miraculously been spared. Though it needed a lot of work, Hulya had just the right touch to bring it back to life.

When you see it, you're looking at a building with a solid stone base and a patchwork of makeshift repairs. Tarps are draped here and there, covering holes and cracks in the roof and walls.

As you step inside, you're greeted by the sight of straw bags filled with various spices and dried herbs, neatly arranged. Then, a woman who appears to be in her middle years comes forward with a warm smile. "Welcome," she says. "How can I assist you today?"

Tucked away on the outskirts of Cairo, Hulya's small hut offers a peaceful escape from the never-ending buzz of the city, becoming a rare haven for those few adventurers who stumble upon it. This place holds a charm hidden in secret moments spent with the mysterious Hulya. Pushed away by a society that looks down on her, she finds herself living on the edge, known for her dealings with the mystical.

Yet in the silence of being outcast, something unexpected happens. The very people who whisper about her in disdain can't help but be pulled back by a silent longing, driven to seek her skills. In her simple home, Hulya creates magic, blending a mix of herbs and spices she gathers on her walks through the wild, crafting her enchantments from the bounty of nature.

Hulya sells a wide assortment of potions and concoctions. However, some of the potions are useless. When purchasing a DC15 Intelligence (Arcana or Nature) check is needed to determine whether the potion sold actually does what Hulya says it does. If the skill check fails, the GM can roll a d20 in secret - on a roll of 8 or lower, the GM can secretly note that the potion is useless.

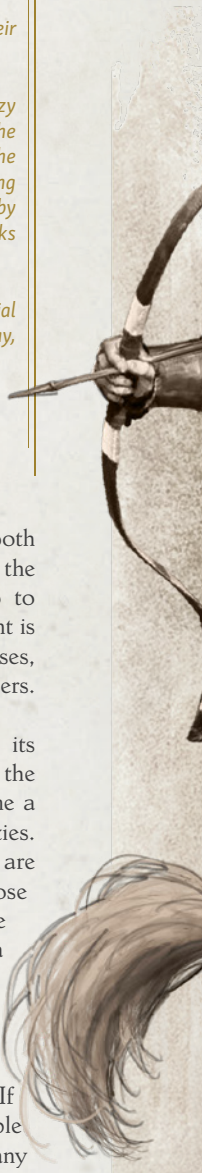
Istrahat al-Fuhūl - Stallions' Rest

Stallion's Rest is more than just your average stables; it's a significant establishment located just outside the city's hustle and bustle, resembling a large horse farm rather than a simple stable. The facility includes three stable blocks and a generous open area where horses can freely roam and stretch their legs.

Interestingly, it's also a place where wealthy parents bring their children for their very first horseback riding lessons.

Two of the buildings look like your typical stables, with cozy stalls for the horses. There, a dedicated caretaker looks after the horses, making sure they're healthy and well-maintained. The third building is something else entirely—a larger, more imposing structure reserved for the most prestigious horses owned by distinguished clients. Around the clock, a specialized team works hard to care for these valued horses.

These horses enjoy regular baths and grooming sessions with special products that make their coats shine. They're fed top-quality hay, ensuring they receive the best nutrition. A devoted woman visits this upscale stable several times a day, talking to the horses, offering them companionship and attention to keep their spirits high.



Stallion's Rest is widely celebrated as a sanctuary for both adventurers and tourists. Here, guests find not only the opportunity to purchase exceptional horses but also to arrange for their own horses' lodging. The establishment is well-known for its impressive selection of Arabian horses, catering to the tastes of even the most discerning customers.

Many who visit Cairo choose Stallion's Rest for its outstanding care and attention to detail, attributes that the owner takes great pride in. This place has also become a gathering spot for well-known international personalities. While locals can rent space for their horses, there are exclusive areas within Stallion's Rest designed for those who can afford such luxury. It's the go-to place for the city's elite and their distinguished visitors, making it a key location to run into these prominent figures or their representatives.

The owner, Vahid, is a shrewd businessman who enjoys cultivating professional and personal relationships. If you can convince Vahid that the adventurers are people that he would do well to befriend, he can offer many services and even horses free of charge - depending on how well he is convinced.

Vahid (Traveling Merchant, LN): Vahid's father was a devoted caretaker of the royal stables, dedicating his life to the majestic horses that lived there. This deep commitment to equine care was a legacy he could have passed down to Vahid, offering him a ready-made path in life. Yet Vahid chose to blaze his own trail. Instead of following directly in his father's footsteps, he decided to innovate, creating a stable unlike any other, aimed at providing an unparalleled equestrian experience for the wealthiest of clients.

Vahid's venture was about more than just luxury; it was about creating an exclusive haven that caught the eye of discerning customers looking for something truly special. His choice to focus on luxury and exclusivity built a network of connections that reached well beyond local borders, attracting influential figures from around the world. With

his naturally cheerful and welcoming nature, Vahid turned professional relationships into personal friendships, which only helped his business to thrive. Thanks to his vision and approach, Vahid's reputation and success soared.



Bayt al-Khuyot - House of Threads

The House of Threads is a magnificent shopping hall located right in the heart of Cairo, drawing in people from all over the world who are in search of the unmatched skill of its seamstresses. The ground floor buzzes with activity, acting as a marketplace filled with an extensive selection of fabrics and sewing tools. Vibrant colors of fabric rolls that beckon to the discerning shoppers as they meander through, picking out just the right materials for their craft.

Climbing up to the higher floors, you'll find two levels dedicated to private rooms. These spaces are set aside for one-on-one meetings between customers and their chosen designers or seamstresses. Each room features a secluded area with curtains for trying on garments in privacy and comfort, alongside a cozy diwan for sitting down to hash out design details or simply to enjoy the company of friends while decisions are made.

At the very top of the mansion lies the atelier, a creative sanctuary where dedicated seamstresses invest their heart, soul, and occasionally magic into bringing the designers' visions to life. This is where all their hard work comes together, resulting in the exquisite pieces that make the House of Threads a symbol of luxury and innovation in the world of 12th Century fashion.

The House of Threads enjoys considerable popularity among the women of Cairo. It serves as a haven where they can acquire a variety of fabrics for personal sewing projects at home, or collaborate with skilled tailors to fashion bespoke dresses, often reserved for special occasions. Prominent families typically benefit from dedicated tailors, providing personalized service, whereas regular patrons may exercise patience for their turn.

The array of attire available for purchase encompasses a diverse spectrum, spanning opulent silk gowns to durable splint mail, spanning from everyday wear to more protective armor and magical trinkets, sold in hushed voices.

Within the establishment, discreet chambers are set aside for esteemed guests, affording them privacy to engage in detailed discussions about their attire preferences, undertake measurements, and engage in outfit changes. These distinguished guests often reserve these exclusive rooms for an entire day, emerging from the House of Threads with a handful of meticulously designed garments.

Şilan (Artisan, N): Şilan stands as the preeminent tailor and jewelmaker within the esteemed House of Threads. Renowned for her remarkable design prowess, she possesses an innate sense of color and style that remains unparalleled. The elite of Cairo's affluent clans favor her services unequivocally, consistently choosing her over any alternative. A testament to her popularity, she conducts regular house calls. Her presence becomes an ever-present thread in the lives of the influential, affording her the opportunity to traverse the threshold of significance effortlessly.

However, she is more than just a popular garment maker. She also finds, forges, enchants, and studies arcane trinkets. Adventurers can resort to her services to identify, track, or purchase items of magical power.

It is due to her talent with arcane relics and exceptional access to the high ranking members of Cairo's society that Saladin recruited her as his agent. Şilan shares her insights with the Avenging General, and acts as his eyes and ears within the city.

Tuhaf Khalil al-'Alf wa Wāhid - Khalil's One Thousand and One Knick Knacks

This quaint shop has the feel of a collector's paradise, with its layout reminding one of a treasure-filled maze. It's packed with an eclectic mix of items that spill into every available space, challenging any attempt to sort them into categories. This collection forms a patchwork that only the keen eyes of the owner, Khalil, can make sense of. Mysterious numbers mark the shelves, serving as a cryptic guide to their contents. The air is thick with a sense of stories and past lives embedded in each piece.

As you step inside, Khalil appears from behind the counter, his face breaking into a welcoming smile. "Welcome to my little treasure trove," he says, his eyes twinkling with the excitement of sharing his world. "What are you in search of today? Feel free to look around at your leisure. In this place, the unexpected awaits around every corner, ready to surprise those who come looking. You might just find something you didn't even know you needed."

Tucked away in Cairo's bustling streets, Khalil's quaint shop, One Thousand and One Knick Knacks, is more than just a store; it's a piece of history with layers of stories from different times. It began as his father's labor of love, a place where the beauty of calligraphy was celebrated, and pages and books were lovingly crafted for thinkers and spiritual leaders alike.

When his father passed, Khalil took over, but with a twist. The fine art of calligraphy, so natural to his father, felt foreign in Khalil's hands. Instead, Khalil was drawn to the world of knick-knacks — those odd, enchanting items that can't quite be categorized. From a young age, Khalil had a soft spot for collecting these tiny treasures, often hiding them from his mother's curious eyes. As years went by, his collection grew, spilling out of every corner of their home.

Seeing the growing clutter, his mother suggested Khalil use his passion to reinvent the shop. Taking her advice to heart, Khalil transformed the space. It went from a calligraphy hub to a collector's paradise, where visitors now wander through a maze of the mundane and the extraordinary, each piece echoing tales from the past.

Today, Khalil's shop is a cozy nook for curiosity seekers, a place where history meets whimsy, and every visit promises a journey into the heart of Cairo's hidden treasures.

If the players seek to purchase anything from this shop, they need to roll a DC 15 Intelligence (Investigation) check or a Wisdom (Perception or Insight) check. If the skill check succeeds, these items (each costs 10 Gd) will be available:

D8	ITEM	DESCRIPTION
1	A glass jar filled with whispers	Each whisper, collected from the bustling streets of Cairo at dawn, is preserved with a magic that silences them forever. They say Khalil captured them to keep the city's secrets safe, or some fairies may have collected them in the jar – who knows?
2	Invisible ink quills	Crafted from the feathers of mythical birds, these quills are perfect for writing secrets that you never intend to share. The ink permanently disappears as soon as it touches any surface. Only a specially made light (with at least a 2nd-level spell) reveals the ink.
3	A clock that only tells time in dreams	This ornate clock, adorned with symbols only visible in the dream world, refuses to move its hands in the waking world. It's said to work perfectly in dreams, aligning with the realm's elusive time.
4	A compass that points to yesterday	A curious navigational device that doesn't direct you North but to where you were exactly at dawn. It's beautifully useless, as it leads you to a past that's already gone. The compass realigns itself each dawn.
5	A Mirror of Future	A mirror that lets you see what you will look like in your sixties. However, sometimes the mirror looks blank and the viewer can't see themselves. It is said to be a bad omen: that the viewer will never grow old.
6	A teapot that brews fog	When heated, this delicate porcelain teapot whistles quietly, filling cups not with tea but with the soft, thick fog of early Cairo mornings. It's perfect for those who wish to sip on the essence of a cloudy day.
7	A book of unwritten poems	Bound in leather, this book contains pages that seem to always turn blank no matter how many times they're flipped. It's said that the poems appear only to those whose hearts are ready to understand their meaning or the poems that are left unfinished by their poets.
8	A set of keys to doors long vanished	These keys, each unique and intricately designed, open doors to buildings and homes that no longer exist in Cairo. Holding them, you can almost hear the echoes of doorways opening to places that time has forgotten.

If the skill check fails, the party must convince the shopkeeper to reveal their unique items or "the ones touched with a little mystery."

Hashashin Presence

Since the death of Hasan Sabbah (check out **Historica Arcanum: Herald of Rain** for further information), the legendary Hashashin, the Order of the Hashashins has been quiet but still deadly. Saladin has been their fiercest enemy since his ascension and led many campaigns against them in Syria. In Cairo, a strong member of the order lurks in one of the most obvious places: in the center of the city, as a beggar: **Sabah ad-Din al-Bahriye** (for the **Hashashin Fedayee** statblock, check out the Appendix section). His nickname, al-Bahriye, means "marine" in Arabic. He was raised in a pirate ship sailing in the East Mediterranean. After the captain was assassinated by a close fedayee of Hasan Sabbah, al-Bahriye was taken into training and brainwashed in the Castle Alamut.

Al-Hakim Mosque

A feeling of serenity washes over you. A mighty building stands proudly before you, but instead of might, you feel peace and kindness filling your body. You notice all kinds of inscriptions from the Quran embedded on the stones everywhere, and the golden light of the sun makes the mosque shine brighter than most adequate mosques.

Al-Hakim Mosque is also known as "Al-Anwar," meaning "the Illuminated One" in Arabic. It has a courtyard and interior quarters suitable for Islamic prayers. On Fridays, most of the people of Cairo come here to join the Friday Prayers, which holds a significant place in Islamic tradition. The leading persons of this mosque are actually twins with celestial blood in them: Layla Shirin (**Traveling Artist with Level 3 Life Domain Cleric abilities**) (her name means "the sweet night") and Asrin Basim (**Warrior Priest of Levant**). Layla Shirin is a devoted Muslim who usually disguises herself at night to walk the streets, in order to take care and heal the ones in need. She also brings food and supplies for the downtrodden and shelters the non-humanoids from dangers, ensuring their safety by erasing their tracks, and overcoming obstacles with her talents.

Asrin Basim is a kind man who is experienced in warfare. He fought for many years with his sister by his side and gained many divine abilities along the way. He never killed anyone and never took a life. He believes that through his faith, these abilities are bestowed upon him, and he only uses them for good, never turning anyone away. Through their celestial blood, they appear beautiful to those around them, and both seem to be young, in their early twenties. They are actually much older than that, having arrived in Cairo only a few years ago with plans to leave when people start asking questions.

They both can understand lies when they hear, they are always under the effects of the *detect evil* and *good* and the *protection from evil* and *good* spells.

Kalat el Maks - The Port

Many ships come through the Port of Cairo. Kalat el Maks (meaning the Castle of Customs) is the name given to the tower that protects it, and most people refer to the port by the name of the tower. The tower is guarded by a **Mamluk Veteran** called Qutuz Bagatur. He is an elderly man who spent decades in the seas as a captive and later as a captain of pirate ships. He appears to be a strict man to those around him, especially regarding taxes and port rules, yet he has a hidden sense of humor. Secretly, he is the source of many jokes and pranks around the tower and the port, as he enjoys messing with people greatly.



For example, he prepares a raid party and sends them on a goose chase, and later rewards them with a feast. Sometimes, he casually prepares a fake treasure map to send them on a futile quest.

The port is not comparable to those open to the Gulf of Suez or the Mediterranean Sea, but still holds importance as being close to the heart of Egypt and ensuring trade along the Nile. There are many merchants, fishermen, sailors, workers, navigators, researchers, oarsmen, and people of other occupations passing by or working at this port.

A prominent merchant of the area is **Hazal Seher** (**Traveling Merchant, 18 CHA, 16 DEX** with the abilities of a Level 2 Rogue and a Level 2 Bard). She has a keen eye for treasure and excels at finding valuable magic items. If she spends the night making at least ten people happy with her songs or tales, she usually wakes up knowing the place of a useful item. This innate ability helped her to gain fortune. She typically sold information about the locations of valuable items at a reasonable price, and made herself rich slowly. She doesn't let anyone know about this ability of hers. In time, people started to bring treasure maps, rumors, locations, and legends about items to her. She is known for her talents, loyal twenty men (mostly uses **Spy**•, **Scout**•, **Wilderness Commoner**, or **Artisan** stat blocks), and her captivating beauty.

Quests

These quests can take place within the adventure module **The Sigil of Jerusalem** or can be treated as standalone stories.

The Old Gods

Recommended Level 4

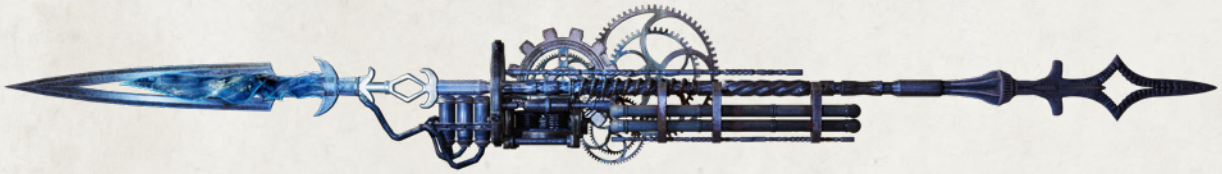
Quest Summary: An ancient Egyptian religious movement gathers the attention of the locals, while their leader (possessed by a demon) attempts to steal a powerful arcane artifact. In order to do that, he must conduct a ritual where blood sacrifice of innocents is a necessity.

Possible Rewards: Ring of Muawiya, consumable uncommon/rare magic items

Near the Sphinx and the Pyramids, there are reports of interesting sights. People, apparently wearing colorful clothes and masks of gods from the ancient Egyptian religion, are conducting small rituals on the site, especially at midday. The ritual involves a series of prayers and chants in the Ancient Egyptian tongue and usually ends with cultists running towards the desert. The most interesting part is, almost always a sandstorm accompanies their escape and covers their trails. A local trader named Djamal **(Traveling Merchant)** personally informed authorities and said that the locals are afraid of these activities. Although no one has been hurt, it has been requested that this matter be investigated.

A cult named **Light of Men-nefer**, which was taking shelter in the Saharan desert for centuries, returns to the city. Their leader, **Senusret** (possessed by a **Gloombound**), aims to enter a building near the Sphinx with an obelisk at the top. He believes there's a magic ring (**Ring of Muawiya**) inside it and covets its powers. However, the gate to the building is sealed with a strong ritual and the seal can only be broken by a 6th-level *dispel magic* (an *identify* spell reveals this information). The walls are also enchanted; it is impossible to cross the walls with incorporeal movement or spells like dimension door.





Senusret uses the cult to create distractions and has a **Druid** friend named **Nimlot (N, dragonborn)**, who creates sandstorms for the cultists to escape.

There are many merchants and notable people living around the Sphinx and Pyramids, as this place is a huge point of interest for the city.

Sumbul (Traveling Merchant): An eccentric, talkative and middle-aged man who is known to travel to the Sahara to find interesting objects to sell at his table. He has interesting objects to sell, usually common or uncommon magic items which are 50% more expensive than the usual fees. Sumbul says that he put his life on the line, and it is the most precious thing he ever had.

Sumbul's cheapest item is a compass that does not point towards the north, which he will sell for only 10 gd. A DC 10 Intelligence (Arcana) check reveals that it is a magical compass that was designed to find a specific location. DC 10 Wisdom (Perception) check reveals it has Ptah's hieroglyphs on it. Ptah is the Egyptian god of craftsmen.

If followed, the compass leads them to a place between two giant rocks, four miles away. Between the rocks, a narrow gate is hidden and can be spotted with a Passive Perception of 13 or an active DC 11 Wisdom (Perception) check.

Wisdom of the Sphinx: A small ruin near the Sphinx attracts orphans, street kids and other people for relative safety. A **Local Priest** named **Faisal** and three of his subordinates (all **Acolytes**) run the place. It is an open-air mosque that provides daily meals for those in need. Faisal usually tells stories about the days of the Prophet and preaches about helping other people. If the adventurers help for a few hours or contribute in other ways (such as offering coins, goods, tending to the ill ones, or similar ways), Faisal will talk about the suspicious man frequently appearing around the Sphinx, Senusret.

Vault of Banu Musa: The vault consists of two rooms. The first room is for living quarters, and the second is a workshop. Check out the earlier Society of Banu Musa for further information on the faction. In this vault, two sages conduct experiments on sand and study for a potential sand golem. Both men have the **Scholar of Cairo** statblock. Their names are Bakr and Abdullah. Bakr has an item called **Moonfall Ritual** on him.

Moonfall Ritual
This magic tome must be read aloud during a night with a visible moon for 10 minutes. As ingredients, the blood of three believers is needed, which the spell of the tome will consume; all believers must be killed by the caster. Once the ritual is done, the caster gains the ability to suspend spells on objects for the next 24 hours.

If not interrupted these events will happen:

- Senusret will learn the location of the **Vault of Banu Musa** by purchasing the compass.
- At the Vault of Banu Musa, Senusret will kill two researchers there and obtain the **Moonfall Ritual**.
- Senusret will hunt down three people for the Moonfall Ritual. These people will be three teachers at the Wisdom of the Sphinx. He will take the fourth one hostage.
- He will conduct the ritual and enter the building with Nimlot by putting guards (4 Cultists) at the gate and then advancing to steal the *Ring of Muawiya*.
- They will fight 2 **Animals of Set** and if intervened will use the hostage as leverage to get out of the situation.
- If intervened Senusret may attempt to possess an adventurer.
- If Nimlot is convinced that Senusret is possessed, he may switch sides.

The Building with the Obelisk: It is a 20 x 20 foot room with an altar at the center with the Ring of Muawiya. If someone enters, two **Animals of Set** will fight the intruders. The fight will trigger the altar's magic: the ring's abilities are limited. Each spell mentioned in the description can be cast once a day only.

The Egyptian Prometheus

Recommended Level: 4-5
Quest Summary: Exiled scholars from the University create a monstrous robot with human-like intelligence. This construct is eventually shunned by humans and desires to kill its creators.
Possible Rewards: 200 gd, uncommon magic items for each party member

There are many rumors and sightings near the River Nile and down south that there's a giant roaming around. Many merchants, pilgrims and civilians claim to see such a monster from afar. However, most of the incidents happened at night and the description of the creature varies from "hellish eyes like the fire" to "giant tail like a dragon's" and most of them seem unreliable.

One of the days, a few bodies begin to surface along the Nile in a frozen state which alerts many of the locals nearby. They are closely tied to the Al-Azhar University, usually scholars or their relatives, with the only exceptions being a fishing family that lived down south.

The creature is actually a **Madd-Jazir**, **The Frozen Tide**, with enhanced Intelligence (INT 13) due to experiments some of the scholars conducted. Madd-Jazir gained consciousness, and when it woke up lonely at the laboratory, it immediately ran away. It had a few encounters with the locals but due to its appearance, it was shunned and forced to retreat to the wilderness. Its appearance resembled that of a frozen robot with distinct human-like features, such as dark veins, visible organs, and rotten flesh.

Madd-Jazir encountered the fishing family and stayed away from them, although it grew fond of them. Their oldest member was a blind man, "the grandfather" of the family. Madd-Jazir often sought windows to speak with the old man, who also grew fond of the creature, mostly because he couldn't see it. Eventually, Madd-Jazir's visits to the man were discovered by the sons, who eventually hurt the monster and shoved him away. Madd-Jazir felt that it could no longer connect with the people and blamed it on its creators. Madd-Jazir ran away from the family but he was chased by the sons. In a moment of anger, it killed them all. Their bodies went to the Nile as frozen corpses due to its abilities (further explained in its statblock in the **Book of Ingenious Monsters** section)

Its creators, a few students at the University and exiled members of the Banu Musa Society, eventually found the Madd-Jazir's trail and tried to kill it. Due to frenzy, Madd-Jazir killed them all, too, and their bodies also vanished in the Nile. He took refuge in a cavern inhabited by **El-Naddaha (three of them)** and **El-Rafiq (six of them)**. The monster threatens them if they do not let him hide in here. Some nights, Madd-Jazir looks for its last creator and the main disciple responsible for its existence: **Muzaffer (Banu Musa Disciple)**.

Muzaffer is aware that the monster is looking for him. He usually hides in different places each night to avoid it and he knows that the monster can't get close to the city's crowded places. He constantly seeks help from seemingly adventurous figures or local powers, but no one takes him seriously. If the adventuring party takes an interest in the matter, he will ask for their help in return for a handsome reward: 250 gd.

Muzaffer's main goal is to stay alive and ensure the monster's death. He is ready to sacrifice his possessions for this endeavor.

Madd-Jazir wants Muzaffer dead; however, if reasoned with, it may ask for a counterpart, another construct like itself and promise to venture into the Saharan desert or even further south. Muzaffer can be convinced (with a DC 15 Charisma check, proper skill proficiencies may apply) to build such a construct. In the end, he fears the new construct may not like Madd-Jazir, or be more vile than it should be.

The three **El-Naddaha** living in the cavern with the Madd-Jazir want it gone; however, they are terrified of its power. They can be persuaded (DC 13) or intimidated (DC 16) to cooperate with the adventurers. The cavern is about 50 ft. wide and 80 ft. long; most of the surface is filled with water that is almost 3-foot high, which is considered difficult terrain. Additionally, if a fight occurs against the El Naddaha, their servants, the **El-Rafiq**, may attempt to drown their enemies in the water.

The Binding in the Library

Recommended Level: 4-5
Quest Summary: The acting headmaster of the University needs strong and capable experts to deal with a monster, a djinni, kept hidden at the bottom of the library.
Possible Rewards: 2 rare magic items, uncommon magic items for each party member, 250 gd
This quest can be treated as a lighthearted or a monster-fighting quest depending on the type of game you play. Abu-Kahil can be treated as a mischievous monster with weird and interesting requests or as a cosmic horror waiting in slumber within the depths to pose a serious threat to the adventurers.

The acting headmistress **Sitara** is in need of adventurers with proven knowledge on arcane matters and capable of fighting dangerous monsters. She sends out pupils into the city to discreetly search for a proper group. If the adventurers are already in touch with the University, their contact can recommend them to the headmistress.

Al-Jazari and Sitara discovered a rift in the underground floors of the university's library after some otherworldly creatures were seen. The rift was a result of spell rebound and some powerful monsters were summoned. Al-Jazari and Sitara assembled a team to defeat them, but some of them caused huge problems. They summoned Abu-Kahil, Djinn of Slumber, through the rift and made a deal with it: The protection of the library.

Abu-Kahil's agreement of 5 years is over and Sitara fears its powers; thus, she does not want to venture in alone, especially while Al-Jazari is away.

The rift is in a room 50 feet high, 60 feet wide and 90 feet long with the rift in the middle. The only entrance is 45 ft. away from the rift. The rift is 10 feet wide and 5 feet long.



There are possible solutions to this:

In a lighthearted quest:

- Convincing Abu-Kahil to extend their current deal further. Abu-Kahil demands a thousand leaves of tea. The djinni likes tea very much.
- Forcing or blackmailing Abu-Kahil into staying by using methods to intimidate it. For example, Sitara will inform the party that Abu-Kahil hates staying awake for more than it should, loud noises, constant company and similar problems that would disturb its peace.
- Convincing Abu-Kahil into staying and guarding by using a new method to persuade it. For example, Abu-Kahil may want a new deal to secure its peace under the library further.

In a monster-fighting quest:

- Binding Abu-Kahil to its place with the magic circle or a similar spell and with the help of Sitara, makes the binding last for a long time.
- Abu-Kahil could be killed and a new one may be summoned. This may result in a spell rebound effect, as Sitara herself stated.
- Freeing Abu-Kahil and closing the rift forever. In order for the rift to be closed, Sitara must conduct a ritual that lasts for 10 rounds. At the start of each round, at the Initiative count 20, a random monster is summoned within 30 ft. of the rift. Once the rift is closed, the summoned monsters are banished automatically and won't return. **Sitara** must be within 15 ft. of the rift to be able to conduct the ritual. She is concentrating on the ritual and must maintain it for 1 minute. It works as if concentrating on a spell. The monsters are hostile against the adventurers and Sitara.

D100	SUMMONED MONSTERS
1-5	1 Big Maw
6-11	1 Dullahan
12-20	1 Fallen Crusader
21-28	1 Gloombound
29-37	1d4 Karabasan
38-50	1d4 Quasit◉
51-65	1d3 Shadow◉
66-73	1d3 Animal of Set
74-90	1d3 Imp◉
91-100	1d3 Specter◉

The Voice of Sphinx

Recommended Level: 4-5
Quest Summary: There are rumors about a stone that drives people mad. Most of the locals shun the users and those who seek it. The stone is believed to have been excavated from the pyramids and some believe it may bring power to those who want it. It actually belongs to the **Sphinx, Aspect of Bestet**, but cursed by an ancient magician. To lift the curse, the stone must be brought to the Sphinx, in the ancient site of Memphis.
Possible Rewards: A rare magic item, 300 gd

There is a rumor about a magic stone in the streets of Cairo. This magic stone supposedly gives amazing power to those who control it. Whoever has it immediately feels good themselves and the rumor is that the stone gives arcane powers, such as invisibility or superhuman strength to its owner. Eventually, the owner of the stone disappears and the stone finds itself a new owner.

The Stone of Sphinx

Wondrous item, rare

Originally these stones were many of these stones during the ancient times of Egypt. Sphinx would bless some soldiers with this stone, and they would fight with gracious glory in battles in the name of Pharaohs. Any stone can give the same effect, as long as the sphinx breathes on it.

While held, the stone gives these benefits for 1 day:

- Increases Strength score to 23 if it's not higher already.
- The user can cast each of the *invisibility, heroism* and *expeditious retreat* spells once per day. This ability recharged at dawn.
- If the user dies, it turns into an **Animal of Set**.

Once a day passes, the same creature can't benefit from the stone for a week.

Curse: This item is cursed. Anyone holding it for more than 1 minute must succeed on a DC 10 Charisma saving throw each hour. On a failed save, the creature is cursed and driven to madness. The cursed creature acts weirder than usual and gains overconfidence due to its newfound strength. After spending at least 6 hours with the stone the madness conditions the target to find the **Well of Ikaros** located near Memphis, where **Magus Jambres Sneferu** lies dead. The creature lets itself fall to the well to its eventual death. The creature is magically drawn to its place and knows what direction the well lies.

After each long rest passes without reaching the Well, the saving throw is repeated. Each failed save gives 1 Level of Corruption.

Magus Jambres Sneferu is a dead magician defeated and killed by a Satrap (Check out the **Characters** section in **Historica Arcanum: Herald of Rain** for further information about the Satraps, the ones that fight against otherworldly threats) a long time ago. He names himself after Jambres, a magician mentioned in the Book of Exodus and Sneferu, the name of a wondrous sorcerer from the Egyptian legends: Djed-Sneferu or, in his other name, Dedi.

The Magus cursed the stone before his downfall and his burial place was built by his followers in a way that would ensure his eventual return. If a hundred souls were brought to the well, the Magus would live again. However, the Satrap realized this threat and destroyed each member of his cult. He hid the stone in the pyramids, a place that was safe until now.

The stone was found by a **Scholar of Cairo**, a member of the University, named **Abbas**. Since Abbas, the stone had seven previous owners, all of whom ultimately vanished into thin air. The Well of Ikaros needs **four** more souls. If the Well succeeds in receiving four more souls, the Magus will be born again.

The stone is in the possession of a **Traveling Merchant** called **Humeyra**. If the adventurers do not intervene, these events will happen:

- Humeyra will pick a fight in Al-Madina, wounding two Mamluk officers, and escape the scene unnoticed.
- She will kill two Mamluk soldiers at night and will drop the stone on them. Her trail can be found by a DC 15 Wisdom (Survival) check.
- A **Mamluk Veteran** named **Sadik Ahmad** will gain possession of the stone.
- Sadik Ahmad will keep quiet about having the stone and will challenge a superior officer to combat: **Bunyamin (Mamluk Cavalry)**. Bunyamin is a student of Nadim-lank and a close friend of his.
- Sadik Ahmad will kill Bunyamin and flee the city. His trail can be found with a DC 16 Wisdom (Survival) check. He will drop the stone at the Pearl Palace courtyard.
- Nadim-lank will be careful about the stone, but one Mamluk Ghazi named Koray Arif will be interested in its magic and attempt to steal the stone and catch Nadim-lank off guard. If he is the last one to travel to **Well of Ikaros** he will take the stone with him.

If the adventurers find the stone, a DC 15 Intelligence (Arcana) check will reveal a certain ability of the stone: A magical and very tiny light appears on the stone and points towards a direction. If followed, it will take them to Memphis and eventually in the presence of the **Sphinx**, **Aspect of Bestet**.

In the open field, the tail of a statue can be spotted thanks to the magic. It will reveal an 8-meter by 4-meter sphinx statue. With the magic of the stone, a gate will be revealed and in an underground pool, the mighty creature awaits.

Bestet is a mighty creature and as legends foretell, she is very intrigued by asking riddles and will act friendly towards the creatures. Bestet is very dependent on her charisma and charm. When told about the danger and presented with the stone, the sphinx will lift its curse altogether and enchant it with new magic: If it is thrown into the well, it will end the days of the magus and his resurrection will not be possible.

If the adventurers are willing, she will ask them riddles and say that she will award them with a rare magic item: **Book of Coming Forth by Day**, the famous Egyptian Book of Dead.

When asked about Oedipus, she will state that, of course she will not attack the adventurers or attempt to strangle them; those are just stories.

The riddles can be of the following or some new ones entirely:

- What goes on four feet in the morning, two feet in midday, and three feet in the evening? | **A man**.
- What has roots as nobody sees, is taller than trees, up, up, up it goes, and yet, never grows? | A mountain.
- Thirty white horses on a red hill. First they champ, then they stamp, then they stand still. | **Teeth**
- Voiceless it cries, wingless flutters, toothless bites, mouthless mutters. | **The wind**.
- This thing devours all things: birds, beasts, trees, flowers; gnaws iron, bites steel; grinds hard stones to meal; slays king, ruins town, and beats high mountain down | **Time**
- What can bring back the dead; make you cry, make you laugh, make you young; is born in an instant, yet lasts a lifetime. | **Memory**
- I'm alive, but without breath; I'm as cold in life as in death; I'm never thirsty, though I always drink. | **A fish**

Well of Ikaros: The well is also in the Memphis ruins and can be tracked by the trails of those who ventured here. It is guarded by two **Ruznara**. The magus will realize the comings of the adventurers, and he will offer them power, wealth and many other things to turn them to his side.

If the adventurers fail to stop the sacrifices, the magus will be born again as a **Lich** (without spells of 6th level or higher, legendary actions, its phylactery and with 20 hit points fewer and a proficiency bonus of +5).

The Wings of the Angel

Recommended Level: 3-4
Quest Summary: Shahbal-i Melek has been given a big opportunity by Nadim-lenk and a local Emir is about to lose power. Shahbal-i Melek can take advantage of this situation with the help of a capable group of adventurers.
Possible Rewards: 100 gd for each adventurer.

Daman is looking for adventurers to plunder and kill a corrupt emir of the lands named **Nasir (Emir, Noble of Levant)**. Emir's mansion outside the city will be stormed by Mamluks, but he and some of his men (1 **Knight**•, 1 **Werewolf**•, 4 **Guards**•) will escape using 4 horses and 2 carts, as they are aware of the attack. Nadim-lank let Daman know about the situation, and they could use the wealth of the emir (about two thousand gold dinars).

Their way will venture into the desert where they will be met by 20 armed men (all **Guards**) and go into exile with all his wealth. Daman wants to set up a trap, but

he needs help before Nasir reaches his men; he wants the adventurers' help to prepare the ambush and choose the location. Daman has four **Scouts** (Half-elves) who are willing to help as well. However, if they help, the adventurers' price will be lower.

During the ambush, Nasir will offer half of his treasury to all those who come to his side and attempt to persuade the men. If the Scouts are there, two of them will join the forces of Nasir unless the adventurers convince them otherwise (DC 12 Charisma check, proper proficiencies may apply, such as Persuasion or Intimidation).

If cornered and threatened with death, the **werewolf** named **Aykan** will show his teeth and attempt to intimidate the attackers to flee or be cursed by his bite. This may terrorize any NPC without knowledge of arcane matters.

Resolutions:

- If the adventurers fully succeed without any problems and keep Daman as their ally, they will receive additional 100 gd as a bonus.
- If they try to keep all the wealth themselves, they will make an enemy of Daman and his comrades.
- If they can't stop Nasir in time, he will unite with his twenty men and will be a harder target to eliminate.
- Nasir will keep his promise of giving them half the treasury if the adventurers side with him. He may offer to take out all of Daman and his forces for additional payments if the adventurers want to continue helping Nasir.
- If Aykan manages to curse a creature with lycanthropy, it can be got rid of with a remove curse spell until the next full moon. Otherwise, it becomes permanent.



AL-JAZARI'S NOTEBOOK ED.5

The Book of Ingenious Monsters

I must say this: while I paced the holy soil between and beyond Cairo and Jerusalem with great curiosity, my arm was broken fifteen times, I received thirty-two cuts, broken legs four times, hurt my head twenty-two times, stabbed twice, got bitten seven times, and was nearly decapitated FIVE times. This work was completed to guide others from harm, enlighten adventurers in their dangerous endeavors, and warn some of the fresh travelers among you: this world might not be for you. Walk away now, while you can.

For the rest of you brave fools, I believe science and arcane understanding can progress by sharing one's experience and knowledge. This book is dedicated to all of you; use it wisely. Memorize all you can and feel free to add your own experiences. This book contains the secrets lurking beneath the shadows, the monsters under your bed and inside your heart, horrors in the deep dunes and depths of your mind.

Do not forget: these monsters may be vicious and deadly, but it is up to you to be prepared for what may confront you. And remember: the most terrifying monsters usually don't hide in the bushes; they travel under the sun like all of us and breathe the same air we breathe. You can't identify them with the tails on their backs, or the horns on their heads. They usually look like humans and most of the time, *they are*.

Aji Asil

Medium dragon (shapechanger), neutral

The Aji Asil, heralded as the king of serpents in Persian mythos, stands as a formidable presence woven into the tapestry of regional folklore, its existence shrouded in the sands and hills. These creatures are reputed to descend from the majestic serpents that once glided through the chronicles of the Babylonian Empire, embodying a legacy of power and dominion. However, the might they possess today is but a mere shadow of their ancestors' formidable prowess. Unlike their predecessors, who perhaps once soared through the heavens or commanded vast realms, these contemporary behemoths find solace in the solitude of the shadows, choosing seclusion over sovereignty.

Armor Class	Hit Points	Speed
15 (Natural Armor)	30 (4d8 + 12)	30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	15 (+2)	10 (+0)	16 (+3)

Saving Throws Str +4, Int +4, Cha +5

Skills Athletics +4, History +4, Arcana +4

Damage Resistances poison

Damage Immunities fire

Senses passive Perception 10, darkvision 120 ft.

Languages Arabic, Latin, Greek, Assyrian, Persian, Kurdish, Italian, French

Challenge 2 (450 XP)

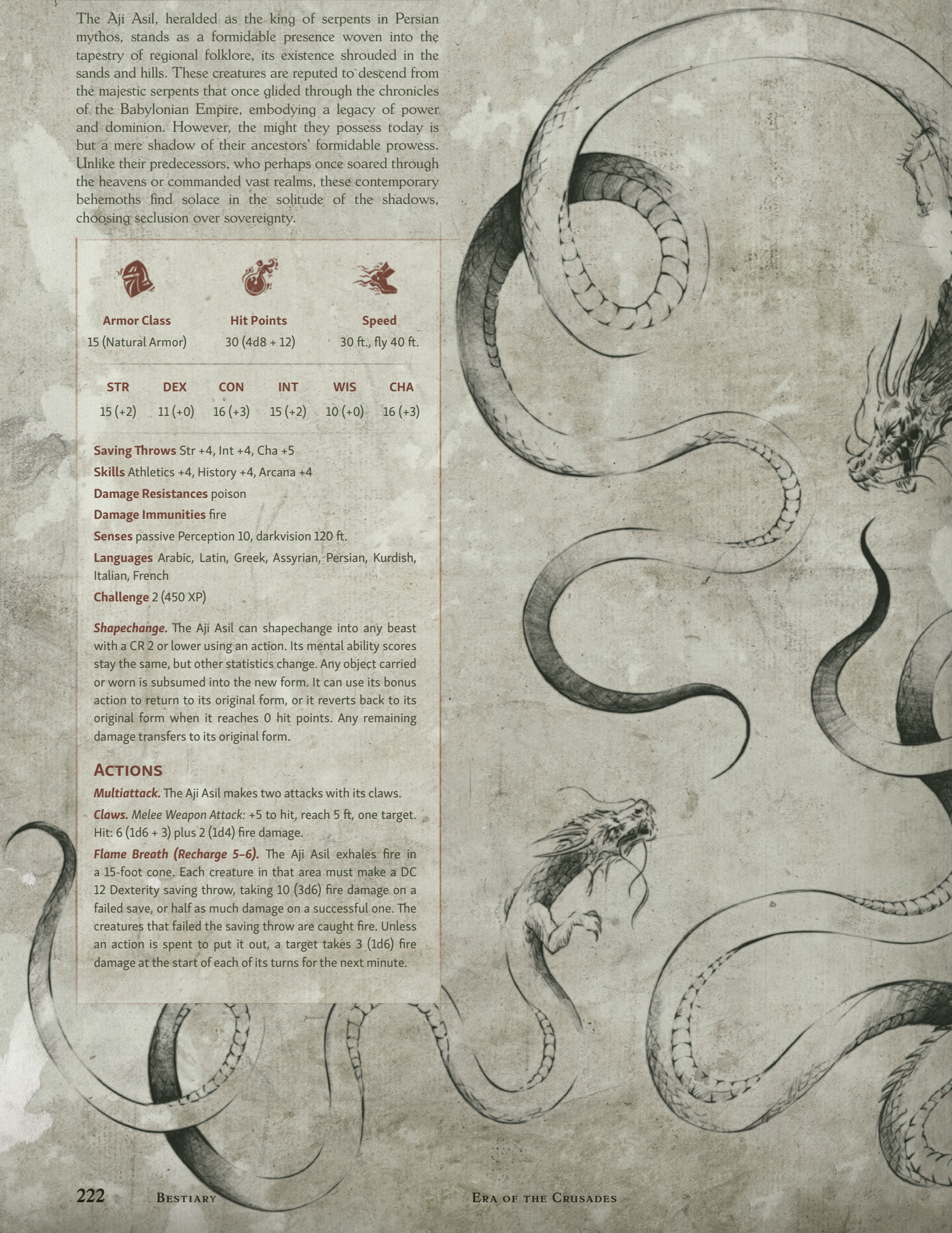
Shapechange. The Aji Asil can shapechange into any beast with a CR 2 or lower using an action. Its mental ability scores stay the same, but other statistics change. Any object carried or worn is subsumed into the new form. It can use its bonus action to return to its original form, or it reverts back to its original form when it reaches 0 hit points. Any remaining damage transfers to its original form.

Actions

Multiattack. The Aji Asil makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. Hit: 6 (1d6 + 3) plus 2 (1d4) fire damage.

Flame Breath (Recharge 5–6). The Aji Asil exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The creatures that failed the saving throw are caught fire. Unless an action is spent to put it out, a target takes 3 (1d6) fire damage at the start of each of its turns for the next minute.



Aji-Dahak

Large dragon (shapechanger), neutral

The Aji-dahak embodies a lineage of rare distinction, renowned for its profound wisdom, formidable strength, and ancient lineage. These venerable entities are the vestiges of a bygone epoch wherein their might stood unchallenged, a period marked by their majestic flight through the heavens, commanding the skies and navigating the constellations with unparalleled authority. They are the closest ones to their ancestors in terms of strength, however they still choose to live in secrecy and retain a quiet life away from civilization.

Armor Class	Hit Points	Speed
20 (Natural Armor)	133 (15d12 + 36)	30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	16 (+3)	13 (+1)	18 (+4)

Saving Throws Str +4, Int +4, Cha +5
Skills Athletics +4, History +4, Arcana +4
Damage Resistances poison, cold, necrotic
Damage Immunities fire
Senses passive Perception 10, darkvision 120 ft.
Languages Arabic, Latin, Greek, Assyrian, Persian, Kurdish, Italian, French
Challenge 6 (2,300 XP)

Shapechange. Aji-dahak can shapechange into any beast with a CR 6 or lower using an action. Its mental ability scores stay the same, but other statistics change. Any object carried or worn is subsumed into the new form. It can use its bonus action to return to its original form, or it reverts to its original form when it reaches 0 hit points. Any remaining damage transfers to its original form.

Stunning Stare. Any creature that sees the Aji-dahak for the first time must succeed on a DC 17 Wisdom saving throw. On a failed save, they are stunned for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns.

Actions

Multiattack. The Aji-dahak makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. Hit: 18 (4d6 + 5) plus 7 (2d6) fire damage.

Flame Breath (Recharge 5–6). The Aji-dahak exhales fire in a 50-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The creatures that failed the saving throw catch on fire. Unless an action is spent to put it out, the target takes 13 (4d6) fire damage at the start of each of its turns for the next minute.

Aji-Vezir

Large dragon (shapechanger), neutral

The Aji-Vezir, a formidable dragon renowned as the more powerful siblings of the Aji Asil, are creatures of legend and awe. These majestic beings are drawn to places steeped in the echoes of the past: the oldest libraries, ancient ruins, and realms long forgotten by time. Unlike their kin, who lurk in the shadows with a penchant for history, the Aji-vezirs possess an insatiable thirst for magical prowess and a deep dedication to expanding their arcane knowledge.

Their lairs are not merely places of rest but sanctuaries of mystical accumulation, filled with collections of magical items, scrolls, and artifacts of untold power.

Armor Class	Hit Points	Speed
18 (Natural Armor)	110 (13d10 + 36)	30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	16 (+3)	13 (+1)	18 (+4)

Saving Throws Str +4, Int +4, Cha +5
Skills Athletics +4, History +4, Arcana +4
Damage Resistances poison, cold
Damage Immunities fire
Senses passive Perception 11, darkvision 120 ft., truesight 30 ft.
Languages Arabic, Latin, Greek, Assyrian, Persian, Kurdish, Italian, French
Challenge 6 (2,300 XP)

Shapechange. Aji-vezir can shapechange into any beast with a CR 4 or lower using an action. Its mental ability scores stay the same but other statistics change. Any object carried or worn melts into the new form. It can use its bonus action to return to its original form, or it reverts to its original form when it reaches 0 hit points. Any remaining damage transfers to its original form.

Stunning Stare. Any creature that sees the Aji-vezir for the first time must succeed on a DC 15 Wisdom saving throw. On a failed save, they are stunned for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns.

Actions

Multiattack. Aji-vezir makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. Hit: 11 (2d6 + 4) plus 7 (2d6) fire damage.

Flame Breath (Recharge 5–6). Aji-vezir exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The creatures that failed the saving throw are caught fire. Unless an action is spent to put it out, a target takes 10 (3d6) fire damage at the start of each of its turns for the next minute.

Ajal'ayn, the Little Death

POISON-BEARER ASSASSIN ROBOT

Tiny construct, unaligned

Watch your step, hold your breath. Death lurks where you least expect. The Ajal-ayn, meaning 'the little death that brings total obliteration,' are engineered to be the pinnacle of lethal efficiency. These diminutive robots are designed with the singular purpose of assassination, making them the most formidable eliminators of their time.

I am not very proud of this invention, but every court needs one of these.

Armor Class 17 (Natural Armor)

Hit Points 45 (10d4 + 20)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	14 (+2)	14 (+2)	11 (+0)	9 (-1)

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses Darkvision 60 ft., passive perception 10

Languages understands its creator's language but can't speak

Assassin Programming. The Ajal'ayn always has advantage on attack rolls against any creature that hasn't taken a turn in combat yet, and any hit it scores against a surprised creature is a critical hit.

Evasion. If Ajal'ayn is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Poison Mastery. The Ajal'ayn can apply its deadly poison to its weapons as a bonus action. The poison remains effective until it successfully hits a target.

Infiltrate and Escape. As a bonus action, the Ajal'ayn can take the Disengage or Hide action.

Actions

Deadliest Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage, plus 17 (5d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Arcane Veil. The Ajal'ayn can turn invisible as an action until it makes an attack or casts a spell.

Animal of Set

Medium monstrosity, unaligned

A chill runs down your spine as a wet, ominous breath caresses the edge of your field of vision, its warmth penetrating your clothing. You pivot slowly, coming face-to-face with glowing red eyes that resemble distant, fiery orbs. The creature's onyx fur melds with the night, rendering it nearly invisible, save for its sinister gaze. A growl punctuates the air as it takes a measured step forward. This is the Animal of Set, a daunting and sleek entity, its physique reminiscent of a large, muscular dog endowed with a long, curved snout and sharply pointed ears. It is revered as a physical manifestation of the god Set's intentions, roaming the deserts and ruins, safeguarding ancient tombs, or preying on the unsuspecting amidst storm-induced chaos. Far from mere guardianship, it excels in tracking adversaries and serves as a lethal vanguard in ambushes laid by sorcerers and conjurers within the desert's embrace. However, in some cases they can be trained and used for benevolent causes. It is rumored that Mansa Musa trained many Animals of Set and made them personally conduct charity works for the poor thanks to their invisibility.

Armor Class 14 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive perception 13

Languages understands two languages but can't speak

Challenge 3 (700 XP)

Keen Smell. The Animal of Set has advantage on Wisdom (Perception) checks that rely on smell.

Arcane Cloak. While in desert terrain or in dim light, the Animal of Set can turn invisible as a bonus action, blending into the sand or the shadows. The invisibility persists until it makes an attack or dismisses it as a bonus action.

Blessing of Set (1/day). Once per day, the Animal of Set can invoke Set's protection as a bonus action, gaining advantage on all saving throws and attack rolls for 1 minute.

Actions

Multiattack. The Animal of Set makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Reactions

Deadly Ambusher. When the animal of Set drops a creature to 0 hit points, it can use its reaction to turn invisible.

Artisan

Medium humanoid, chaotic good

Artisans, masters of their crafts, wield skills recognized across the two cities and beyond. Their expertise is indispensable, sought after in caravanserais, by armies, and within city walls.

Armor Class 14 (Chain Shirt)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	11 (+0)	14 (+2)

Tools Any two

Skills Insight +4, Perception +4

Senses passive perception 14

Languages Latin, Arabic, French, Italian

Challenge 1/8 (25 XP)

Spellcasting. The artisan casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12):

At will: mending, vicious mockery, guidance

1/day each: alarm, charm person, identify

Tool Expertise. The artisan has advantage on ability checks related to its tool proficiencies.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 5 (1d6+2) piercing damage.



Atash-Parvaz

THE FLAME-WARDEN

Large construct, unaligned

As you draw nearer to the fiery presence of Atash-Parvaz, a surge of warmth envelops you, heralding the approach to this guardian of the inferno. Embodied in perpetual incandescence, Atash-Parvaz stands as an unwavering protector, a formidable adversary cloaked in flames. With fists alight and eyes ablaze, bound by the very essence of fire, it assesses you with a gaze that pierces through, readying itself for any confrontation.

Armor Class 17 (Natural Armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	5 (-3)	12 (+1)	1 (-5)

Damage Immunities fire, poison

Condition Immunities poisoned, charmed, frightened, exhausted

Senses darkvision 60 ft., passive perception 11

Languages understands its maker's language but can't speak

Challenge 6 (2,300 XP)

Flaming Aura (30-foot radius). When a creature enters the Flaming Aura for the first time or starts its turn there, it (or any metal object inside the aura) falls under the effects of heat metal spell. This aura can be turned off with a bonus action.

Immutable Form. Atash-Parvaz is immune to any spell or effect that would alter its form.

Actions

Multiattack. The Atash-Parvaz makes two attacks with its Flaming Fists.

Flaming Fists. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) fire damage.

Arcane Flames (Recharge 5-6). The Atash-Parvaz can release a burst of fire in a 20-foot radius. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, they catch fire. At the start of each of their turns for the next minute, the target takes 7 (2d6) fire damage plus 7 (2d6) force damage. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Other than the saving throw, only magically created water or a wind spell cast on the creature can end the effect (it must at least be a 2nd-level spell).

Baraq-Hamil

THE THUNDER-BEARER

Medium construct, neutral

Baraq-Hamil is a towering colossus, engineered to channel the fury of the heavens onto the earth with formidable force. Crafted from a uniquely designed metal that shields it from the repercussions of its own devastating assaults, this behemoth is not only impervious to damage but also thrives on it. Its armor is ingeniously constructed to harness and store electrical energy upon impact. When provoked, Baraq-Hamil can unleash this accumulated power in a singular, overwhelmingly powerful strike, embodying the raw intensity of a storm unleashed.

Armor Class	Hit Points	Speed
20 (Natural Armor)	144 (17d8 + 51)	40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	4 (-3)	12 (+1)	1 (-5)

Damage Immunities lightning, thunder, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't magical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages Understands the language of its maker but can't speak

Challenge 10 (5,900 XP)

Thunderous Retaliation (Recharge 3-6). Whenever the Baraq-Hamil is hit, it can use its reaction to deal half of the damage it took back to its attacker, if it is within 60 ft. of it.

Thunderous Restoration. Whenever the Baraq-Hamil is hit by lightning or thunder damage, it regains hit points equal to 14 (4d6).

Actions

Multiattack. The Baraq-Hamil makes three attacks with its Thunderous Slam.

Thunderous Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) thunder damage plus 7 (2d6) lightning damage.



Big Maw

Huge undead (dragon), unaligned

Within ancient tombs, dragon bones, remnants of a bygone era of might and majesty, occasionally stir with echoes of the formidable power they once wielded. These spectral remnants, merely ghostly vestiges of their former selves, wander the depths in search of a catalyst to reclaim their true form. They hope to achieve this resurrection, to unleash the terror and awe that is their legacy, a haunting revival of their ancient dominion.

Armor Class 20 (Natural Armor)

Hit Points 171 (18d12 + 54)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	17 (+3)

Saving Throws Dex +5, Con +8, Wis +6, Cha +8

Skills Perception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages understands the languages it knew in life but can't speak

Challenge 13 (10,000 XP)

Ghostly Move. The big maw can turn itself into a spectral creature by concentrating for 1 minute. After that, unless it is dismissed by an action, it stays in this form. While in this form, it is incorporeal and moves through solid objects, however it can't interact with any other objects. It takes 22 (4d10) damage if it stops moving in a solid object.

Turn Immunity. The big maw is immune to the turn damage.

Double Nature. The big maw both counts as a dragon and an undead.

Life Drain Bite. When Big Maw hits with its bite attack, the target takes an extra 3d6 necrotic damage (included in the attacks), and Big Maw regains hit points equal to half the necrotic damage dealt.

Deathly Presence. Any creature that starts its turn within 50 feet of Big Maw must make a DC 16 Wisdom saving throw, becoming frightened for 1d6 rounds on a failed save and when it is within 50 ft. of the Big Maw it takes 3 (1d6) necrotic damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Multiattack. Big Maw can use its Deathly Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 3d6 necrotic damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Necrotic Breath (Recharge 5-6): Big Maw exhales necrotic energy in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 12d6 necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Big Maw can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Big Maw regains spent legendary actions at the start of its turn.

Detect: Big Maw makes a Wisdom (Perception) check.

Tail Attack: Big Maw makes a tail attack.

Wing Attack (Costs 2 Actions): Big Maw beats its wings. Each creature within 10 feet of Big Maw must succeed on a DC 19 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Big Maw can then fly up to half its flying speed.

Chol-Shah

Huge beast, unaligned

Known as the "king of the desert," Chol-shah is a frightening danger lurking among the golden dunes of the Sahara. They are thought to be the result of the mirages that are seen by the people, and most of the time they are regarded as nothing but an illusion; however, in reality, the magic that has been inflicted among the sands made them grow, and they are extremely sensitive to magic. They are deadly and powerful, but in the end, humankind's ability to befriend the beasts and monsters of nature proved to be a wise choice. Those who know the ways of the sand and that use the arcane essence, can have companions among the Chol-shah.

The spice must fl... Wait, that was for great worms, not these beasts.



Armor Class
16 (Natural Armor)



Hit Points
42 (4d12 + 16)



Speed
20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	19 (+4)	3 (-4)	13 (+1)	5 (-3)

Saving Throws Str +8, Con +6
Damage Resistances lightning, thunder
Damage Immunities fire, poison
Condition Immunities poisoned, exhaustion
Senses tremorsense 60 ft., passive perception 11
Challenge 3 (700 XP)

Magic Devourer. When the Chol-shah is targeted by a spell or falls into an area of a spell, it can use its reaction to absorb the magic's power. It makes a Constitution saving throw against the spellcaster's spell save DC or 10 + spell's level (whichever is higher) and nullifies the effects on itself. In addition, it regains hit points equal to 1d12, which increases by 1d12 for each level above the 1st level (also 1d12 for cantrips). It also can devour magic items within 5 ft. of it that are not worn or carried. It must make a DC 15 Constitution saving throw. On a successful save, it gains 1d12 bonus to all saving throws for 1 minute.

Magic Sense. Chol-shah can sense if there is any magic, spell-effected area, magic item or a similar magic-related aspect within 120 ft. of it.

Actions

Multiattack. It makes one attack with its bite and one with its antlers.

Bite. *Melee Weapon Attack:* +8 to hit, one target, reach 15 ft. 12 (1d12 + 6) piercing damage.

Antler Strike. 15 ft. Hit: 16 (3d6 + 6) bludgeoning damage.



Commander Emir

NOBLE OF LEVANT (CR3)

Medium humanoid, lawful neutral

On the eve of battle, soldiers call out for their commander, shouting the name of Allah and looking towards their leaders. These commanders are not just from noble families; some are the first in their families to gain such distinction. Elevated to their positions through merit—be it through exceptional skill, unwavering service, notable victories, or other distinguished feats—they stand as testaments to the belief that valor and capability outshine the circumstances of one's birth. In the crucible of war, lineage yields to the weight of steel and strategy. Under Saladin's banner, these leaders are charged with a sacred trust: to marshal their forces towards triumph, to instill dread in the hearts of the Crusaders, and to ultimately witness the eagle banner rise above the spires of the Holiest City.

Armor Class	Hit Points	Speed
18 (Chain Mail + Shield)	39 (6d8 + 12)	30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	15 (+2)	12 (+1)

Skills Athletics +5, Intimidation +3

Sense passive perception 12

Languages Arabic, Turkish, Persian, Latin, French

Challenge 3 (700 XP)

Fearless. The emir has advantage on saving throws against being frightened.

Relentless Pursuit. The emir can use its bonus action to command its allies within 30 ft and that can hear or see him. The creatures can use their reaction to move up to half their movement speed. They don't provoke opportunity attacks.

Actions

Multiattack. The emir can make three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, one target, reach 5 ft. Hit: 7 (1d8+3) piercing damage.

The Crusaders

Whispers from the Holiest City weave through the souls of the faithful, uniting them under a celestial banner with a cry that pierces the heavens and ignites the spirits of all who hear: "Deus vult!" These crusaders, an assembly of knights, valiant warriors, exiles, nobles, and devout believers, embark from the corners of Europe on a sacred odyssey. Their mission: to reclaim and shield Jerusalem from the encroaching forces of the Muslim world. In the crucible of the First Crusade, their valor was forged and proven.

Clad in armor as unyielding as their resolve, bearing shields as steadfast as their faith, their hearts ablaze with devotion to their Lord and their homeland, they embody the essence of determination. These pilgrims of war, having traversed half the globe, are driven by a divine mandate. Their journey, fueled by an unwavering commitment to fulfill their holy duty, marks them not merely as warriors, but as indomitable survivors of a quest sanctified by their unbreakable spirit.





Crusader Champion

Medium humanoid (mostly human), any alignment

Armor Class 22 (Plate Armor + Shield + Bulwark of Faith)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Str +8, Con +6

Skills Athletics +8

Languages any three

Challenge 7 (2,900 XP)

Holy Protection (Recharge 3-6). When the crusader takes damage, it can use its reaction to roll 6d8. It deducts the total from the damage it took. Until the end of its next turn, it gains resistance to that damage type unless it is force or psychic damage (The damage deduction still applies to these damage types.).

Holy Warrior. When the crusader hits a creature, it can use its bonus action to deal an extra 2d8 radiant damage to the creature.

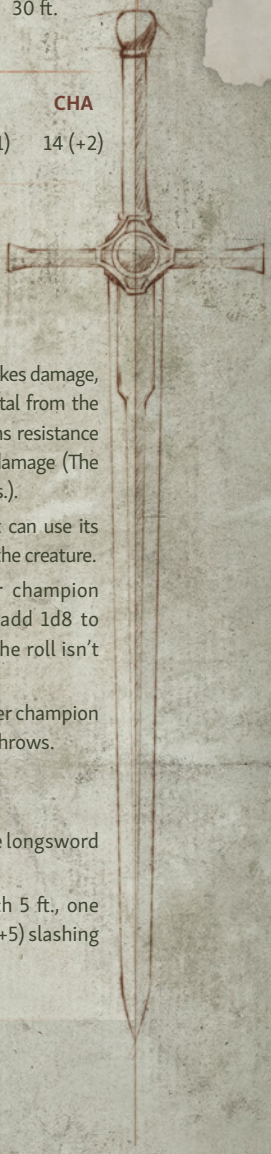
Relentless Warrior (3/day). When the crusader champion fails a saving throw, it can use its reaction to add 1d8 to the roll, potentially turning it into a success. If the roll isn't enough for success, the feature is not expended.

Bulwark of Faith. While wearing armor, the crusader champion has +2 bonus to its Armor Class and death saving throws.

Actions

Multiattack. The crusader champion makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) slashing damage or 10 (1d10+5) slashing damage if used with two hands.











Crusader Knight

Medium humanoid (mostly human), any lawful alignment

Armor Class	Hit Points	Speed
18 (plate armor + shield)	58 (9d8 + 18)	30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Str +6, Con +5
Skills Athletics +6
Languages any two
Challenge 4 (1,100 XP)

Holy Protection (Recharge 5-6). When the crusader knight takes damage, it can use its reaction to roll 2d8. It deducts the total from the damage it took. Until the end of its next turn, it gains resistance to that damage type unless it is force or psychic damage (the damage deduction still applies to these damage types).

Holy Warrior. When the crusader hits a creature, it can use its bonus action to deal an extra 1d6 radiant damage to the creature.

Relentless Warrior (1/day). When the crusader knight fails a saving throw, it can use its reaction to add 1d8 to the roll, potentially turning it into a success. If the roll isn't enough for success, the feature is not expended.

Actions

Multiattack. The crusader warrior makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage or 9 (1d10+4) slashing damage if used with two hands.



Crusader Infantry

Medium humanoid (mostly human), any alignment

Armor Class	Hit Points	Speed
18 (Chain Mail + Shield)	16 (3d8 + 3)	30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Str +4
Skills Athletics +4
Languages any two
Challenge 1/2 (100 XP)

Holy Protection (Recharge 5-6). When the crusader takes damage, it can use its reaction to roll a d8. It deducts the total from the damage it took. Until the end of its next turn, it gains resistance to that damage type unless it is force or psychic damage (the damage deduction still applies to these damage types).

Actions

Multiattack. The crusader infantry makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+3) slashing damage or 7 (1d10 + 3) slashing damage if used with two hands.

Crusader Priest

Medium humanoid (mostly human), any alignment

Armor Class	Hit Points	Speed
16 (Chain Shirt + Shield)	32 (5d8 + 10)	30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	12 (+1)	19 (+4)	12 (+1)

Saving Throws Wis +6, Cha +3
Skills Athletics Religion +5
Languages Latin plus any two
Challenge 4 (1,100 XP)

Spellcasting. The crusader priest casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *guidance, mending, spare the dying*
3/day each: *bless, command, shield of faith, sanctuary, cure wounds*
1/day each: *aid, inflict wounds, zone of truth, haste, prayer of healing*

Divine Endurance The crusader priest has advantage on all saving throws related to exhaustion, poison, and disease.

Actions

Multiattack. The warrior priest makes two attacks with its mace.

Mace: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) bludgeoning damage.

Sacred Gaze. Ranged Spell Attack: +6 to hit, ranged 60 ft., two targets. Hit: 5 (1d10) psychic damage.

Power of the Cross (Recharge 5-6). When the crusader priest presents its holy symbol as an action, enemies within 30 ft. of the crusader priest that can see the cross must succeed on a DC 14 Wisdom saving throw, or take 7 (2d6) psychic damage and be frightened for 1 minute (the saving throw can be repeated at the end of each of their turns to be free from the effect). On a successful save, they take only half the damage.



Crusader Noble

Medium humanoid (human), any alignment

Armor Class	Hit Points	Speed
18 (Plate Armor)	38 (7d8 + 7)	30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Insight +4, Persuasion +3
Skills Latin, French, any two
Languages any two
Challenge 3 (700 XP)

Leader on the Field. Allies within 30 ft. of the crusader noble have +2 bonus to their attack rolls, ability checks, and saving throws.

Actions

Multiattack. The crusader noble makes two longsword attacks.

Greatsword: *Melee Weapon Attack:* +5 to hit, one target, reach 5 ft. Hit: 10 (2d6+3) slashing damage.

Crusader Veteran

Medium humanoid (mostly human), any alignment

Armor Class	Hit Points	Speed
20 (Plate Armor + Shield)	82 (11d8 + 33)	30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Str +8, Con +6
Skills Athletics +8
Languages any three
Challenge 5 (1,800 XP)

Holy Protection (Recharge 4-6). When the crusader takes damage, it can use its reaction to roll 4d8. It deducts the total from the damage it took. Until the end of its next turn, it gains resistance to that damage type unless it is force or psychic damage (the damage deduction still applies to these damage types).

Holy Warrior. When the crusader hits a creature, it can use its bonus action to deal an extra 1d8 radiant damage to the creature.

Relentless Warrior (2/day). When the crusader veteran fails a saving throw, it can use its reaction to add 1d8 to the roll, potentially turning it into a success. If the roll isn't enough for success, the feature is not expended.

Actions

Multiattack. The crusader veteran makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) slashing damage or 10 (1d10+5) slashing damage if used with two hands.





Crusader Warrior

Medium humanoid (mostly human), any alignment

Armor Class 18 (Chain Mail + Shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Str +5

Skills Athletics +5

Languages any two

Challenge 2 (450 XP)

Holy Protection (Recharge 5-6). When the crusader takes damage, it can use its reaction to roll 2d8. It deducts the total from the damage it took. Until the end of its next turn, it gains resistance to that damage type unless it is force or psychic damage (the damage deduction still applies to these damage types).***Holy Warrior.*** When the crusader hits a creature, it can use its bonus action to deal an extra 1d4 radiant damage to the creature.

Actions

Multiattack. The crusader warrior makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.



Djinnstruck

Medium humanoid (any), neutral evil

Armor Class	Hit Points	Speed
14 (Natural Armor)	19 (3d8+6)	30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Cha +5

Skills Arcana +3

Senses passive perception 12, darkvision 60 ft.

Languages Djinnspeak, Arabic, Latin

Challenge 1 (200 XP)

Rotting Flesh. Creatures that hit the djinnstruck within 5 ft. take 3 (1d6) necrotic damage.

Actions

Rotten Quarterstaff. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage when held with two hands, plus 1d4 (2) necrotic damage.

Rotten Touch. +7 to hit, reach 5 ft., or ranged 30 ft., one target. Hit: 17 (3d8 + 4) bludgeoning damage. If the target is paralyzed, it takes an extra 20 force damage (this extra damage is not doubled if the attack is a critical hit)



Abu-Kahil

Djinn of Slumber

Large djinni, any alignment

A wave of fatigue hits you like a brick wall. Your eyes feel as if they weigh a thousand pounds, your legs become feeble, and every step requires a significant effort. His eyes sparkle, fixated on you from the corner of the room, almost feeding off your energy. The Father of Laziness—Abu-Kahil—watches over you. This unique breed of djinn reigns over heavy feelings of laziness, slumber, patience, obsession, wedging into a place, and eternity. Time almost slows down in his presence, and a weight presses down onto your chest, making everything seem unbearably suffocating. Abu-Kahil can be summoned as a long-living guardian that could surpass the lifespan of their summoner and stand guard over a place for an extended period, for the right price. They usually seek a place to sleep for long durations and to exert full control over wherever they reside.

Armor Class	Hit Points	Speed
16 (Natural Armor)	91 (14d10 + 14)	30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	13 (+1)	11 (+0)	11 (+0)	19 (+4)

Saving Throws Wis +3, Cha +7

Senses darkvision 120 ft., passive perception 10

Languages djinnspeak, any two

Challenge 5 (1,800 XP)

Djinntouched. A creature that touches a djinn, hitting it with a melee weapon or unarmed strike, or hit by the djinn, must make a DC 15 Charisma saving throw. On a failed save, the creature loses 2d6 worth of Intelligence score. If the creature's Intelligence score becomes lower than 5, it can only speak gibberish, become frightened by bright lights and loud noises and it can't cast spells. However, it can discern friend from foe. This change lasts for days equal to the number rolled and can be reversed with a saving throw at the end of each long rest. If an affected creature rolls below 5 on two days that follow each other, the effect becomes permanent and can only be reversed with a *greater restoration* spell.

Slumber Aura. The Abu-Kahil has a 30-foot radius aura. Inside this aura, creatures that fall below half of their hit point maximum must succeed on a DC 15 Wisdom saving throw or fall asleep. Creatures that are immune to charms are not affected by this feature. Creatures with advantage against charms also have advantage on this saving throw. The sleep state lasts for 1d6 hours. While a creature sleeps inside the Abu-Kahil's aura, the Abu-Kahil gains 30 temporary hit points and advantage on all saving throws on each of its turns.

Actions

Paralyzing Gaze. The abu-kahil chooses two creatures within 60 ft. of it. The creatures must succeed on a DC 15 Wisdom saving throw. On a failed save they take 10 (3d6) damage and become paralyzed until the end of the abu kahil's next turn.

Djinni's Hand. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or ranged 30 ft., one target. Hit: 17 (3d8 + 4) bludgeoning damage. If the target is paralyzed, it takes an extra 20 force damage (this extra damage is not doubled if the attack is a critical hit).

Dullahan

Medium undead, neutral evil

Armor Class	Hit Points	Speed
16 (Natural Armor)	142 (15d10 + 60)	30 ft., ride 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Dex +6, Con +8, Wis +6

Skills Perception +6, Intimidation +7

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison, Necrotic

Condition Immunities Poisoned, Frightened

Senses truesight 120 ft., darkvision 120 ft., passive Perception 16

Languages Common, any two

Challenge 9 (5,000 XP)

Headless Sight. The dullahan can see in all directions as if it had normal vision and head, unaffected by blindness, darkness, and invisibility within 120 feet.

Aura of Dread (60-foot radius). Any creature that starts its turn or enters the first time within 60 feet of the dullahan must make a DC 15 Wisdom saving throw, becoming frightened for 1 minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the dullahan is within line of sight, ending the effect on itself on a success.

Death's Call. Once per day, the dullahan can target one creature it can see within 60 feet. The target must succeed on a DC 17 Constitution saving throw or drop to 0 hit points. A creature immune to being frightened is immune to this effect.

No Critical Hit. The dullahan is unaffected by any situations or effects when an attacker scores a critical hit against it.

Re-kindled. When the dullahan reaches 0 hit points, it doesn't die, unless its head is burnt with a special oil made from roots that were gathered under moonlight and blended with a stick from an oak tree which is at least 100 years old.

Headless Sight. The dullahan can use its action to see and hear with its head, which leaves it blind and deaf within its own body.

Actions

Multiattack. The Dullahan makes two melee attacks with its Spectral Spear.

Spectral Spear. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage, or 12 (1d10 + 6) slashing damage if used with two hands.

Reactions

Dodge at the Edge When a creature the Dullahan can see attacks it with an attack that could hit, the Dullahan can use its reaction to impose disadvantage on that attack roll, provided the Dullahan isn't incapacitated. If the attack misses, the attacker becomes frightened until the end of its next turn.

The sound of hooves striking the ground sends tremors through the heart, and the fiery breath of a charcoal-black horse pierces the darkness. It approaches with confidence, revealing its rider in the dim light. Your eyes gaze upon the rider's cloaked figure, which towers over you, exuding the stench of death. You halt your gaze just above his shoulders to find the darkness of night, where his head, sporting a crooked smile, is carried in his hand. The eyes are white and lifeless, eternally fixed in an expression of horror. The dullahan is on your trail, thirsting for blood.

Their origins remain shrouded in mystery, emerging through centuries solely driven by a quest for vengeance within the European woodlands and at the base of mountains. Legends suggest they haunt and pursue those who have wronged their kin, instilling fear into the nights of the Holy Lands.



Not all dullahans are terrors in the dark, restless avengers in the night: I once met a really nice man, although he was "nearly headless."

Emir

Noble of Levant

Medium humanoid, lawful neutral

The nobility of the Levant, steadfast in their allegiance, stand shoulder to shoulder with Saladin's formidable Mamluks. These honorable combatants, united by a singular, unwavering purpose, are driven to reclaim Jerusalem from the clutches of the invading Crusaders. Seasoned by the rigors of conflict, bloodshed, and the harsh realities of war, they are adept in the art of battle. Their proficiency is twofold: their weapons are as keen as their strategic acumen, making them formidable opponents on the battlefield and master tacticians in the theater of war.

Armor Class	Hit Points	Speed
15 (Chain Shirt + Shield)	22 (4d8+4)	30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills Athletics +3, Intimidation +3

Senses passive perception 11

Languages Arabic, Turkish, Persian, Latin, French

Challenge 1 (200 XP)

Military Training The emir has +1 bonus to attack rolls made with weapons.

Actions

Multiattack. The emir can make two scimitar attacks. Alternatively it can make two shortbow attacks.

Scimitar. *Melee or Ranged Weapon Attack:* +4 to hit, 5 ft., one target. Hit: 5 (1d8+1) piercing damage.

Shortbow. *Melee or Ranged Weapon Attack:* +5 to hit, one target, ranged 80/320 ft. *Hit:* 6 (1d8+2) piercing damage.

Fallen Crusader

Medium undead, neutral evil

Some fall in holy battlegrounds under the shiny silver towers, ancient cities, mighty temples, and sacred cries. Some believe that those fallen in battle will go someplace better; however, some of them stay right where they were, returning as vengeful spirits. This time, the stories are true. All of them. A fallen warrior coming back to haunt those who live, stripped of all glory, devotion, or oath.

Armor Class	Hit Points	Speed
18 (Spectral Plate Armor)	82 (11d8+33)	30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Athletics +8

Damage Resistances cold, psychic

Damage Immunities necrotic, poison

Senses passive Perception 12, darkvision 60 ft.

Languages French, Latin, Arabic

Challenge 7 (2,900 XP)

Aura of Protection (15 ft). While in the aura, the fallen crusader's allies gain +4 bonus to saving throws. The fallen crusader must be conscious to give this bonus.

Blood Sense. The fallen crusader senses any creature within 60 ft. of it with blood.

Chthonic Retribution (5/day). When the fallen crusader hits a creature, it can choose to deal extra necrotic damage. The damage is equal to 3d8.

Actions

Multiattack. The fallen crusader makes three greatsword attacks.

Greatsword (+2). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.



Gloombound

Medium fiend (demon), neutral evil

The gloombound are chthonic parasites, born from the sinister whispers of jealousy. These wraithlike demons possess their envious creators, driven to usurp the beauty or intelligence they lack. Shapeshifting into grotesque parodies of desired traits, they relentlessly pursue those who embody the qualities they crave. Yet with each victim, the gloombound's hunger deepens, for they can never truly attain the brilliance they seek. Tragically, they embody the destructive nature of envy, a cautionary tale of the consuming void that such a vice can carve in the soul. However, sometimes it is said that the gloombound make friends with whom they possess. They carry out their desires with their powers and might and sometimes even give them control of their back for a short period of time.



Armor Class
16 (Natural Armor)



Hit Points
76 (8d8 + 40)



Speed
40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	20 (+5)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Con +7, Wis +8

Skills Perception +8

Damage immunities cold, fire, poison

Senses passive perception 18, devil's sight 120 ft.

Languages any three

Challenge 6 (2,300 XP)

Stygian Aura (30-foot radius). Each creature that starts its turn in the gloombound's aura or enters it for the first time must make a DC 16 Constitution saving throw or lose 10 feet of movement speed. If the movement speed reduces to 0, the creature is **petrified**. This aura can be opened or closed by the gloombound with a bonus action. It can stay open for 10 minutes and must stay closed until the gloombound finishes a short or long rest.

Gloom Charm. The gloombound can innately cast *charm person* spell (DC 16) but the target does not understand it was cast by the gloombound.

Actions

Gloomy Bind. *Melee Weapon Attack:* +7 to hit. Reach 5 ft, one target. Hit: 1 necrotic damage. The creature is restrained by the gloombound.

Color Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 21 (6d6) necrotic damage. If the creature is restrained by the gloombound, the color drain also decreases the target's Charisma score by 1d4. For each lost Charisma score, the target appears colorless, ugly and repulsive to others of its kind.

Possession (Recharge 6). One humanoid that the gloombound can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the gloombound; the gloombound then disappears, and the target is incapacitated and loses control of its body. The gloombound now controls the body but doesn't deprive the target of awareness. The gloombound can't be targeted by any attack, spell, or another effect, except ones that may force it to leave the body, and it retains its alignment, its Ability Scores, and immunity to being charmed and frightened. It has access to the target's memory but not its other abilities or class features.

The possession lasts until the body drops to 0 hit points, the gloombound ends it as a bonus action, or the gloombound is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the gloombound reappears in an unoccupied space within 5 feet of the body. The target is immune to this gloombound's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Grim Golem Âli

Large construct, unaligned

The Grim Golem, a formidable construct, were originally designed by ancient Egyptians to serve as guardians of the majestic Giza Pyramids and the sacred tombs of the pharaohs. Crafted from marble and imbued with mystical energies, these golems were the ultimate protectors, standing sentinel to ward off any who dared to desecrate these hallowed grounds.

I improved the original design to be better (you can check out Historica Arcanum: The City of Crescent for the original design of the grim golem), more intelligent, and more efficient in protecting and killing.



Armor Class	Hit Points	Speed
14 (Natural Armor)	105 (10d10 + 50)	30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	6 (-2)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive perception 10

Languages understands Turkish, Arabic and Persian but can't speak

Challenge 6 (2,300 XP)

Immutable Form. The grim golem is immune to any spell or effect that would alter its form.

Magic Weapons. The grim golem's weapon attacks are magical.

Hardened Marble. The grim golem takes no damage if the damage it received is below or equal to 10.

Partial Magic Immunity. The grim golem is not affected by spells that are 2nd level or lower.

Actions

Multiattack. The golem makes three slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. A hit creature must succeed on a DC 13.

Jerusalem Noble

Medium humanoid, chaotic neutral

The descendants of the First Crusaders, these nobles, born within the sacred confines of the holy city, are the living legacies of kings, lords, and knights from Europe. They stand as symbols of the confluence between East and West. The era of their ancestors' bloodlust has faded into history; now, they are champions of peace and guardians of heritage. Their swords, once drawn in conquest, are now wielded solely in defense of the city that cradled their lineage, a testament to their commitment to protect and preserve their birthright.

Armor Class	Hit Points	Speed
15 (Chain Shirt + Shield)	22 (4d8+4)	30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	12 (+1)	12 (+1)	14 (+2)

Senses passive perception 10

Languages Latin, Arabic, French, English

Challenge 1 (200 XP)

Order of the Noble. Jerusalem Noble can spend its bonus action to give a command to a creature within 30 ft. of it that can hear it. The creature has advantage on its next ability check or attack roll until the end of its next turn.

Military Training. Jerusalem Noble has +1 bonus to attack rolls made with weapons.

Actions

Multiattack. The Jerusalem Noble can make two melee attacks with their longsword. Alternatively, the Jerusalem Noble can make two dagger attacks.

Light Crossbow. *Melee Weapon Attack:* +2 to hit, one target, ranged 80/320 ft. Hit: 4 (1d8) piercing damage

Longsword. *Melee Weapon Attack:* +4 to hit, 5 ft., one target. Hit: 8 (1d8+3) slashing damage

Karabasan

The Chthonic Horror

Small aberration, chaotic evil

In Turkic folklore, the night is fraught with monsters and unspeakable horrors, among which the Karabasan stands as one of the most formidable. These night terrors invade your dreams, leaving a deadly imprint on your psyche. The Karabasan, in particular, is known for its chilling method of assault: sitting on the chests of its victims, it induces paralysis, rendering them helpless. These malevolent beings haunt the night, preying on those who sleep, with a singular aim—to feed upon their fears and, ultimately, to possess their souls.

Armor Class	Hit Points	Speed
13 (Natural Armor)	13 (3d6 + 3)	20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	5 (-3)	12 (+1)	9 (-1)

Skills Stealth +7

Senses darkvision 120 ft., blindsense 10 ft.

Languages understands two common languages

Challenge 1 (200 XP)

Unity With Shadows. The karabasan can move through solid objects but takes 5 (1d10) force damage if it ends its turn in a solid object. Additionally, it can turn invisible as a bonus action if it is within dim light or darkness. The invisibility stays until the end of its next turn, until it makes an attack or casts a spell.

The Burden on Your Chest. As a bonus action, the karabasan can strike a foe within 15 ft. of it and run towards it without provoking opportunity attacks. The creature must succeed on a DC 13 Strength saving throw or be knocked prone. The karabasan sits on the creature. While sitting on it, the creature is paralyzed and karabasan weighs 5 times heavier. When any attempt is made to move karabasan off the creature, it has +10 bonus to related ability checks or saving throws due to its weight.

The Suffocating Mark. When the Karabasan sits on a creature, it leaves a mark of horror. At the end of each long rest, the creature must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. During the paralysis the creature can't breathe. Each day, the duration increases by 1 minute. The mark of horror can be identified by a DC 10 Intelligence (Arcana) or Wisdom (Nature) check or an *identify* spell cast on the creature.

Actions

Suffocation: *Melee Weapon Attack:* +5 to hit, one target, reach 5 ft. Hit: 6 (1d6 + 3) bludgeoning damage plus 2 (1d4). The creature is forced to make a DC 11 Charisma saving throw or their Constitution score decreases by 1.

Kharim Al-Ghalib

CUSTODIAN OF THE SANDS (CR 6)

Large construct, unaligned

In the vast deserts of North Africa, where endless sands shift relentlessly, stands the vigilant custodian, crafted to resist the erosion of time. These guardians, designed with precision for defense, strategy, and control, ensure absolute protection of their charge. They possess advanced intelligence to interpret complex commands and undertake intricate tasks. Named in Persian/Arabic for "the one who offers victory," they pay homage to Saladin, "The King Who Grants Victory," reflecting his strategic acumen and formidable legacy.

I can proudly declare that custodians are much more intelligent than many so-called scholars

Armor Class	Hit Points	Speed
18 (Natural Armor)	85 (10d10 + 30)	30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	14 (+2)	1 (+5)

Saving Throws Str +7

Skills Athletics +7

Damage Resistances fire; bludgeoning, piercing and slashing damage from nonmagical weapons,

Damage Immunities psychic, necrotic, poison

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive perception 12

Languages understands Arabic, Turkish and Latin but can't speak

Challenge 6 (2,300 XP)

The Protection Command. If the custodian is commanded to guard a place or a creature, the custodian has advantage on all attack rolls and saving throws while within 30 ft. of the place or the creature.

Actions

Multiattack. The custodian makes two attacks with its Spear of the Sands.

Spear of the Sands. *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. Hit: 14 (3d6 + 4) plus 3 (1d6) force damage.

Paralyzing Breath (Recharge 5–6). The custodian exhales a sleeping gas in a 20-foot cone. Each creature in that area must make a DC 14 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.



Local Priest

Medium humanoid, any alignment

In most towns and villages, encountering friendly and kind-hearted priests is a familiar experience for the residents. These priests play a crucial role in the fabric of society, serving as pivotal figures whom people turn to for the education of their children, spiritual guidance, and matters pertaining to their faith. Beyond their spiritual duties, some priests also possess judicial authority, overseeing legal disputes and conducting court sessions to resolve community issues. Often, they emerge as the de facto leaders of their communities, providing counsel not only to the local populace but also offering advice to individuals in positions of higher authority.

Armor Class	Hit Points	Speed
10	11 (2d8)	30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	11 (+0)	12 (+1)	14 (+2)	12 (+1)

Senses passive perception 12

Languages Latin, French, Italian

Challenge 1/2 (100 XP)

Actions

Spellcasting. The priest can cast these spells. Wisdom is its spellcasting ability (DC 13).

At will: light, guidance, spare the dying, shillelagh

1/day: lesser restoration, healing word, bless, protection from evil and good

Spiritual Guidance (Recharge 5-6). The local priest can spend 10 minutes talking and guiding a creature that can understand it. After 10 minutes, the creature gains 1d6 bonus to its ability checks for the next hour.

Religious Ward. All creatures have disadvantage on attack rolls against the local priest unless the priest attacked them, harmed them, or affected them with a spell.

Humble Approach. The local priest

Staff (Shillelagh). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage or 6 (1d8+2) bludgeoning damage

Madd-Jazir

THE FROZEN TIDE

Large construct, unaligned

Madd-Jazir, known as the tide within the Saracen domains, wields the formidable ability to immobilize and ensnare its foes using the surge of the rising tide combined with its piercing cold. This force harnesses the natural dynamism and chill of the waters to dominate and incapacitate adversaries, reflecting the relentless and unforgiving nature of the sea.

Armor Class	Hit Points	Speed
16 (Natural Armor)	68 (8d10 + 24)	40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (-3)	11 (+0)	1 (-5)

Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't magical

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive perception 10

Languages understands three languages but can't speak

Challenge 5 (1,800 XP)

Freezing Aura. Each creature that hits the madd-jazir within 10 ft. of it takes 5 (2d4) cold damage.

Actions

Multiattack. The madd-jazir makes two attacks with its ice lance.

Ice Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) piercing damage, plus 16 (3d10) cold damage.

Freezing Breath (Recharge 4-6). The madd-jazir exhales a freezing wind in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Frozen Bones (1/day). All creatures within 60 ft. of the madd-jazir that took cold damage in the last two rounds must succeed on a DC 13 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly **frozen**. Otherwise, a creature that fails the save begins to turn to ice and is **restrained**. The restrained creature must repeat the saving throw at the end of its next turn, becoming **frozen** on a failure or ending the effect on a success. The freezing lasts until the creature is freed by the *greater restoration* spell or other magic. The frozen condition can be considered as the **petrified** condition.

The Mamluks

In the heart of a realm shaped by the will of Sultan Saladin, there exists a cadre of warriors, the Mamluks, whose tales of valor are woven into the very fabric of the land. These venerable soldiers, once bound in servitude, carved pathways to freedom with the might of their swords, standing as the very sinew and soul of the Ayyubid military might. Trained beyond the measure of ordinary men, they ascended to become unparalleled equestrians of war, their prowess on the battlefield a testament to their relentless spirit. Their bravery, talent and influence on the throne granted them many benefits: the bonds of matrimony, the stewardship of lands, and the inheritance of their lord's bounties. Esteemed among the military elite, their allegiance is a fortress, impenetrable and steadfast, safeguarding their patrons with a zeal that transcends life itself.

As the wheel of time turns, the Mamluk Sultanate's legacy will shape the fate of Egypt greatly, ushering in a period of great power. This empire will dominate the Levant, its influence lasting until the rise of the Ottoman Empire in the sixteenth century.

Mamluk Cavalry

Medium humanoid (mostly human), any alignment

Armor Class
19 (Plate Armor + Ready for Holy War)

Hit Points
90 (12d8 + 36)

Speed
30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Str +8, Con +6

Skills Athletics +8

Senses passive perception 11

Languages Turkish, Arabic, Persian, Circassian

Challenge 5 (1,800 XP)

Ready for Holy War. When the Mamluk cavalry rolls for initiative, it gains an additional bonus to the roll, which is equal to 1d8. In addition, it gains +1 bonus to its Armor Class while wearing armor.

Outstanding Damage (Recharge 4-6). When the Mamluk cavalry scores a hit, it can use its reaction to roll 6d6 and add it to the damage roll. Any critical hit doubles the damage and automatically activates this feature whether it has charge or not.

Master Archer. The Mamluk cavalry has +2 bonus on attack rolls and damage rolls with bows (included in the Actions).

Actions

Multiattack. The Mamluk cavalry makes two melee attacks or two ranged attacks.

Mamluk Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, ranged 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.





Mamluk Ghazi

Medium humanoid (mostly human), any alignment

Armor Class
20 (Plate Armor + Ready for Holy War)

Hit Points
105 (14d8 + 42)

Speed
30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Str +8, Con +6
Skills Athletics +8
Senses passive perception 11
Languages Turkish, Arabic, Persian, Circassian
Challenge 7 (2,900 XP)

Ready for Holy War. When the Mamluk ghazi rolls for initiative, it gains an additional bonus to the roll, which is equal to 1d10. In addition, it gains +2 bonus to its Armor Class while wearing armor.

Outstanding Damage (Recharge 3-6). When the mamluk scores a hit, it can use its reaction to roll for 8d6 and add it to the damage roll. Any critical hit doubles the damage and automatically activates this feature whether it has charge or not.

Master Archer. The Mamluk ghazi has +2 bonus on attack rolls and damage rolls with bows (included in the Actions).

Mamluk Defense. While wearing armor, the mamluk has +2 bonus to its Armor Class.

Actions

Multiattack. The Mamluk ghazi makes three attacks in any combination.

Mamluk Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 4) piercing damage.

Mamluk Sentinel

Medium humanoid (mostly human), any alignment

Armor Class
14 (Ring Mail)

Hit Points
16 (3d8 + 3)

Speed
30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Str +4
Skills Athletics +4
Senses passive perception 11
Languages Turkish, Arabic, Persian, Circassian
Challenge 1/2 (100 XP)

Ready for War. When the mamluk rolls for initiative, it gains an additional bonus to the roll, which is equal to d6.

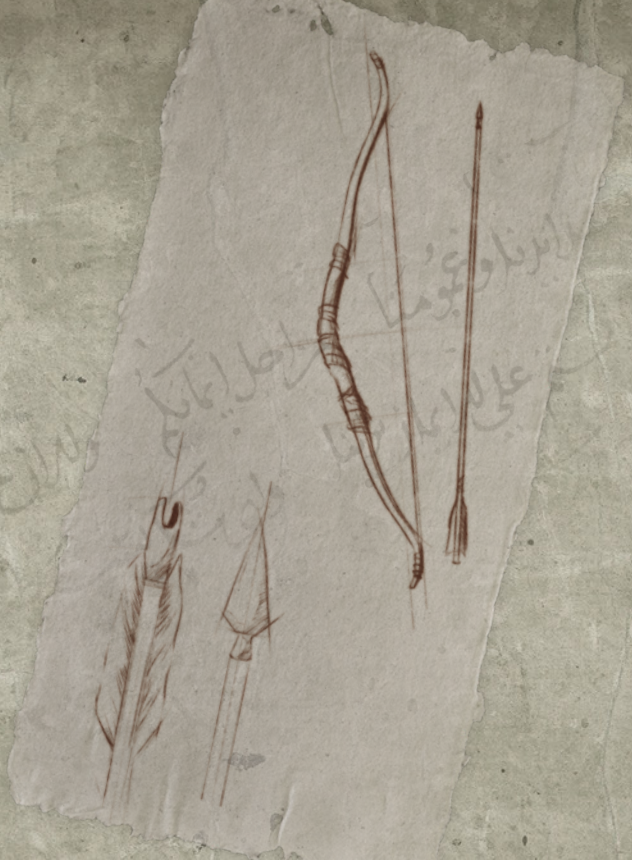
Outstanding Damage (Recharge 5-6). When the Mamluk Sentinel scores a hit, it can use its reaction to roll 2d6 and add it to the damage roll. Any critical hit doubles the damage and automatically activates this feature whether it has charge or not.

Actions

Multiattack. The Mamluk sentinel makes two melee attacks or two ranged attacks.

Mamluk Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage. or 10 (1d10+5) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.



Mamluk Veteran

Medium humanoid (mostly human), any alignment

Armor Class	Hit Points	Speed
18 (Plate Armor)	75 (10d8 + 30)	30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Str +6, Con +5
Skills Athletics +6
Senses passive perception 11
Languages Turkish, Arabic, Persian, Circassian
Challenge 4 (1,100 XP)

Ready for War. When the Mamluk veteran rolls for initiative, it gains an additional bonus to the roll, which is equal to 1d6.

Outstanding Damage (Recharge 4-6). When the Mamluk veteran scores a hit, it can use its reaction to roll 6d6 and add it to the damage roll. Any critical hit doubles the damage and automatically activates this feature whether it has charge or not.

Master Archer. The mamluk has +2 bonus on attack rolls with bows (included in the Actions).

Actions

Multiattack. The Mamluk veteran makes two melee attacks or two ranged attacks.

Mamluk Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Mamluk Warrior

Medium humanoid (mostly human), any alignment

Armor Class	Hit Points	Speed
16 (Chain Mail)	51 (8d8 + 16)	30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Str +5, Con +4
Skills Athletics +5
Senses passive perception 11
Languages Turkish, Arabic, Persian, Circassian
Challenge 2 (450 XP)

Ready for War. When the Mamluk warrior rolls for initiative, it gains an additional bonus to the roll, which is equal to 1d6.

Outstanding Damage (Recharge 5-6). When the Mamluk warrior scores a hit, it can use its reaction to roll 4d6 and add it to the damage roll. Any critical hit doubles the damage and automatically activates this feature whether it has charge or not.

Master Archer. The Mamluk warrior has +2 bonus on attack rolls with bows (included in the Actions).

Actions

Multiattack. The Mamluk warrior makes two melee attacks or two ranged attacks.

Mamluk Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.



Odparvar

Medium elemental, neutral

The Odparvar, deriving its name from the Turkish word for fire, "od," and the Persian suffix "parvar," meaning feeder, translates to "feeder of the flame." These elemental beings serve as guardians over the remains of the deceased, embodying a predominantly peaceful nature. It is a widely held belief that when a body is cremated, the Odparvar acts to safeguard its spirit, preserving the essence of the departed. Consequently, powerful druids and clerics may invoke the aid of an Odparvar to facilitate communication with the spirits, seeking their guidance or wisdom from beyond.



Armor Class
19 (Plate Armor + Ready for Holy War)



Hit Points
52 (8d8 + 16)



Speed
30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	15 (+2)	19 (+4)	20 (+5)

Saving Throws Wis +7, Cha +7
Damage resistances cold, poison
Damage immunities fire
Senses passive perception 14, darkvision 120 ft.
Languages Turkish, Arabic, French, Latin
Challenge 4 (1,100 XP)

Ashes of the Ancient (3/day). By providing proper ashes or remains of a humanoid that is dead, Odparvar can summon the spirit of the ashes by focusing on them for 1 minute. The remains gain intellect and memory of the deceased humanoid and stay for 1 minute and can be communicated. It is not obligated to answer any question and due its spirit condition, its answers can be cryptic or unusual.

Actions

Ashen Touch. Ranged or Melee Spell Attack: +7 to hit, reach 5 ft. or ranged 60 ft., two targets. Hit: 10 (3d6) fire damage plus 3 (1d6) force damage. If a creature is killed with this action, its ashes can always be summoned by Ashes of the Ancient ability.

Flame Eruption (Recharge 5-6). In a 60 ft. radius, Odparvar unleashes a deadly flame. Creatures in the area must succeed on a DC 14 Dexterity saving throw or take 12d6 fire damage plus 6d6 force damage.

Pilgrim

Medium humanoid, neutral good

Pilgrims are often recognized by the serene expression in their eyes, a tranquility that belies the rigorous journeys they undertake, often spanning over a thousand miles. Their attire is modest, their hearts full of devotion, their gaze gentle, and their words carry wisdom. Known throughout the Holy Lands, they embark on these sacred travels solely to pay homage. Whether their destination is Mecca, to behold the Holy Kaaba, or Jerusalem, to stand where their lord sacrificed for their sins, their purpose is singular and profound. Despite the simplicity of their appearance, pilgrims possess a resilience forged on the arduous paths they tread. While their essence is peace, necessity can compel them to defend themselves, reminding all that even the gentlest of souls can rise in their own protection when the situation demands.



Armor Class
12 (Faithful's Endurance)



Hit Points
11 (2d8 + 2)



Speed
30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	13 (+1)	12 (+1)	12 (+1)	8 (-1)

Saving Throws Wis +7, Cha +7
Damage resistances cold, poison
Damage immunities fire
Senses passive perception 14, darkvision 120 ft.
Languages Turkish, Arabic, French, Latin
Challenge 4 (1,100 XP)

Ashes of the Ancient (3/day). By providing proper ashes or remains of a humanoid that is dead, Odparvar can summon the spirit of the ashes by focusing on them for 1 minute. The remains gain intellect and memory of the deceased humanoid and stay for 1 minute and can be communicated. It is not obligated to answer any question and due its spirit condition, its answers can be cryptic or unusual.

Actions

Ashen Touch. Ranged or Melee Spell Attack: +7 to hit, reach 5 ft. or ranged 60 ft., two targets. Hit: 10 (3d6) fire damage plus 3 (1d6) force damage. If a creature is killed with this action, its ashes can always be summoned by Ashes of the Ancient ability.

Flame Eruption (Recharge 5-6). In a 60 ft. radius, Odparvar unleashes a deadly flame. Creatures in the area must succeed on a DC 14 Dexterity saving throw or take 12d6 fire damage plus 6d6 force damage.



Requem of the Nile

EL NADDAHA

Medium fey, chaotic neutral

Along the flowing expanse of the River Nile, a realm teeming with formidable creatures, the El Naddaha distinguish themselves with a deceptive allure. These entities, while captivating in appearance, harbor a dreadful secret. They prey on the vulnerable, luring those with faint hearts only to drown them in the Nile's depths or to take possession of their bodies, embarking on a new existence through them. The El Naddaha have long since lost touch with their original form and essence. This transformation into a humanoid shape was driven by their observation of humans who, entranced by their own reflections in the Nile, provided a model for the El Naddaha to emulate, reflecting the profound impact of human vanity on these ancient beings.

Armor Class	Hit Points	Speed
14 (Natural Armor)	52 (8d8 + 16)	30 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	13 (+1)	14 (+2)

Skills Athletics +5

Senses passive perception

Languages any two

Challenge 1 2 (450 XP)

Melody of the Nile. Each humanoid that sees the el naddaha for the first time must succeed on a DC 12 Wisdom saving throw. On a failed save, their mind is controlled by the el naddaha. The el naddaha can spend its bonus actions in subsequent turns to control two humanoids at once. An affected humanoid can repeat the saving throw at the end of each of its turns. A successful creature is immune to the Melody of the Nile for the next 24 hours.

Waterborne. The el naddaha can breathe underwater.

Actions

Multiattack. The el naddaha makes two attacks with its claws.

Claws. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Restless Companion

EL RAFIQ

Medium monstrosity, chaotic evil

El Rafiq, though strong enough to resist the magic of El Naddaha, are enchanted by the beauty of these marvelous creatures. This fascination causes them to live their lives within the sphere of El Naddaha and channel their magic to gain the ability to breathe underwater and eventually develop inhumanly strong muscles. In their devotion, they set aside their morals and use these newfound powers to drag and drown their master's victims. Through the horrors they've witnessed and the violence they inflict, with the magic that pulses through their veins, they lose themselves. They lose their humanity, and with it, their form also changes. Their eyes lose their color, while their hair sways in the cold waters, as murky as moss. Their skin appears almost fish-like, and they slowly relinquish everything that once made them human.

Armor Class	Hit Points	Speed
13 (Natural Armor)	18 (4d8)	30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	10 (+0)	8 (-1)	11 (+0)	5 (-3)

Skills Athletics +8

Senses passive perception

Languages any two

Challenge 1/2 (100 XP)

Strong Muscles (Recharge 5-6). The el rafiq can push its muscles beyond its limits. For the next minute, it has advantage on Strength checks and can use its bonus action to shove creatures.

Waterborne. The el rafiq can breathe underwater.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) poison damage.

Ruznara

Medium elemental (air), chaotic neutral

Known as the scream of the wind throughout the realm, Ruznara are often misconceived as malevolent spirits of the deceased. In truth, they are air elementals, entities that mimic the anguish of people carried by the winds. These beings embody the sorrow and pain that the wind gathers from across the lands, giving voice to the unspoken torment of souls. Their haunting cries are not echoes of their own suffering, but rather, they channel the collective despair of humanity.





Armor Class
15 (Natural Armor)

Hit Points
78 (12d8 + 24)

Speed
0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +7, Wis +6
Skills Perception +6, Stealth +7
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison, Necrotic
Condition Immunities Poisoned, Prone
Senses darkvision 60 ft., passive perception 16
Languages any three languages
Challenge 4 (1,100 XP)

Incorporeal Movement. The ruznara 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.

Voice of the Winds The ruznara can mimic any sounds or voices it has heard, including the cries and whispers of those in despair.

Actions

Wail of the Lost. The ruznara emits a mournful wail. Each creature within 60 feet that can hear it must succeed on a DC 14 Wisdom saving throw. On a failed save, the affected creatures are counted as sorrowful until the end of their next turn. While sorrowful, a creature must succeed on a DC 14 Wisdom saving throw before doing an action or a bonus action or lose their said action (once per turn).

Touch of Anguish. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or have disadvantage on attack rolls and ability checks until the end of its next turn as sorrow overwhelms it.

Scholar of Cairo

Medium humanoid, any alignment

The remarkable heritage tracing back to the Old Kingdom and even further is safeguarded by sages trained at Al Azhar University, an institution established centuries ago by the Fatimid Dynasty. These guardians of knowledge commit themselves to preserving the ancient lore, history, and mystical traditions of the Levant. Their dedication extends to the pursuit of both science and the arcane, ensuring that the wisdom of past generations remains accessible for the future. Furthermore, many of these scholars embrace a vow to abstain from violence and anger, choosing a path of peace and reflection.





Armor Class
13 (mage armor)

Hit Points
11 (2d8)

Speed
30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

Skills Arcana + 4, Religion +4, History +4, Nature +4, Medicine +4
Senses passive perception 12
Languages Arabic, Persian, Turkish, Latin, French
Challenge 1 (200 XP)

Spellcasting. The scholar of Cairo casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12, +4 to hit):

At will: mage armor, dancing lights, ray of frost, shocking grasp
2/day: detect magic, burning hands, find familiar, comprehend languages
1/day: aid, augury, darkvision, hold person

Sage Training. The scholar of Cairo has advantage on Intelligence checks.

Actions

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. Hit: 6 (1d6+3) piercing damage

Scholar of Jerusalem

Medium humanoid, any alignment

Should you come across an individual in the streets of Jerusalem, engrossed in a book or studying an inscription with intense focus while jotting down notes, chances are you've encountered a sage. These learned figures are steeped in the lore and history of the lands, their knowledge vast and deep. Some among them are even versed in arcane mysteries, blending historical wisdom with the esoteric.





Armor Class	Hit Points	Speed
13 (mage armor)	18 (4d8)	30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	11 (+0)	14 (+2)	14 (+2)	12 (+1)

Skills Arcana + 4, Religion +4, History +4, Nature +4

Senses passive perception 12

Languages Latin, Arabic, Persian, French, Italian

Challenge 1 (200 XP)""

Spellcasting. The scholar of Jerusalem casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12, +4 to hit):

At will: *mage armor, guidance, message, light*

2/day: *detect magic, thunderwave, purify food and drink, comprehend languages*

1/day: *augury, darkvision, enhance ability, web*

Sage Training. The scholar of Jerusalem has advantage on Intelligence checks.

Actions

Arcane Strike. *Melee or Ranged Spell Attack:* +8 to hit, reach 5ft., one target. Hit: 6 (1d6+3) piercing damage

Sihr'a-Dar Muhafiz

MAGE SLAYER

Large construct, unaligned

This creation, christened the Mage Slayer Construct, stands as a colossus wrought from the very sinews of the earth—clay and rock, melded under my guiding hand. Its very essence is anathema to the arcane, crafted to seek out and quell the flow of magic with unerring precision.

Foremost among its myriad features are its arms, long beyond the ken of ordinary constructs. These limbs, extended in reach, serve as the perfect instruments to ensnare and incapacitate the wielders of magic from distances great and unforeseen. They are not merely physical extensions but are imbued with intricate runes and mechanisms of my own devising, enhancing their potency against the arcane.





Armor Class	Hit Points	Speed
14 (Natural Armor)	58 (9d10 + 9)	25 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	13 (+1)	6 (-2)	11 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical sources

Damage Immunities psychic, necrotic, poison

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Magic Resistance. Sihr'a-Dar Muhafizhas advantage on saving throws against spells and other magical effects.

Spell Nullify (5/day). When a spell is cast within 60 ft. of the Muhafiz Al-Sihir, it can use its reaction to attempt to counter the spell. The caster must succeed on a DC 13 Wisdom saving throw or the spell and the slot are lost.

Anti-Magic Aura (1/day). With a bonus action, the Muhafiz Al-Sihir creates an aura that has a 10-foot radius. It has the qualities of an antimagic field spell.

Mage Slayer. When a spell is cast within 10 ft. of the Muhafiz Al-Sihir, it can use its reaction to attack the caster with a Slam.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit 10 (2d6 + 3) bludgeoning damage. If the target is a spellcaster or a creature that uses magical abilities, they must succeed on a DC 13 Constitution saving throw or have disadvantage on spellcasting ability checks and cannot cast spells of 3rd level or higher until the end of their next turn.

Magic Disruption (Recharge 5-6). Sihr'a-Dar Muhafiz emits a burst of anti-magic energy. All creatures within 15 feet that are concentrating on a spell must succeed on a DC 13 Constitution saving throw or lose concentration.

The Sigil of Moth

Ignorance is a blessing for those who are weak. Only the ones that serve Peter the Hermit and his Library Pageless find the true meaning of knowing and learning. It is no simple task after all. Their life is in agony and their mind is stronger than ever. They carry the burden, and face the consequences while facing their fear. They share one mind and heed the voice of the hermit and all see and think as one.

Shared Spellcasting. *The bearers of moth sigils have access to these spells and can cast them innately when they are within 60 ft. of each other and at least three of them are together, due to their connection with Peter the Hermit, the bearer of the Moth Sigil. Their spell save DC is 15 and have +8 to hit with spell attacks.*

3/day each: *magic missile, guiding bolt, shield*
1/day each: *darkness, heat metal, alter self, lightning bolt*
At will: *ray of frost, shocking grasp*



Hermit's Essence

Medium monstrosity, lawful evil

Armor Class	Hit Points	Speed
12 (Natural Armor)	10 (3d8 - 3)	30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	8 (-2)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Int +5, Wis +5, Cha +5
Skills Acrobatics +2
Languages Understands all languages
Challenge 1/2 (100 XP)

Merge the Mind. When a creature bearing the mark of the Moth Sigil is within 5 ft. of the hermit's essence, it can spend its entire turn to merge with the creature. Unless it's another hermit's essence, it only activates the Strategic Approach feature. If it's another hermit's essence, one of them must succeed on a DC 15 Intelligence saving throw. On a success, they can form a hermit's follower together. The newly created hermit's follower has hit points equal to the total current hit points of two hermit's essences and maximum hit points equal to total of the two.

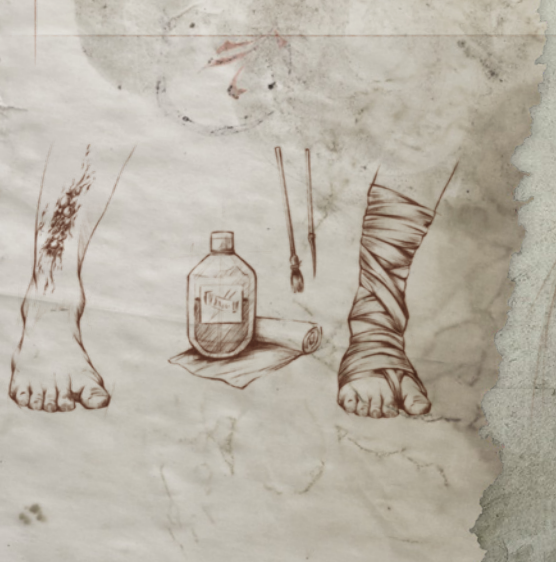
Taking Control. The hermit's essence can take control of a suit of armor that is not worn or carried that is within 5 ft. of it and transforms into a hermit's follower. If two hermit's essences do this, they transform into a hermit's acolyte, if three hermit's essences do this, they transform into a hermit's prophet.

Strategic Approach. When a hermit's essence uses Merge the Mind ability on the hermit's reader, it has advantage on attack rolls and can use its reaction to halve the damage taken if it can see the attacker.

Actions

Poison the Mind. Ranged Spell Attack: +5 to hit, one target, ranged 30 ft. Hit: 2 (1d4) psychic damage. The creature is forced to make a

Slam. Melee Weapon Attack: +2 to hit, one target, reach 5 ft. Hit: 3 (1d6) bludgeoning damage.





Hermit's Follower of the Moth Sigil

Medium aberration, lawful evil

Armor Class	Hit Points	Speed
15 (Natural Armor)	78 (12d8 + 24)	30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Int +5, Wis +5, Cha +5
Skills Athletics +5, Arcana +5, Perception +5
Senses devil's sight 120 ft., passive perception 15
Languages Understands all languages
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Powerful Mind. The hermit's follower has advantage on all Intelligence, Wisdom, and Charisma saving throws.

The Essence Unleashed. When the hermit's follower is reduced to 0 hit points, its armor slowly rots away and hermit's essence sprouts from the creature.

Strategic Approach. When a **hermit's essence** uses Merge the Mind ability on the hermit's reader, it has advantage on attack rolls and can use its reaction to halve the damage taken if it can see the attacker.

Dispatch. The hermit's reader can use its bonus action to deal itself damage equal to its half current hit points; it can create a **hermit's essence**. The **hermit's essence** gains the damage taken total as a resource for its Vitality Given ability. It appears in the nearest unoccupied space within 10 ft. of the hermit's reader.

Power in Unity. The hermit's follower can use its action and spends all its turn (can't take bonus actions or reactions) to form a bond and empower another creature bearing the Moth's Mark within 5 ft. When it does this, its form becomes incorporeal and gains resistance to all damage. The empowered creature gains bonus to its attack roll equal to 1d6 and gains temporary hit points at the start of each of its turns. The temporary hit point is equal to 3d4 + 5. At the start of each of its turns, it can continue this process, as if it is concentrating on a spell.

Actions

Multiattack. The hermit's reader makes two attacks in any combination.

Mind Distortion. Ranged Spell Attack: +5 to hit, ranged 60 ft., one target. Hit: 7 (2d6) psychic damage.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.



Hermit's Acolyte of the Moth Sigil

Medium monstrosity, lawful evil

Armor Class	Hit Points	Speed
15 (Natural Armor)	95~	30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Int +6, Wis +6, Cha +6

Skills Athletics +7, Arcana +6

Damage Resistances Bludgeoning, piercing and slashing damage from nonmagical weapons

Senses Devil's sight 120 ft., passive perception 13

Languages Understands all languages

Challenge 5 (1,800 XP)

Powerful Mind. The hermit's acolyte has advantage on all Intelligence, Wisdom, and Charisma saving throws.

The Essence Unleashed. When the hermit's acolyte is reduced to 0 hit points, its armor slowly rots away and hermit's essence sprouts from the creature.

Strategic Approach. When a hermit's essence uses Merge the Mind ability on the hermit's acolyte, it has advantage on attack rolls and can use its reaction to halve the damage taken if it can see the attacker

Dispatch. The hermit's acolyte can use its bonus action to deal itself damage equal to its half current hit points, it can create a hermit's essence. The hermit's essence gains the damage taken total as a resource for its Vitality Given ability. It appears in the nearest unoccupied space within 10 ft. of the hermit's reader.

Power in Unity (Recharge 4-6) The hermit's acolyte can use its action and spends all its turn (can't take bonus actions or reactions) to form a bond and empower another creature bearing the Moth's Mark within 5 ft. When it does this, its form becomes incorporeal and gains resistance to all damage. The empowered creature gains bonus to its attack roll equal to 1d6 and gains temporary hit points at the start of each of its turns. The temporary hit point is equal to 2d4 + 5. At the start of each of its turns, it can continue this process, as if it is concentrating on a spell.

Actions

Multiattack. The hermit's reader makes two attacks in any combination.

Mind Distortion. Ranged Spell Attack: +6 to hit, ranged 60 ft., one target. Hit: 7 (2d6) psychic damage.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.



Hermit's Prophet of the Moth Sigil

Medium monstrosity, lawful evil

Armor Class	Hit Points	Speed
15 (Natural Armor)	120~	30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	14 (+2)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Str +7, Int +6, Wis +6, Cha +6

Damage Resistances Bludgeoning, piercing and slashing damage from nonmagical weapons

Skills Athletics +7, Arcana +6

Senses passive perception 13

Languages Understands all languages

Challenge 6 (2,300 XP)

Powerful Mind. The hermit's prophet has advantage on all Intelligence, Wisdom, and Charisma saving throws.

The Essence Unleashed. When the hermit's prophet is reduced to 0 hit points, its armor slowly rots away and **hermit's essence** sprouts from the creature.

Strategic Approach. When a **hermit's essence** uses Merge the Mind ability on the hermit's prophet, it has advantage on attack rolls and can use its reaction to halve the damage taken if it can see the attacker.

Dispatch. The hermit's prophet can use its bonus action to deal itself damage equal to its half current hit points, it can create a **hermit's essence**. The **hermit's essence** gains the damage taken total as a resource for its Vitality Given ability. It appears in the nearest unoccupied space within 10 ft. of the hermit's reader.

Power in Unity (Recharge 4-6). The hermit's prophet can use its action and spends all its turn (can't take bonus actions or reactions) to form a bond and empower another creature bearing the Moth's Mark within 5 ft. When it does this, its form becomes incorporeal and gains resistance to all damage. The empowered creature gains bonus to its attack roll equal to 1d6 and gains temporary hit points at the start of each of its turns. The temporary hit point is equal to 1d4 + 5. At the start of each of its turns, it can continue this process, as if it is concentrating on a spell.

Actions

Multiattack. The hermit's reader makes two attacks in any combination.

Mind Distortion. Ranged Spell Attack: +6 to hit, ranged 60 ft., one target. Hit: 7 (2d6) psychic damage.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.



The Sigil of Phoenix

Ashes turn to blood, and blood gives new life to the fallen warrior. The fallen warrior rises, without necromancy, without the touch of shadow, but with grace, elegance and radiance.

Risen Warrior of the Phoenix Sigil

Medium humanoid (any), lawful evil

Armor Class	Hit Points	Speed
16 (Chain Mail)	60 (8d8 + 24)	30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Senses darkvision 60 ft., passive perception 11
Languages Latin, French, Italian
Challenge 3 (700 XP)

Ashen Restoration (Recharge 4-6). When the Risen Warrior drops below half of its hit point maximum, it can use its bonus action to regain 7 (2d6) hit points. Each hit reveals ashes from its body, and this feature kindles the ashes to heal wounds magically.

Ashen Retribution (Recharge 4-6). Instead of healing, the Risen Warrior can cause its next received hit to deal radiant damage to the attacker equal to double the amount healed by Ashen Restoration, 14 (4d6) radiant damage.

Actions

Multiattack. The Risen Warrior makes two attacks with its greatsword.

Multiattack. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) radiant damage.

Risen Knight of the Phoenix Sigil

Medium humanoid (any), lawful evil

Armor Class	Hit Points	Speed
18 (Plate Armor)	90 (12d8 + 36)	30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +7, Cha +6
Languages Latin, French, Italian
Challenge 5 (1,800 XP)

Ashen Restoration (Recharge 3-6). When the Risen Knight drops below half of its hit point maximum, it can use its bonus action to regain 7 (2d6) hit points. Each hit reveals ashes from its body, and this feature kindles the ashes to heal wounds magically.

Ashen Retribution (Recharge 3-6). Instead of healing, the Risen Knight can cause its next received hit to deal radiant damage to the attacker equal to double the amount healed by Ashen Restoration (14 (4d6) radiant damage).

Rekindle. When the Risen Knight drops to 0 hit points, it regenerates to 1 hit point after 1d4+1 rounds unless it takes necrotic damage, which can permanently kill it.

Actions

Multiattack. The Risen Knight makes three attacks with its longsword.

Risen Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 3 (1d6) radiant damage.



The Sigil of Wolf

Bloodlust, aggression, fury... All part of the Wolf Sigil's power and an incredible source of might. Those who are branded find themselves to be stronger than most and able to do incredible feats, spreading corruption in a powerful way to destroy their enemies.

Corruption: *This new condition, called Corrupted when a creature receives it, works like exhaustion by means of mechanics; each long rest reduces it by one level, and the greater restoration spell can affect it just as it affects exhaustion in the spell's description.*

Corrupted. *The creature has disadvantage on Charisma (Persuasion) checks but has advantage on Charisma (Intimidation) checks.*

Corruption has 5 levels in addition to the condition:

Level 1: *The target sees under normal light as if it is in dim light. It bypasses every kind of vision except Truesight, Tremor Sense and Blindsight. In total darkness, if it has darkvision or a similar means to perceive, it sees as the normal rules deem appropriate.*

Level 2: *The target sees under dim light as if it is in total darkness. It bypasses every kind of vision except Truesight, Tremor Sense and Blindsight.*

Level 3: *While perceiving its surroundings as if it is in dim light, it must succeed in a DC 10 Wisdom saving throw when making an attack roll, or it confuses the target as a friendly creature and thus must attack another creature or lose the attack.*

Level 4: *While perceiving its surroundings as if it is in normal light, it must succeed on a DC 10 Wisdom saving throw when making an attack roll or it confuses the target as a friendly creature and thus must attack another creature or lose the attack.*

Level 5: *The target is blinded and sees everyone in shades and colors. It can't discern friend from foe and perceives everyone as hostile creatures of the GM's choice, related to its characteristics, knowledge, traits, fears, and other circumstances.*



Brute Warrior of the Wolf Sigil

Medium aberration, chaotic evil

Armor Class	Hit Points	Speed
15 (Breast Plate)	30 (4d8 + 12)	30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	7 (-2)	0 (+0)	15 (+2)

Saving Throws Str +6, Con +5

Skills Athletics +8, Intimidation +4

Condition Immunities exhaustion, corrupted

Languages French, Italian, German

Senses Passive Perception 10

Challenge 2 (450 XP)

Corrupting Presence. When a creature sees the brute warrior for the first time, it must make a DC 12 Wisdom saving throw, or be frightened of it for 1 minute. It can repeat the saving throw at the end of each of its turns. It is refreshed after 24 hours. If the creature fails the saving throw more than 5, it becomes corrupted and gains one level of corruption.

Actions

Multiattack. The brute warrior makes two Blighted Blade attacks. It can replace one of the attacks with Otherworldly Suffocation.

Blighted Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 4 (1d8) psychic damage.

Otherworldly Suffocation. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: The target becomes grappled (escape DC 14) and takes 1d4 psychic damage at the start of each of its turns.

Bonus Actions

Otherworldly Mark of Corruption (recharge 5-6). The brute warrior forces a creature within 30 ft. of it to make a DC 14 Wisdom saving throw. On a failed save, the target gains one level of **Corruption**. It can repeat the saving throw at the end of the next short or long rest.

Brute Knight of the Wolf Sigil

Medium aberration, chaotic evil

Armor Class	Hit Points	Speed
18 (Chain Mail + Shield)	45 (6d8 + 18)	40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	15 (+2)

Saving Throws Str +6, Con +5

Skills Athletics +8, Intimidation +6

Condition Immunities exhaustion, corrupted

Languages French, Italian, German

Senses Passive Perception 11

Challenge 3 (700 XP)

Corrupting Presence. When a creature sees the brute knight for the first time, it must make a DC 13 Wisdom saving throw, or be frightened of it for 1 minute. It can repeat the saving throw at the end of each of its turns. It is refreshed after 24 hours. If the creature fails the saving throw by more than 5, it becomes corrupted and gains one level of corruption.

The Knightly Strike. Its weapon attacks score a critical hit on the roll of 18, 19, and 20.

Actions

Multiattack. The brute knight makes two Blighted Blade attacks. It can replace one of the attacks with Otherworldly Suffocation.

Blighted Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 4 (1d8) psychic damage.

Otherworldly Suffocation. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: The target becomes grappled (escape DC 14) and takes 1d4 psychic damage at the start of each of its turns.

Bonus Actions

Otherworldly Mark of Corruption (recharge 5-6). he brute warrior forces a creature within 30 ft. of it to make a DC 14 Wisdom saving throw. On a failed save, the target gains one level of Corruption. It can repeat the saving throw at the end of the next short or long rest.



Sphinxes

Sphinxes, creatures steeped in legend, are often associated with the iconic stone figure that guards the outskirts of Giza. However, the roots of these beings extend beyond mere myth into a realm of reality. These enigmatic entities, embodying the fusion of human intelligence and animal might, have captivated human imagination for centuries.



Sphinx
Aspect of Anubis

Large celestial, lawful good

Armor Class	Hit Points	Speed
17 (Natural Armor)	85 (10d10 + 30)	40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	18 (+4)	16 (+3)	19 (+4)

Skills Str +7, Wis +6, Cha +7

Senses darkvision 120 ft., passive perception 10, truesight 30 ft.

Languages all

Challenge 6 (2,300 XP)

Aura of the Graves (30-foot radius). Creatures that enter the aura for the first time or start their turn there must succeed on a DC 15 Constitution saving throw. On a failed save, their Constitution score decreases by 1d4. A creature that is killed in the aura rises as a specter controlled by the sphinx.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Innate Spellcasting. The sphinx can cast each of these spells innately. Charisma is its spellcasting ability.

At will: *protection from evil and good, branding smite, chill touch*
3/day each: *guiding bolt, suggestion, zone of truth, scorching ray, detect thoughts*
1/day each: *fireball, counterspell, dispel magic, slow, spirit guardians*

Actions

Multiattack. The sphinx makes three attacks with its claws.

Claws.. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) force damage.

Deadly Gaze. *Ranged Spell Attack:* +7 to hit, ranged 120 ft. three targets. Hit: 18 (4d8) necrotic damage.

Sphinx
Aspect of Sekhmet

Large celestial, neutral

Armor Class	Hit Points	Speed
15 (Natural Armor)	71 (11d10 + 11)	40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	20 (+5)	16 (+3)	15 (+2)

Skills Int +8, Wis +3, Cha +5

Senses darkvision 120 ft., passive perception 10, truesight 30 ft.

Languages all

Challenge 5 (1,800 XP)

Indomitable Nature of the Lioness. The sphinx has advantage on saving throws against spells and magical effects. If a spell targets her, the caster has disadvantage on the attack roll.

Innate Spellcasting. The sphinx can cast each of these spells innately. Intelligence is her spellcasting ability (spell save DC 16, +8 to hit):

At will: *sanctuary (bonus action), fire bolt (2d10), shocking grasp (2d8)*
3/day each:*magic missile (4 darts),*
1/day each: *hold person, confusion*

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Actions

Multiattack. The sphinx makes two attacks with her claws. One of the attacks can be replaced with a Roar.

Claws.. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 16 (4d6 + 2) force damage.

Deadly Gaze. *Ranged Spell Attack:* +8 to hit, ranged 60 ft., one target. Hit: 3 (1d6) psychic damage. The hit creature is stunned until the end of its next turn.

Sphinx

Aspect of Bastet

Large celestial, lawful good

Armor Class	Hit Points	Speed
15 (Natural Armor)	75 (10d10 + 20)	40 ft. fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	18 (+4)	16 (+3)	20 (+5)

Skills Wis +3, Cha +7

Senses darkvision 120 ft., passive perception 10, truesight 30 ft.

Languages all

Challenge 5 (1,800 XP)

Innate Spellcasting. The sphinx can cast each of these spells innately. Charisma is her spellcasting ability (spell save DC 16, +8 to hit):

At will: *minor illusion, glee, vicious mockery* (2d4)
3/day each: *hideous laughter, charm person, command*
1/day each: *hold person, confusion*

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Charming Nature. When a creature makes a saving throw against any charming attempt by the sphinx, it is made with disadvantage. In addition, if the creatures fall under her charm due to a spell, they won't be able to tell that she put that spell on them such as *charm person* spell.

Actions

Multiattack. The sphinx makes two attacks with her claws.

Claws. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 16 (4d6 + 2) force damage.

Charming Gaze. *Ranged Spell Attack:* +8 to hit, ranged 60 ft., one target. Hit: 7 (2d6) psychic damage. The hit creature can't attack the sphinx or target it with a spell or include her in an area of effect, such as fireball or darkness, until the start of her next turn.





The Terror of the Sands

Serpopard

Large monstrosity, unaligned

These creatures, bearing the visage of a three-headed serpent atop the body of a leopard, stand as incarnations of chaos and malevolence. They are symbols of nature's wrath and forsakenness, amalgamating the vengeful spirits of animals past. Their existence represents a union of various elements of the wild, manifesting the anger and abandonment felt in the natural world, making them formidable embodiments of the untamed and the cruel.





Armor Class	Hit Points	Speed
15 (Natural Armor)	75	30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	13 (+1)	3 (-4)	18 (+4)	19 (+4)

Damage resistances bludgeoning, piercing, and slashing damage from nonmagical sources.

Skills Perception +10

Senses darkvision 120 ft., passive perception 20

Languages -

Challenge 4 (1,100 XP)

Chaotic Aura (30-foot radius). Creatures that enter the serpopard's aura for the first time or start their turn there, must make a Charisma saving throw or fall under the effects of *crown of madness* spell.

Multiple Heads. Each head the serpopard has grants it +2 bonus on attack rolls (included in the attack bonus) and Wisdom (Perception) checks.

Actions

Multiattack. The serpopard makes three attacks with any combination.

Binding Strike. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. The hit creature is grappled (escape DC 14). The serpopard can grapple as many creatures as its head (starting from 3).

Claw: *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) slashing damage if the target is grappled or restrained.

Traveling Artist

Medium humanoid (any), any alignment

Traveling artists, proficient in a diverse array of art forms—from painting to poetry, dancing to storytelling—are a common sight across the Holy Lands. These artists engage in their crafts with professional zeal, often in search of patrons who can support their future projects. While they generally pose no physical threat, the power of their artistry lies in their words and expressions, which can sometimes carry a sharpness capable of striking deeper than any sword.





Armor Class	Hit Points	Speed
13 (Leather Armor)	13 (3d8)	30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +4, Cha +4

Skills Performance +6

Languages any four

Senses Passive Perception 11

Challenge 1/4 (50 XP)

Spellcasting. The traveling artist can cast these spells. Charisma is its spellcasting ability (DC 12).

At will: vicious mockery, dancing lights, prestidigitation

3/day each: command, charm person, identify

1/day each: enhance ability, charm person, suggestion

Compelling Performance (3/day). Each creature with 5 or more Intelligence that spends at least 1 minute watching the traveling artist's performance, has disadvantage on ability checks against the traveling artist for 1 hour.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, one target, reach 5 ft. Hit: 6 (1d8 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, one target, ranged 80/320 ft. Hit: 6 (1d8+2) piercing damage.

Bonus Actions

Artistic Inspiration (3/day). The traveling artist can inspire an ally within 60 ft. of it that can hear it. The ally has advantage on the next attack roll, ability check, or saving throw made in the next minute.

Traveling Merchant

Medium humanoid, chaotic neutral

While the saying goes that all roads lead to Rome, they invariably wind through the Silk Road and, at some juncture, traverse the Levant. The prosperity and renown of these routes owe much to the traveling merchants. These intrepid traders ferry not only commodities like trade goods, fabrics, precious stones, and jewelry, but also serve as bearers of news, rumors, legends, and stories from afar. Their arrival is always met with anticipation and warmth, for a good merchant brings with him a wealth of information and the promise of prosperity, ensuring that no place greets them with anything less than a welcoming smile.

Armor Class	Hit Points	Speed
12 (Leather Armor)	11	30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Persuasion +6, Insight +4, Perception +2
Languages French, Italian, Turkish, Arabic
Senses Ppassive Perception 12
Challenge 1/8 (25 XP)

Innate Talents. The traveling merchant can innately cast mending, resistance, alarm, and goodberry spells once a day. Charisma is its spellcasting ability modifier.

Hard Feet. The traveling merchant can cover fifty percent more miles without the risk of exhaustion while traveling.

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, one target, reach 5 ft. Hit: 5 (1d8 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, one target, ranged 80/320 ft. Hit: 5 (1d8+1) piercing damage.

Viran-dahl-Asude

THE VOICELESS ONE

Medium elemental, any alignment

Some screams never leave the world and are in a constant state of unity with the winds, clouds and some are trapped within walls as echoes. Cries of the weak, vulnerable, innocent, sighful, desperate and sorrowful ones have an impact on the world and its fabric. They are animated by the sheer force of sorrow and find life among their trapped reality. In the folklore, they are known as Viran-dahl-Asude, the "desolation in the silence", some scholars noted them as the Voiceless Ones, echoes in the night, fragments of lost memories and the regret left behind from the sorrowful dawns. They are elementals and find their meaning of life by the lost voices and usually accompany the fate of the voice, sometimes by avenging them, sometimes by completing their journey on their behalf. They are almost always invisible, they exist only as voices.

Armor Class	Hit Points	Speed
12 (Leather Armor)	11	30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Perception +8
Condition Immunities prone, exhaustion, grappled, restrained, petrified
Damage Resistances acid, lightning, fire, cold
Damage Immunities poison, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks
Senses blindsight 120 ft., passive perception 18
Languages it can understand all languages but can't speak without its Lost Voices ability
Challenge 4 (1,100 XP)

Invisible Existence. The voiceless one is a shapeless entity and therefore always has the invisible condition. When seen by a spell like see invisibility or a sensitive sight such as truesight, it appears as a pale and pure white cloud.

Lost Voices. The voiceless one remembers everything it's heard and can repeat it. In addition, if it hears the voice of a dead creature, it can copy the creature's talking style and can use its voice, mannerism and patterns for speech.

Memory Fragments. If the voiceless one is within 15 ft. of a dying creature, it can see the creature's memories, ideals or other aspects decided by the GM. If the dying creature is willing, the voiceless one can see through their whole life. If the creature is unwilling, the voiceless one can force it to make a DC 14 Wisdom saving throw. On a failed save, the voiceless one can see any memory it desires and memorize the visuals immediately.

Actions

Thunderous Strike. *Melee or Ranged Weapon Attack:* +7 to hit, one target, ranged 120 ft. or reach 5 ft. Hit: 9 (2d8) thunder damage.

Sorrowful Scream (Recharge 4-6). The creatures within 300 ft. of the voiceless one must succeed on a DC 14 Wisdom saving throw. On a failed save the creature is deafened indefinitely and takes 21 (6de6) thunder damage. On a successful save, the creature only takes half damage. The deafened condition can be dispelled by a greater restoration spell.

Speed of Sound. The voiceless can use its action to teleport to a place it can see directly, no more than 1000 ft.

Warrior Priest of Levant

Medium humanoid (mostly human), any non-evil alignment

In the Levant, a region rich with history and spiritual significance, there exists a group of priests dedicated to serving their deity and providing spiritual leadership during times of crisis. These individuals are not only spiritual guides but also occasionally find themselves engaged in conflicts. In these moments, their faith acts as a protective shield, while their commitment and passionate resolve serve as their weapons. These priests embody a unique blend of spiritual dedication and martial prowess, demonstrating that their roles extend beyond traditional religious duties to include defending their beliefs and communities.





Armor Class	Hit Points	Speed
14 (Chain Shirt)	33 (6d8 + 6)	30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	15 (+2)	13 (+1)

Saving Throws Wis +4
Skills Religion +6
Senses passive Perception 12
Languages Turkish, Arabic, Persian
Challenge 1 (200 XP)

Spellcasting. The warrior priest casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

- **At will:** true strike (bonus action), mending, spare the dying
- **3/day each:** bane, bless, command, shield of faith
- **1/day each:** aid, gentle repose

Faithful Heart. While wearing armor, the warrior priest takes 2 less damage from each attack.

Actions

Multiattack. The warrior priest makes two attacks with its mace.

Mace: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) bludgeoning damage.

Wilderness Commoner

Medium humanoid (any), any alignment

People residing outside urban centers, in environments like harsh deserts, expansive forests, or treacherous marshlands, often exhibit a resilience surpassing that of their city-dwelling counterparts. The challenging conditions of their surroundings necessitate a level of toughness and adaptability not typically required in urban settings.





Armor Class	Hit Points	Speed
12	16 (3d8 + 3)	30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	11 (+0)

Skills Survival +3, Nature +2
Languages any two
Senses passive perception 11
Challenge 1/8 (25 XP)

Actions

Wooden Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning or 6 (1d8+2) bludgeoning damage if used with two hands.

Shortbow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Appendix

Legal Information

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.

Statblocks from SRD

These are the mentioned statblocks throughout the book that can be found in System Reference Document 5.1. It is available online and given above in the Legal Information section.

Acolyte
Archmage
Assassin
Bandit
Bandit Captain
Chain Devil
Commoner
Cult Fanatic
Cultist
Druid
Elephant
Giant Eagle
Glabrezu
Gladiator
Ghost
Guard
Homunculus
Imp
Knight
Mage
Mimic
Noble
Poltergeist
Priest
Quasit
Riding Horse
Scout
Shadow
Skeleton
Specter
Spy
Thug
Tribal Warrior
Werewolf
Veteran
Zombie

Historical Reading

The Leper King and his Heirs by Bernard Hamilton

Saladin: The Sultan and His Times, 1138-1193 by Hannes Möhring, translated by David S. Bachrach

A History of the Crusades: The Kingdom of Jerusalem and the Frankish East, 1100–1187 by Steven Runciman

The Life of Saladin from the Works of İmad ad-Din and Baha ad-Din by Hamilton Gibb.

The Chronicle of Ibn al-Athīr for the Crusading Period from al-Kāmil fī'l-ta'rīkh. Part 2 - The Years 541-589/1146-1193: The Age of Nur al-Din and Saladin by Izz ad-Dīn Ibn al-Athīr, translated by Donald S. Richards.

Statblocks from The Sigil of Jerusalem

Banu Musa Disciple

Medium humanoid (any), any alignment

Armor Class 13 (Mage Armor)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	11 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +5
Skills Arcana +7, History +7, Nature +6, Perception +6
Senses passive Perception 16
Languages Turkish, Arabic, Greek, Persian, Mongolian, any two other
Challenge 3 (700 XP)

Spellcasting. The librarian can cast these spells using Intelligence as its spellcasting ability modifier (+4 to hit, DC 12)
At will: mending, detect magic, light, Al-Jazari's metalsmith, Al-Jazari's woodwork
1/day (each): identify, magic missile, shield, comprehend languages, hold person, dispel magic, silence
2/day (each): mage armor, heat metal, Al-Jazari's Practical Summons

The Machine's Heart. The disciple can take control of a construct by spending a spell slot as an action. The construct must succeed on a DC 13 Charisma saving throw. On a failed save, the construct is under the disciple's control for 1 hour.

Mechanical Mind. The disciple has advantage on Wisdom and Intelligence checks that about automatons, machines and robotics.

Actions

Arcane Push. *Melee or Ranged Spell Attack:* +6 to hit, one target, reach 5 ft., or range 60 ft. Hit: 12 (2d8 + 3) psychic damage.

Statblocks from The City of Crescent & Empires of the Silk Road

Fortune-teller

Medium humanoid, any alignment

Armor Class 10
Hit Points 18 (4d8)
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)

Seer. The fortune-teller makes a 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.

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)

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 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)	15 (+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)

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.

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)

Jahi Golem Creation. With 50 gd 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.

Chor

Medium djinn, lawful evil

Armor Class 13
Hit Points 28 (5d8+5)
Speed 30 ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +5
Senses Darkvision 60 ft. Passive Perception 10
Challenge 3 (700 XP)

Possession (Recharge 6): The chor 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 chor. 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 (DM'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

Burning Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit 8 (2d6 +3) necrotic damage. The touch of chor has a draining effect: the target creature has to make a Constitution save (DC 8) or get 1 level of exhaustion for each hit.

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)

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.

