

HISTORICA  
ARCANUM  
HERALD OF RAIN





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# FOREWORD

Our most sincere greetings,

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

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

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

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

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

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

Hoş geldiniz - Welcome,

Sarp & Doğa

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# INTRODUCTION



## The World of Historica Arcanum

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

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

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

Hence, most institutions, religions, and social norms - quite similar to what we have in our world - have strictly forbidden or regulated the usage of magic. Of course, the lesser the powers these institutions hold on individuals - depending on the era of history and the geography - the more prevalent magic is. For instance, as states and government bureaucracy became larger and more influential in human societies with the Modern Era, surveillance and secret bureaus within law enforcement became possible to dispose of those who threaten the stability of reality and of the incumbent regimes. Even in a world where magic is so repressed, "accidents" happen, and individuals with arcane gifts and curses are born. The heroes of Historica Arcanum universe prominently tend to be one of these individuals who have to navigate a world that is hostile to them, yet the powers that be exploit the very magical essence that these heroes are cursed with, to push the world to their whims.

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

## The Silk Road of 13th Century

The Silk Road has been the heart of civilization for over two millennia.

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

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

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

## Herald of Rain - The Adventure

Within the Herald of Rain, the massive adventure module of the Empires of the Silk Road, the players are thrown into the heart of this world in a web of intrigue and arcane cataclysm.

In the eye of the hurricane, lies Hasan Sabbah, his Hashashin Order, and their plans for vengeance - which the party became a loose end of and the scapegoat for. To save their own skin, to clear their names, and in the off chance that their intentions are noble, to take down a horrendous threat to the Silk Road in a righteous battle, the adventurers must ride west, city to city - and finally challenge Hasan Sabbah in his lair, the infamous Castle Alamut.

Throughout this journey that takes the players from one end of the Silk Road to the other, the world will move with them. The adventurers will travel through the legendary cities of Samarkand - the occupied crown jewel of Asia; Merv - the city of Merchant Emirs; Isfahan - the last stronghold of the Sultanate; and Baghdad - the home of the Caliph and the House of Wisdom.

During their travels, it will be the party's duty to piece together the conspiracy of the Hashashin Order in each city - and if the players prove to be capable enough, to stop the string of assassinations that serve this conspiracy.


The party will not take on this journey alone. With the spirit of the Silk Road, the adventurers will travel from one caravanserai to another with a caravan in tow - a cast of companions with unique backstories, interests, and opinions.

## Character Progression

We recommend using milestone XP in our adventure:

*Act I: Wuthering Clouds - Level 1 to 3*  
*Act II: The First Drop - Level 3 to 5*  
*Act III: The Resonating Storm - Level 5 to 7*  
*Act IV: The Deluge of Desolation - Level 7 to 8*  
*Act V: The Ark of Salvation - Level 8*

## Information Boxes and Appendix

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

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

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

# SOUNDTRACKS



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

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



# Adventure Hooks

**H**erald of Rain starts in Samarkand's necropolis, Shah-i Zinda. It is outside the city walls, almost a mile away. Potential characters must consider some important aspects before the start of the game:

- Each character needs a strong reason to go into Samarkand.
- Due to the Khaganate's occupation, no one is allowed inside the city; thus, adventurers have also not been allowed in.
- No matter the character's origin, they are denied entrance to the city.
- They must look for a way to enter Samarkand. There are rumors that they can enter the city through the Shah-i Zinda.

## Character Ideas

This section offers basic ideas and guides to your character to help you fit them in the world of the Silk Road. For a more detailed character builder, see **Who Are You in the Silk Road** section in **EotSR**.

### Choose your race.

As in the core rulebooks, you should decide which race you'd like to play first. It has an impact on some of the decisions you have to make ahead.

#### Human

If you choose to play as a human, you don't need extra effort to adapt your appearance, as you have nothing to hide.

#### Non-Human

If you choose to play as a non-human race, check out the sections on how to keep your arcane features a secret from the superstitious, hateful, and ignorant eyes of humans. See **Running a Story in the Silk Road** in **EotSR** to see how you might hide out amongst the humans. Naturally, some races will need to go to greater lengths than others to hide their true nature.

## Where did you come from?

Take some time to consider this question. The Silk Road is a place where people from civilizations all across the world meet. Though it doesn't have to define you, the place you come from is still important in understanding how you fit into this rich tapestry.

### 1) I am from the Sultanate

You can be a local of the Sultanate, born in Baghdad, Samarkand, Merv, Konya, Isfahan, Mardin, Bukhara, Nishapur, or Basra. As a local, it is expected of you to be familiar with the basic politics, locations, law-enforcers, laws, and customs of the city. Check out "Running a Story in Silk Road" for important information or your GM might provide the needed tips for you. For additional information, you may see the **Appendix** section in **Empires of the Silk Road (EotSR)** about the sources we consulted and books we recommend.

Even if you are from Samarkand, you are still denied entry and must find a way in through other means.

### 2) I am from the Khaganate

You can be from Karakorum, Ordu-baliq, Tashkent, Ferghana or another Khaganate controlled land. As Samarkand is under the Khaganate's rule, you are accustomed to Khaganate's traditions, its soldiers' behaviors and other rules in Samarkand. Still, you are denied entry and must find your own entry.

If the GM allows you, you may start with a proper bow and a horse.

### 3) I am from distant lands

You can be from Constantinople, Berlin, Beijing, Lhasa, Delhi, Mali, Toledo, Wien, Kiev, even Kilwa. You are most likely considered a stranger among these lands, and you probably only know of myths, legends and childhood tales of the rich cities of the Silk Road. Though people from all over the world are commonplace in the markets and caravanserai of the region, people are more likely to be curious of you and want to raise a glass of ale with you and hear your story.

If the GM allows, you may bring interesting weapons or exotic goods with you.

## Samarkand Hooks

This section offers ideas about your characters' motive for entering Samarkand. There can be just one motive or many at once depending on the character's backstory. Work with your GM to establish the details.

### d6 Business Reasons

- 1 You were sent by your guild to deliver an item of utmost importance. It must remain a secret.
- 2 You must enter Samarkand to settle a huge amount of debt. Failure to pay will result in consequences...
- 3 A very valuable horse or a similar mount was stolen from you or your employer. It was sold to a merchant in Samarkand.
- 4 You are here to help organize a resistance against the Khaganate.
- 5 You are here to assassinate, extract, or smuggle out a very important individual.
- 6 You are spying on the Khaganate's forces for their enemies. You must enter the city.

### d6 Personal Reasons

- 1 You are here to find a lost parent, friend, mentor, or a partner who is very dear to you.
- 2 Your only salvation lies in Samarkand. It can be a cure for a disease you have or out of a longing for spiritual guidance from a specific priest or teacher.
- 3 You promised to meet with someone in Samarkand. It is the most important thing for you.
- 4 You grow up with the stories from One Thousand and One Nights, and it is rumored that they come true in the city.
- 5 You come here for vengeance. It will end in your death or theirs.
- 6 Someone close to you died in Samarkand, and you are here to bury them.

### d6 Other Ideas

- 1 A fortune-teller told you that you will meet your fate in Samarkand.
- 2 You find a treasure map showing that a treasure is buried in Samarkand.
- 3 You have been forced to come to Samarkand for some reason, perhaps by your parents, partners, mentors, children, employers, or your feudal lords.
- 4 You normally visit Samarkand often, but now they are not letting you enter the city. This is an unacceptable affront in your eyes; you'll enter the city just to prove that you can.
- 5 You live in Samarkand but left for some reason; now you are back, but despite the fact that you are a resident, they will not let you in. How dare they?
- 6 You actually don't care about entering the city, but there was this irresistible and charming person at the gates, and they really wanted to enter, so you must accompany them.



<b>Class</b>	<b>Backstory/Class Ideas</b>
Barbarian	A certain individual committed a crime against your tribe, and you have been sent to find them.
Bard	There are rumors that Samarkand hosts the best stories ever told in the Silk Road, and there is this storyteller who knows everything inside the walls.
Cleric	You saw a vision that a terrible disease would emerge from the depths of Samarkand among the screams of orphan children.
Druid	The habitat of the natural area you live in is suffering from a disease, and you heard that the greatest physician ever lives in Samarkand.
Fighter	Your training was incomplete, and you believe the most formidable warriors are in Samarkand.
Monk	You heard the wisest man in the Silk Road lives in Samarkand. You need their guidance.
Ranger	You heard that the Khaganate uses interesting and exotic beasts that are used for combat and many other purposes. You are intrigued.
Rogue	The rumors surrounding the Hashashin Order have drawn you to Samarkand.
Sorcerer	You think the tomb of one of your powerful ancestors is in Samarkand.
Warlock	Your patron ordered you to go to Samarkand. You must witness the greatest events in the century.
Wizard	You have read about the Khaganate's powerful shamans and want to find one.





# Hasan Sabbah, Sayyidina - The Master of Masters, the Divine Teacher, and the Herald of Rain



## Introduction

**I** am Sabbah, the Sayyidina, the Master of Masters, the divine teacher of the Hashashin Order - the Herald of Rain, I will unleash the purifying sky's power upon the rotten world.

With hushed and trembling voices, they call me the one holding the hilt of all assassins' blades, a ravenous general leading an army of shadows, a master politician deftly playing the game of power, the Lord Impervious of the Castle Alamut; but these are nothing compared to who I really am.

I am a prophet, and unlike any who came before me, I have already brought heaven to Earth.

As I speak, thousands gather under my banner to eradicate the mortal and childish whims of the rulers of the world. As we speak, my faithful children take their place among courts of supposed kings, among generals' war tents, among whispers in the crowded bazaars, to be my eyes, ears, and the tip of my dagger. We will take down the corrupt, the fickle, the decaying mortals from thrones on which they are placed atop their fellow man, and replace them with the eternal, the undying, and the unchanging. My children are



the thunderstorm that will soak this scorched desert, to turn Earth into the lush garden of Eden, and with the voice of an immutable choir, I proclaim, I am the Herald of the Rain.

## **Sayyidina's Past**

### **Early Life**

Hasan Sabbah was once the only son of a middling bureaucrat toiling in the court of the Seljuk Empire. His father's proximity to the high-born and the rich afforded his son a place in the House of Wisdom. Sabbah, despite his considerably less-fortunate circumstances compared to his fellow students, performed exceptionally well in matters of both arcane and mundane, and was highly regarded as a candidate for High Vizier for the Imperial throne.

His aptitude for understanding and manipulating the emotions of his fellow man earned him the love of his teachers and most important in the life of the Sayyidina, the love of an unlikely group of friends. Finding himself in the company of the two brilliant minds of the Madrasah: Omer Hayyam - the Master of Prose and Poetry; and Abu Ali - a self-made man who will soon be called Nizam-al Mulk, meaning The Embodied Order of the Empire. The trio has

theorized upon a great deal of philosophical and political manners, and has pursued the construction of arcane contraptions to breach Al-Ghaib, the realm beyond.

This state of blissful ascendancy through bureaucratic ranks of the Empire ended abruptly for Sabbah. His father, aware of the lack of material resources of the Western garrisons of the Imperial army, approached many higher ranking officials and nobles. His reward for his early warning was to be named a defeatist and an accomplice of the crusaders, and his punishment was to be hanged, alongside his family.

### **The Footsteps of the Order**

Hasan Sabbah alone was saved by the intervention of his friends Omer Hayyam and Nizam-al Mulk. Instead of disposing of the young prodigy, they convinced the High Vizier of the Seljuks that he may prove useful to the Empire in the future, and he was exiled to the northern wastes.

Perhaps the greatest twist of fate was the circumstances of Sabbah's exile. He was assigned as the governor of Dara - a small and inconsequential region of a handful of villages hidden within the northern mountains. One of these villages was ringed by the ancient ruins of a castle, Castle Alamut.

Forgotten by the men responsible for the death of his father, Sabbah brooded amidst the silence of the mountains. His first act was to galvanize the small villages he was in charge of, with promises of a more prosperous tomorrow. Under his strict command, the villages reaped bountiful harvests, built new roads that invited traders and travelers, and hired garrisons of guards to protect them.

Sabbah's true agenda, however, ran much deeper. With the gold and silver flowing, he bribed and persuaded merchants, soldiers and aristocrats, and built a web of shadows - the first footsteps of the Order.

### **The Rise of the Hashashins**

During his time as the governor, Sabbah has frequently climbed the mountains to wander the halls of the broken husk of Castle Alamut. The reason why eluded many of his colleagues and his charges now take it as a sign of his prophetic future.

The real reason, however, was the fact that Hasan Sabbah had come upon a crumbled section of the castle trapped under rubble - with a voice coming deep from within. Speaking in Latin, the voice offered the wisdom of an old warrior in exchange for companionship. The one speaking was none other than Sir Alistair, the future Aegis of Alamut, and the First Harbinger of the Order. Unable to die, and stuck in eternal darkness, Sir Alistair cherished the opportunity to talk to another along with the fact that his conversation partner was one of the most intelligent and talented men to walk the Earth. After a mutual understanding was established, Alistair told Sabbah of his curse - and Sabbah presented a potential arcane solution, drawn from his years researching Al-Ghaib. Sabbah, in turn, talked of his desire for vengeance, and a better world free of rulers' selfish whims.

The result of countless days of planning, plotting, and scheming was the idea of an Order; built in shadow and secrecy. Its ranks would be filled with only the most loyal and most capable, wielding manipulation and fear as weapons, striking only if necessary but to devastating effect.

The work began immediately after their plan was formed. Sabbah, using his gift of manipulation, sought out the most oppressed of the society and indoctrinated them into the order. With the wealth flowing through the newly built trade routes, Sabbah paid for the rebuilding of Castle Alamut.

### **The First Harbingers**

As the rubble of Castle Alamut cleared, Sir Alistair was freed from the stone shackles that kept him entombed. Sabbah brought gifts - intoxicated men to be used as blood sacrifices - to quench the thirst of his first Harbinger.

Sir Alistair took on the role of Aegis, guardian of the Castle Alamut, teaching the indoctrinated members of the Hashashin Order how to fight. Sabbah, on the other hand, took an even more grandiose scheme. He cultivated what he called the Garden of Eden inside Castle Alamut - to be the showcase of his vision for

the world. One by one, agents of Hasan Sabbah's web of shadows were brought to Alamut, intoxicated by hasheesh, the arcane, and the beauty of the Order's visions of Eden. Those who were convinced—without a sliver of doubt—were initiated into the Order, and boldly proclaimed that Hasan Sabbah was The Sayyidina, Master of Masters, the Divine Teacher, and a Prophet. Those who did not were hunted for sport in the feeding ground by the Aegis, Sir Alistair.

The initiates who showed potential as assassins were drilled to perfection by the Aegis and the Sayyidina, to be the perfect weapons. The ones who were not up to the challenge were sent off to the cities and caravans of the Silk Road, to be the eyes and ears of the Order. As the order expanded in number and in force, they started taking down aristocrats and merchants, soldiers and the members of the clergy - at the same time framing their victims as corrupt and hedonistic. Piece by piece, the Silk Road and the Seljuk Empires fell to a state of paranoia, with the city guard unable to fight back against a shadow army. If captured, the indoctrinated, intoxicated, and highly ideological assassins of the Order would off themselves or even their own so as not to let loose secrets. In truth, the Empire would have collapsed much more easily if not for the old friend of Hasan Sabbah, Nizam-al Mulk - who was not yet aware of the real identity of the Sayyidina.

Hasan Sabbah has also used his power and arcane prowess to breach into Al-Ghaib - to harness the power of the Djinnkind. His first feat was to conjure a cure for Sir Alistair, a concoction that would, albeit temporarily, bring life to his undead body - one thing that would buy the unending loyalty of the Aegis. Sayyidina has also attempted to draw power from Al-Ghaib, to push his body to perform even more inhuman feats of arcane and physical power.

The assassins were able to recruit some very gifted individuals, whom the Aegis and the Sayyidina took a personal interest in - the First Harbingers. Their training was significantly harsher, and tasks they were given, once ready, were the most critical. Each mastered a distinct area of assassinations - and all within the Order knew that it was through these Harbingers that their Eden would expand across the face of the Earth. Hasan Sabbah also took it upon himself to ensure the loyalty of his Harbingers through exploiting any and all traumas they may have had to his benefit: a desire for validation, fear of loneliness, and much more.

After decades of intricate design, plotting, and training, the Order of Hashashins were ready, to enact Sabbah's - their Sayyidina's - vengeance, to take over the governments of the Silk Road, to bring down the corrupt and the fickle, to ensure an everlasting piece - safeguarded not by the dull blades and corroded shields of millions of conscripted soldiers, but by the subtle touch of the dagger.

### **The Betrayal**

The masterplan was set to break any resistance to the Hashashin Order, a new world would rise out of the Seljuk Empire collapsing from their ever increasing paranoia. A series of assassinations of the highest ranking officials of the Seljuk Empire was planned. With one fell strike, the Order would take out those who were deemed to be corrupt, or in-convincible and replace them with initiates and sympathizers. Each Harbinger, except the Aegis who would guard Alamut against any potential counter offensives, was assigned a target of the highest importance. The Sayyidina himself would commit the first assassination, tasked with killing the most important man of the Empire, Nizam al-Mulk, his old friend.

On the faithful night of the first kill, Sabbah deftly infiltrated the House of Wisdom, where he expected to find Nizam al-Mulk off guard. At the onset, it seemed as such; his victim could not be aware of the Master Assassin: his every move was perfectly calculated, inhumanly silent, and was powered not by the mundane or even arcane powers of this world, but by the powers of the Al-Ghaib. This specific detail, however, along with the repressed humanity still flickering inside the Sayyidina, became his downfall.

Sabbah positioned himself for the only strike he would need, a precision cut with no hope of recovery for the unaware. Yet, Nizam al-Mulk was aware. What Hasan Sabbah did not know was that his old friend had been recruited as a member of the Satraps, an ancient cabal whose duty was to ensure the corrupting influence of the Al-Ghaib would not breach this world. The Satrap's power did catch Sayyidina by surprise; however what broke him was his voice.

"Old friend..." he said. "...wouldn't your Eden be a lie, if it blossomed from the blood of your brother?"

Sabbah's blade hesitated - a mistake the man who was deservedly called The Embodied Order of the Empire punished severely: The dagger of the Master Assassin broke free from his hand as the Satrap used his powers to disarm the man who opened up his body to Al-Ghaib and the boot-falls of the Guard were fast approaching.

"An accord then, brother." Sayyidina said through bared his teeth. "My life, in exchange for the life of all my blades at your Empire's neck."

Nizam al-Mulk was intrigued yet pushed his luck: "I will also proclaim you, dead." The Satrap continued, "The realm needs reprieve."

With the clanking of the armor of the Seljuk watch masters ever closing in, the Master of Alamut shamefully accepted the deal. Let loose with a heavy breath the location of each Harbinger, a betrayal that none other than he should ever know. With magic they feigned his death, presenting his torn body for the Guard to find and throw into a ditch outside of the city walls.

Sabbah journeyed back to Alamut after being buried in the ditch for days. The grim resolve of Sir Alistair met him, knowing that their supposedly inevitable plan broke down, The Harbingers and many of the Order's initiates and sympathizers had been killed and captured, and to this day, no one, including Hasan Sabbah, knows if the Aegis of Alamut suspects him. The two men did not speak much of their failure, but spoke in detail of how they will rebuild, and try again. After all, it was the same two that built the Order from the crumbled ruins of Alamut in the first place.

### **The Return & the Second Harbingers**

Aegis and Sabbah silently rebuilt their Order for decades, this time, much more carefully - biding their time as the history and politics of the world brushed past them. Within the shadows of war in the west, and in the north, they found suitable candidates to replace their Harbingers. One of these new initiates to the Harbingers, a child, rekindled the Sayyidina's passion for drawing power from Al-Ghaib.

Sefir, a child prodigy raised from childhood to not only be a Harbinger, but an heir, a son, to the Sayyidina. He was fiercely loyal to the creed of the Order, and his gift for arcane research was beyond any Sabbah had seen in his long life. Combining their understanding of the Al-Ghaib, the father and the son frequently breached the veil, albeit momentarily, to seek a potent source of power. Their occult plan was to bind a powerful member of the Djinnkind, to harvest the essence of this otherworldly being. The breakthrough came with the discovery of a curious species - a mothlike creature that can produce silk that was once used in another binding spell two millennia ago.

The moth and the Djinn were drawn to this world with immense arcane cost, and the moth started to build a cocoon around the otherworldly being. Their plan was a resounding success - and the power of the Al-Ghaib was laid bare for the Order to exploit. The Choir of Al-Ghaib, an elixir of immense power, was brewed and perfected by Sefir, the last gift of the prodigious son to his father.

With the Mongolian Khaganate rising in power, the Empires of the Silk Road were crumbling before the Order's very eyes. The time for the Hashashin's Resurrection was at hand. Sayyidina knew this, the Aegis knew this, the Harbingers knew this - another plan had to be crafted. This time, the Order would appear not as the enemy to the people of Silk Road, but as their savior - the Khaganate's war machine was the perfect black omen to unite people with. Nothing could stop the Order, as stopping the Order soon would mean death at the hand of the Mongolian Army.

### **The Son's Flight**

Sefir found out about the first Harbingers, the betrayal at the House of Wisdom, and the lies his master, his father, told to the new members of his order, that he told him. The fact that only deception and treason lay at the heart of the Hashashin Order's Eden - was learned from none other than Nizam al-Mulk, imprisoned but a short while ago, within the close

confines of Hasan Sabbah's quarters where none other than Sayyidina could reach.

So, he fled - and took away his gift to his father. The Moth Mother he found drifting in the void, he drew to our world, and raised - a creature of immense beauty - had to be put down. As his last act of filial defiance within Alamut, he drew the blood of his prize animal - whose Silk was the thing that bound the Djinn to this world. Without these binds, soon, the Djinn would be drawn back to Al-Ghaib, and the Choir, the elixir that empowers the Hashashins to capabilities beyond humankind, was gone.

The worst realization for the Sayyidina was the withdrawal that Harbingers would suffer from when they were left without the Choir for a prolonged time.

### **The Final Gambit of the Hashashin**

Right before the game starts, the Sayyidina, the Aegis, and the rest of the Harbingers have come up with one last plan - betting their Eden, their order, and their lives in one final gambit.

The Satraps have to die - for there is one other way to bind a Djinn to Alamut, but the Satraps' interference would be catastrophic. Then, the Order must appear as the protector of the Silk Road against the Khaganate. With this plan in mind the new Harbingers were assigned targets and left Alamut.

However, before their work could begin, the Sayyidina needed one more death - the demise of his son, his heir was at hand.

### **Roleplaying as Hasan Sabbah**

Hasan Sabbah appears to confront the party in several sections of the game.

The first time he appears is under the guise of Al-Himyari, a modest doctor that Ibn-i Sina resorts to when trying to solve the mystery behind the plague that is afflicting Samarkand.

Here, Hasan Sabbah acts far from his true personality - he acts just like a curious scientist would, deceptively dismissive of the party - yet he internally judges each member of the party. Once he opens the eyes of the party to the location of Sefir - he will do anything to convince them to take him out: Appeal to their sense of justice, offer rewards, titles, riches. This is a small gateway into his mind: he does not want to encounter his prodigious son - he does not want his lie to be heard out loud, to his face.

The next time Hasan Sabbah appears is during the act in Isfahan when he shows up with the previous Khan's severed head. The party won't likely have the chance to interact with him - yet the GM will have a full scene to roleplay as Sayyidina. He should sound confident, defiant, and heroic - he puts himself forward as the man who will free the people of Silk Road from the Khaganate's yoke - as the head he hoists proves.

Perhaps the best chance to roleplay as the Sayyidina is presented in Baghdad, as he ascends in House of Wisdom. After the ceremony, he will approach the party - albeit he will choose his words very carefully as they are restrained by the social burden of the situation they are in. He appears extremely convinced that he is on a righteous path - he and his order only kill if it is absolutely necessary, and he remarks at the bloodshed that is caused by the Empires and potentially even the Party resulted in more lives lost than the entire operation of the Hashashin Order. He will lament the death of his Harbingers, his sons and daughters - but grants forgiveness if the party promises to relent. Finally, he will appeal to the party's sense of justice, telling the story of how his father was executed on the whims of asinine rulers, and how that shaped him into who he is.

If the party manages to throw him off his rant with clever wordplay or a higher understanding of politics, however, he will show a very different character: He will explain, in great detail that the party will meet their end as the villains in this story; that he, his assassins and surviving Harbingers will take great pride and joy in torturing the party, their loved ones, and even associates - and that the party is powerless to stop him.

### **Combat Tactics**

It would provide the best outcomes for the party to only have a chance to strike at Sabbah at the final bastion in Castle Alamut, as any other situation would be socially, and power-wise, would certainly be suicidal.

Once physically confronted, Sabbah will use his abilities to teleport around the battlefield and take down high impact characters first; most likely mages and healers. If put in actual danger, the surviving assassins would be willing to even put their own flesh between the party's blows - with no regard for their lives.

If he understands that the fight he is in is the final fight of the entire Hashashin Order - he commits his entire life to it, considering retreat an impossibility. He considers this act an atonement of his cowardice years ago when he first confronted Nizam al-Mulk.

### **The Modus Operandi of the Hashashin Order**

Aegis and Sayyidina understood the nature of politics, and of communities better than their contemporaries. They knew that the members of an organization that outstretched itself could not be truly indoctrinated. So, a radical path was necessary.

The Hashashin Order draws its strength through the power it projects, not the power it holds. There have never been more than hundred initiates - assassins and operators included. Each is known and frequently checked by the higher ranking members within the

organization - usually the Harbingers. Such a lowly number would have normally meant nothing for the vast Empires of the Silk Road - if not for the fact that Hasan Sabbah has devised another way to cripple and control societies: Fear.

The Order's modus operandi is to plan public, and gruesome assassinations to instill fear amidst a population - and leave false trails of corruption and treason among the courts. The gnawing fear that the next neck to be pierced by a dagger could be his drives a man to the fraying edges of paranoia - so that he would see assassins behind every shadow, every person. So, with a few whispers, a forged letter dropped at the right corridor, and a public display of violence and gore; a city could be brought to heel with nothing but a few dedicated, professional members of the Order.

Let adventurers and heroes think that they are facing a grand army of operators, let them feel that walls have ears, that they are not safe even in the confines of their own minds - when in reality they are fighting shadows, dust and smoke. Use fear to distract, to dismay, to dishearten, and to destroy.

### The Belief in Eden

Each and every member of the order, save the Sayyidina, and perhaps the Aegis, would die fighting for the Eden that their Master showed them.

The ideology of the Hashashin Order is to condemn the fickleness and capriciousness of the human nature that rulers have often possess - no doubt this is an idea the roots in Hasan Sabbah's mind as his father was executed for doing what he thought was right by asinine aristocrats.

As a student of the arcane, Sabbah has managed to momentarily break the veil between this world and that of the Al-Ghaib, and saw the supposed splendor the Djinnkind dwell in. A world without change, a world without death, a world that lacked the explosive emotions that death instill within a human heart - a world where immortal empires can be built without the fear that centuries would break them apart.

So he became a prophet for this vision - he cultivated his Garden of Eden using the essence he gathered each of them he ventured deep into Otherworld, the Al-Ghaib. This Garden of Eden would be his proof that he is not at all a false prophet, but a Herald of the change that will come.

In truth, this vision is shrouded in lies and deception that no one but the first two members of this order know: Sabbah, and Sir Alistair. Sayyidina intoxicates his initiates as they enter his Eden, stripping them of their reason and infusing them with a shard of Al-Ghaib's essence. Even more damning is the fact that the narrative of the Eden is used to garner support of the oppressed, the downtrodden.

And ultimately, when Hasan Sabbah's own life was in danger - he chose his skin, rather than the success of his Order, as he condemned the first Harbingers.

None other than Hasan Sabbah and Sir Alistair know of these dark truths hidden within the heart of the Order, except Sefir - who would be slayed at the hand of the adventurers; and Nizam al-Mulk, who is tucked away within the confines of the Sayyidina's private chambers.

### The Perceptions of the Sayyidina & the Order

1- At the moment of the Game's start, most people have long forgotten the reign of terror under the First Harbingers, as this era came into a definitive closure with the supposed death of Hasan Sabbah at the hand of Nizam al-Mulk.

At this point, if asked, only the old and the enthusiast of history would speak of the Assassins of Alamut, and they would curse the name and the ground that they once walked on.

2- As the game progresses, things start to change. Assassins grow bolder, and start killing off governors, merchants, and soldiers. However, their targets are almost always those who are corrupt and callous - the public stirs, old wounds reopen and the fear of the Hashashin Order is rekindled.

At this point, most people would say that the Assassins' return is yet another cataclysmic event that the people of the Silk Road are damned with. However, the most oppressed would faintly whisper that they approve of the killings.

3- The flipping point of the public perception is when Hasan Sabbah appears at the gates of Alamut, hoisting the cut head of the Ogedei, the Conqueror Khan, the Butcher of Samarkand.

The crowd is torn - the politically savvy know that these acts have sealed their fate as the Khanate would surely punish such a horrific insult. However, what many people are saying, out loud, is that with the Death of Ogedei, the Khanate had to retreat back to the steppes. This is half correct, as their armies stopped to wait for the Ascension of the New Khan from the Kurultai.

4- The true legitimization of the Sayyidina occurs as the old Caliph is either killed or taken off the power as he fails to stop the Khanate's incursion. The new caliph, a hidden Harbinger, grants Sabbah the title of Protector of the Realm amidst thunderous applause. Only the most cunning amidst the public sees the ruse of the Assassins of Alamut, yet they are afraid to say anything as they fear a dagger piercing their neck in the dark of the night.

# Hasan Sabbah

Medium humanoid, neutral evil

**Armor Class** 20 (Studded Leather +2)

**Hit Points** 153 (18d8 + 72)

**Speed** 45 ft.

**STR** DEX **CON** INT **WIS** **CHA**  
15 (+2) 23 (+6) 18 (+4) 20 (+5) 19 (+4) 20 (+5)

**Saving Throws** Dex +11, Int +10, Wis +9, Cha +10

**Skills** Acrobatics +16, Stealth +16, Perception +14, Insight +11, Sleight of Hand +16

**Senses** devil's sight 150 ft., Passive Perception 24, truesight 30 ft.

**Condition Immunities** charmed, frightened

**Damage Resistances** psychic, fire

**Damage Immunities** poison

**Languages** Turkish, Arabic, Persian, Kurdish, Greek, Latin, Mongolian

**Challenge** 13 (10,000 XP) or 14 (11,500 XP) when encountered in Alamut

**Proficiency Bonus** +5

**Divine Step.** Hasan Sabbah can cast *misty step* spell at will.

**Master of Skills.** Hasan Sabbah can't roll below 10 for the skills that he is proficient in. Any roll that is 9 or below counts as 10.

**Elixir of Alamut.** This magical elixir grants Hasan Sabbah the inhuman abilities such as 23 DEX, truesight, devil's sight, innate spellcasting and Legendary Resistance.

**Master of the Castle.** Castle Alamut identifies Hasan Sabbah as its master and uses its features according to his will. Hasan Sabbah can use the mirrors and other reflective surfaces to see what is going on at Alamut and in a 10-mile radius.

**The First Hashashin.** Hasan Sabbah has the following benefits:

- ☞ Hasan Sabbah can take disengage, dash, or hide actions as a bonus action.
- ☞ If Hasan Sabbah can see the attacker when he takes damage, he can use his reaction to halve the damage. In addition, when Hasan Sabbah is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no

damage if he succeeds on the saving throw, and only half damage if he fails.

**Mortal Strike.** If Hasan Sabbah scores a hit to a surprised, unconscious or an incapacitated creature, the creature must succeed on a DC 18 Constitution saving throw or take 50 (10d10) extra damage of the same type with the weapon. On a successful save it takes half of the damage.

**Innate Spellcasting.** Hasan Sabbah can innately cast these spells (spellcasting ability CHA, +9 to hit, DC 18):

**At will:** *sacred flame, resistance, disguise self, misty step*

**3/day:** *alter self, bane, shield, guiding bolt, sleep, identify, tongues*

**1/day:** *blur, heat metal, fear, freedom of movement, dimension door, teleport*

**Legendary Resistance (3/Day).** If Hasan Sabbah fails a saving throw, he can choose to succeed instead.

## Actions

**Multiattack.** Hasan Sabbah makes three melee attacks.

**Vajra-Mushti. Melee Weapon Attack:** +11 to hit, one target, reach 5 ft., Hit: 16 (3d6 + 6) piercing damage plus 10 (3d6) necrotic damage. The target must make a Constitution saving throw (DC 14) or be poisoned until the end of Hasan Sabbah's next turn.

## Legendary Actions

**Casting a Spell.** Hasan Sabbah casts a spell.

**Attack.** Hasan Sabbah makes a melee attack.

**Move.** Hasan Sabbah moves using his walking speed.



# Sefir - The Grand Alchemist of Alamut



## Introduction

I am Sefir, a man once named Mansur al-Yaman, now the Grand Alchemist of Alamut. I was the pillar that the Hashashins rest on and the Archon of the Harbingers of Hasan Sabbah. I served, with unending loyalty, to my Sayyidina, one who took me in, one who was like a father to me, one who betrayed me and my siblings.

In his name I have looked beyond the veil and witnessed the deadly wonders of the otherworldly realm. Some whisper its name with fear, some despise its nature, but I see the potential of the unknown plane. You mention the name of Al-Ghaib in fear, I know the power that lies there.

I devised many weapons for Hasan Sabbah, but not in crude, predictable forms of blades and cudgels. The weapons I created would have made Ibn Sina, the greatest physician the world has ever seen, feel useless, childishly helpless. I weaved the otherworldly wonder, the Silk, after I witnessed its power with my own eyes, and empowered the Eden of Alamut, so that we would rival the armies of Michael and Lucifer.

For my loyalty and unquestioning faith, I suffered the fate of Lucifer. Cast out, hounds - my siblings - sent after me. I learned the horrible treachery behind my life's work and my very soul. I left everything behind and took my so-called father's power away with me.

We were not the first Harbingers! They were left to die by Hasan Sabbah, our Father, the False Prophet of a False Eden! I will burn the world he wishes to rule over, so that not a sprout of his heaven could grow on its desolation, not a drop of his rain could wet its scorched sands.

I am no longer the man I used to be - I am dying for the revenge I swore. But I made sure that Hasan Sabbah and my blind siblings will suffer the same fate as I have.

I am Sefir, the Grand Alchemist of Alamut, a Rebel to the Hashashin Order - and my vengeance is nigh, and inevitable!

## Sefir's Past

As an orphan, Mansur was discovered by the Hashashin Order and was taken to be raised in an orphanage called Hikmet-i Sehab. Bookish and sickly, his early life was full of him being the underdog in fights between children like him. However, he had one of the brightest minds, a remarkable affinity with the arcane, and a cynical understanding of how the world really works. His talents were quickly discovered by the headmaster of the orphanage.

Being discovered as gifted in the orphanage is the second worst thing that could happen to a child taken by the Hashashin. The first is not being discovered.

Mansur grew to despise his first master. The headmaster of the orphanage was a cruel and abusive teacher. He didn't take mistakes lightly and punished children quickly and severely. As Mansur's potential was higher than all, he was treated the harshest. Hidden in this treatment was the understanding between the Headmaster and the Master of the Hashashin Order. Sabbah sensed the potential in the young Mansur, and wanted to bind him with unbreakable loyalty. The orphanage would be Mansur's horrifying past that Sabbah helped him out of, and Alamut would be his home where none dare touch him. A testament to Sabbah's willingness and ability to manipulate.

Mansur was personally picked from the orphanage by Hasan Sabbah after a brutal punishment from the headmaster was halted by the direct order of the Sayyidina. Mansur was given a personal room in the Alamut, a luxury given to a very few, and everything he may ever need for experimenting with Arcane powers and Al-Ghaib.

Hasan Sabbah spent his days with Mansur for years, teaching him everything he knew, and together, devising ways to harness more power. Mansur was the prodigal son the Master of the Order needed, an heir, a mind that brought him a greater weapon than he could ever muster.

For his success, Sabbah proclaimed Mansur his heir and his son, gave him the name Sefir, and the title of Archon of Harbingers. What is tragic is that, although their relationship was built on lies and manipulation, Sabbah truly saw Sefir as his son.

On a fateful night, Sefir was called upon by his father for a secret task. Hidden in Hasan Sabbah's tower was Nizam al-Mulk, a prisoner, and the Sayyidina's only friend. Suffering an arcane sickness, Sefir was

called to treat the ancient Vizier. Although the entire process was overseen by Sabbah so that the old man couldn't let loose any secrets, Sefir took a vial of blood for research purposes. This vial of blood, combined with the Lantern, and a curiosity into his father's past, opened the Alchemist's eyes.

The treason of his father, laid bare as Sefir saw through Nizam al-Mulk's eyes in the night where his father tried to assassinate him. Broken, Sefir killed the Moth Mother, and fled Alamut - swearing revenge.

### Roleplaying as Sefir

The story doesn't give the players many opportunities to interact with Sefir, as he has become, not unjustly, paranoid that Hasan Sabbah and the Hashashins will be coming after him. Thus, Sefir won't take the time to communicate with the adventurers. He will strike down anyone who tries to breach his sanctum.

If Sefir has a chance to communicate with the adventurers, he will be grim, brief, and paranoid about their intentions. His intelligence may present itself if the conversation is about scholarly or arcane matters, as his knowledge is deep in those subjects.

### Combat Tactics

Sefir relies on his arcane powers and his lantern for combat. He will try to avoid close range threats and try to eliminate those who could harm him the most.

In combat, he will most likely activate the green aura of his lantern and focus his *chill touch* cantrip while trying to keep out of melee warriors' range. He will use teleportation skills to gain an edge during combat as running away in his condition looks like a low possibility.

## Sefir

Medium humanoid, neutral evil

**Armor Class** 16 (Robe of Sihr)

**Hit Points** 78 (12d8 + 24)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	14 (+2)	16 (+3)

**Saving Throws** Wis +4, Cha +5

**Skills** Arcana +7, Perception +4, Deception +5, Medicine +6

**Resistances** necrotic

**Immunities** poison

**Senses** Passive Perception 14, Sight of the Ghaib 120 ft., devil's sight 120 ft.

**Languages** Turkish, Arabic, Persian, Mongolian

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Lantern of Sefir.** It requires attunement. It has three different auras that can be activated by using a bonus action. Only one aura can be active at a time, and each aura sheds a different color of light. It can be used for 1 minute. When its uses are expended, it is recharged at dawn. Other times, it can still be used as a hooded lantern and need no fuel.

❧ **Green Aura:** 20 ft radius aura. Each creature that starts its turn there or enters it for the first time must succeed on a DC 13 Constitution saving throw. On a failed save, it takes 2d6 poison damage and becomes poisoned for 1 minute. On a success, it takes half damage but is not poisoned.

❧ **Yellow Aura:** 20 ft. radius aura. In its light, invisible creatures become visible and

illusions glimmer with a faint white aura around them.

❧ **Crimson Aura:** One target within 5 ft. It erases all feelings of pain for 10 minutes.

**Innate spellcasting.** Sefir's spellcasting ability is Charisma (DC 13, +5 to hit with spell attacks) and can innately cast the following spells, requiring no material component:

**At will:** *chill touch, poison spray, shillelagh, minor illusion*

**3/day:** *color spray, guiding bolt, bane, detect magic, detect poison and disease*

**1/day:** *misty step, flame blade, cure wounds*

### Actions

**Multiattack.** Sefir can attack twice with his Dagger of Alamut. It can replace one of the dagger attacks with Bloodburn.

**Dagger of Alamut (+1).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing, plus 2 (1d4) poison damage. It forces the target to make a DC 13 Constitution saving throw. On a failed save, it becomes poisoned for the next minute. At the end of each of its turns, the poisoned target can repeat the saving throw.

**Bloodburn.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 bludgeoning damage. If the target is poisoned, it removes the poisoned condition on the target and deals 7 (3d4) necrotic damage.



# Kafender Japeth - The Skinwalker of Khorasan



## Introduction

I had seen no more than seven summers before my family abandoned me on the streets of Nishapur, Khorasan. Alone, scared and hungry, I cried for days on end, with no one to care for me.

I saw no more than eight summers before I stopped blaming my old family. I was sick, my body decayed away in the face of the sun, my bones were so infirm, they were not even stiff enough to break. To keep me alive would have been a burden for them and discarding an already dying mouth to feed, was logical. Though my condition made living very hard, it had its curious uses; for one, it made surviving easy. I could crawl through the smallest crack, to steal, to hide, and to listen. I listened to the fiercest of brawls, the brightest of debates, the most intimate whispers, to learn what it was like for other people.

I saw no more than nine summers before my life took an unexpected turn. In Samarkand I found an orphanage where I could find shelter and food. Naturally, I knew I wouldn't be allowed in with my skin rash and tumors, so I snuck in. The people here were much more observant than the world outside, but not observant enough to catch me. I fed and slept in the dark nooks and crannies within the Orphanage. Until he, my master, saw me there amidst a crowd of the unseeing.

I saw no more than ten summers before I was given a home by Sayyidina, my Master, where I wouldn't have to sneak in. I was taught ways to use my body that I thought would never be possible. I was taught how to kill, and I was taught to make sure that no kill went to waste.

## Kafender Japeth's Past

In the sprawling land of Khorasan, amidst fields of golden wheat, there came to be a child born with a body that was twisted and marred. Kafender Japeth was this child's name, and though fate had dealt them a cruel hand, their spirit remained unbroken.

The people of Khorasan shunned the sickly and the weak, so Kafender was left to fend for themselves in a world that showed them no mercy. Yet with each passing day, they learned to navigate this harsh existence, their bones bending but never breaking.

In this time of great uncertainty, where even the slightest hint of disease was enough to inspire dread,

Kafender persevered. They were a true survivor, born of the earth and forged in the fires of hardship.

With limbs that twisted and contorted at will, Kafender slipped silently through the shadows of Samarkand's orphanage. Their body moved like a serpent, undulating, and bending to navigate the narrowest of spaces, evading detection with each breath.

For a year, Kafender Japeth remained hidden within the orphanage, a silent observer, learning the habits and mannerisms of those around them. As they watched, they began to understand the intricacies of human behavior, to mimic the lives of those they encountered.

With each passing day, Kafender grew more adept at their deception. He started preying on the children of the orphanage, killing, and taking on their identity with chilling accuracy. Though some may have sensed that something was off about their friend, Kafender was careful to choose those who had no other.

And so, Kafender played their game, moving through the orphanage like a ghost, leaving a trail of death in their wake. To those around them, they were a friend and confidant, but in truth, they were a master manipulator, using their unnatural abilities to lure in the unsuspecting and vulnerable.

When Sayyidina visited the orphanage - he alone realized that something was not right. He saw Kafender hiding in the shadows and approached them. Extremely pleased with Kafender's ability, he personally took Kafender with him back to Alamut.

Sabbah wanted Kafender's loyalty, so he gave them something that they never experienced before - love. Kafender was wined and dined, was bestowed honors and titles, and Sabbah made sure everyone understood how much he cared for Kafender by immediately, publicly, and brutally executing anyone who insulted their appearance. In truth, the insults were actually incentivized by Sabbah, to build a lie around Kafender. To show that none loved them, except for their Sayyidina.

## Character Progression

For their final mission, Kafender was given the order to sniff out the Satrap in Merv, and kill them. They set their sights on the Gassal - a cemetery worker whose appearance and life they would soon steal. The Gassal had a reputation for being abusive and

difficult, treating his wife with callous indifference and leaving chaos in his wake.

With a calculated plan in place, Kafender made their move. They assumed the identity of the Gassal, taking on his appearance and mannerisms with eerie accuracy. For a time, they lived as the Gassal had, leaving messes in every room and demanding 'his' wife clean up after him without rest.

However, as time passed, Kafender began to feel something they had never experienced before - empathy for the woman who had been trapped in this toxic relationship. They began to see the world through her eyes, to understand the pain she must have endured under the Gassal's thumb.

Kafender let his true nature shine through. They became tidy and considerate, treating the Gassal's wife with a kindness and dignity that she had never experienced before. At first, she was taken aback by the sudden change in behavior, but as they spent more time together, she knew that something was different.

It could not be her husband that lay with her every night, so she felt no fear, for she knew that the true monster was gone. In his place was a man who loved her deeply, no matter who he was. And so, they began a new life together, one filled with happiness and joy, free from the shackles of abuse and fear.

For Kafender, this was their final act of redemption, a chance to make things right and to use their unnatural abilities for good. In the end, when they found out the wife knew they were not her husband anymore, they found not only redemption, but love, a love that they

had never known before except with Sabbah. One final mission for their master, and they were going to build a life here.

### **Roleplaying As Kafender Japeth**

Even though Kafender takes on an identity with impeccable accuracy, they have one tell. Order is essential to Kafender Japeth. It is their anchor in a world that is chaotic and unpredictable. No matter whom they impersonate, they always let this characteristic shine through.

Even in their brief impersonations, those around them could see the cleanliness they established in even the small details. Their appearance was always polished and put together, their surroundings neat and tidy. For Kafender, this attention to detail was more than just a quirk - it was a necessity. It gave them a sense of purpose and meaning in a world that often felt senseless and cruel.

### **Combat Tactics**

Due to their shapechanging abilities, Kafender will most likely plan their attacks beforehand. If they are able to kill a party member and have conducted their special ritual, they can assume the form of that person to shake the party's morale in combat.

They will most likely secure advantageous points, such as heights, and focus on the weakest members first to eliminate enemies quickly. They will seek out ways to run away from close combat to avoid falling into enemy hands or endangering their further duties to the Sayyidina.

## Kafender Japeth

Medium humanoid (shapechanger), lawful evil

**Armor Class** 18 (Studded Leather Armor +1)

**Hit Points** 67 (9d8 + 27)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	6 (-2) / 17 (+3)

**Saving Throws** Dex +8, Int +4, Wis +5

**Skills** Acrobatics +8, Perception +8, Deception +4/+9, Sleight of Hand +8

**Senses** darkvision 60 ft., Passive Perception 18

**Languages** Turkish, Arabic, Persian, Mongolian

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Shifter Weapon.** This weapon can take any form as a bonus action that is a melee weapon and must not carry special properties. It has +1 bonus to attack rolls and damage rolls.

**Shapechange Ritual.** Kafender Japeth can start a 1-hour ritual on a dead person (must be a humanoid) to assume their form. The ritual must be cast within 10 ft. of the dead humanoid, and it must be dead no more than a day. After the ritual is complete, Kafender can assume their form, and their voice by using an action (Only Charisma score changes and their size may vary according to the creature). Kafender can change form into any creature using this ritual. While not in their true form, their Charisma score is 17 and can't roll below 10 in a Charisma check.

**Deadly Attack (1/Turn).** Kafender Japeth deals 2d6 extra damage on their turns if they hit the creature a second time that turn.

**Swift.** Kafender Japeth can take disengage or dash actions as a bonus action on each of their turns. In addition, Kafender can use their bonus

action for Use an Object action, such as drinking a potion.

**Potion of Greater Invisibility (2 total).** The drinker is under the effects of greater invisibility spell for 1 minute.

**Potion of Invisibility (5 total).** This potion's container looks empty but feels as though it holds liquid. When Kafender drinks it, they become invisible for 1 hour. Anything they wear or carry is invisible with them. The effect ends early if they attack or cast a spell.

**Bag of Holding.** Kafender Japeth carries almost all of their clothes, poisons, weapons and similar possessions in a Bag of Holding, resembling a plain old bag.

**Innate Spellcasting.** Kafender Japeth's innate spellcasting ability is Wisdom (spell save DC 13). Kafender Japeth can innately cast the following spells:

**At will:** *minor illusion, mending*

**3/day:** *silent image, charm person, command*

**1/day:** *hold person, misty step*

### Actions

**Multiattack.** Kafender Japeth makes two attacks with the Shifter Weapon or Hand Crossbow.

**Shifter Weapon.** *Melee Weapon Attack:* +9 to hit, one target, reach 5 ft. Hit: (Weapon's damage die) +6 plus 2d6 damage of the same damage type if this is the second hit on the same turn.

**Hand Crossbow.** *Ranged Weapon Attack:* +9 to hit, one target, range 30/120 ft. Hit: 8 (1d6 + 5) piercing damage plus 7 (2d6) piercing damage if this is the second hit on the same turn.



# Kannas Adam - Hellhound of Zagros



## Introduction

I am Kannas - the wind that sends chills down your spine, the monster that lurks in the wilds, the embodiment of your deepest fears. I am the one who steals your last breath, the one who haunts your nightmares. I am the wild spirit that roams alone in deserts and mountains, hungry and focused.

Within this life I found humanity in the company of only one - Sayyidina, my savior, my master. He sees me for who I am, a man, not an animal. With each life I take, I sense a jigsaw piece falling into place in me, I move away from being a beast of prey, to being a man of mission and order. I am being tamed.

For all that makes me, I am still an endless abyss for my Master's enemies, a force of nature that consumes and devours all that crosses my path. Life falls into me, only to be repeated in an endless cycle of death and rebirth. Therefore, yes, I am Kannas - the monster, the nightmare, the wild spirit. But with Sayyidina's love, I am also something more - a being with purpose, an agent of human change.

As I move forward, my every footfall reverberates through the Earth, a powerful beat that echoes in my bones. The songs of every bird and the howls of every wolf ring in my ears, a symphony of nature that I alone am privileged to hear. When the leaves rustle and drift down to the ground, I am there to witness it, to feel the breeze against my skin.

## Kannas's Adam's Past

Kannas drew his first breath in agony, emerging into a world colored crimson. The mark his unfortunate birth left upon his soul never faded, a blood red stain that lingered throughout his days. It began when Kannas' mother, a humble merchant's wife, ventured far from home in search of her absent husband. Heavy with child, she braved the perils of the road alone. However, fate had dark designs, and she found herself surrounded by monsters, eventually falling prey to the savagery of the bitter world.

As Kannas' mother breathed her last, a wolf among the woods caught her scent, and with a pack at its heels, they pounced upon her womb. The grisly scene that followed saw Kannas born into a world of tooth and claw, surrounded by feral kin. For many years, he roamed the wilds, thinking himself a wolf of the pack, a natural hunter within the wild. Yet the time proved him wrong: he realized he didn't belong. He was a hunter for sure, but he was not a wolf of the pack.

Many suns set, many full moons passed by the lonely

hunter among the woods. He craved companionship, but he never belonged to either side: neither the humans nor the beasts. There he chose the violent delights of loneliness—with no one by his side he was at the top of the food chain, and savagery became his true nature. The sickening loneliness that plagued him only grew stronger, a constant reminder of the isolation he felt in a world that would never accept him.

The emir who ruled over the forest Kannas frequented, desperate to end the constant attacks that had left his trade routes in ruin, took it upon himself to eliminate Kannas. However, the attempts were in vain, and all he had to show for his efforts were the severed heads of his most beloved guards. In a final effort to rid himself of this threat, the emir turned to the trusted expertise of Hasan Sabbah, a skilled hunter and assassin.

Hasan Sabbah saw the potential in Kannas. Instead of killing him, he approached Kannas as a friend, a human being. He invited him to paradise where he could be treated as a human, not a monster. He only needed to be a beast when it came to the safety of paradise. Only then would he have to turn into a monster and hunt all his enemies.

## Roleplaying as Kannas Adam

Kannas speaks the language of the wild, where words are replaced with primal sounds and gestures. Though his vocabulary is limited, he possesses a deep understanding of nature and communicates with the world around him in a way that transcends language. Through simple sentences and expressive body language, Kannas is able to convey his thoughts and needs to others, speaking a language that all living things can understand. Although he learned to become more human in Alamut, he was always ordered to act in the shadows, mostly hidden from regular Hashashins. That's why he will only act like a human around Hasan Sabbah.

## Combat Tactics

Due to his strength and size, Kannas does not use weapons aside from bolas and overcomes adversaries through raw power.

## Kannas Adam

Medium humanoid (human), lawful evil

**Armor Class** 17 (Natural Armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 45 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	8 (-1)	16 (+3)	8 (-1)

**Saving Throws** Str +8, Dex +6, Con +7

**Skills** Athletics +11, Acrobatics +8, Nature +4, Perception +6, Survival +6

**Resistances** poison

**Condition immunities** frightened, poisoned

**Senses** devil's sight 120 ft., Passive Perception 21

**Languages** understands Turkish, Arabic, Persian but does not speak on choice

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Wildborn Warrior.** Due to the Elixir of Alamut, Kannas possesses an inhuman strength and has a thick skin; also his body can adapt, changing his limbs into those of animals to gain clawed appendages. Thus, its Armor Class is 17 and can use unarmed strikes more proficiently. In addition, he has resistance against poison.

**Precise Senses.** Kannas has advantage on Perception checks.

**Innate Spellcasting.** Kannas Adam's innate spellcasting ability is Wisdom (spell save DC 14). Kannas Adam can innately cast the following spells:

**At will:** *poison spray, produce flame*

**3/day:** *longstrider, speak with animals, fog cloud, entangle*

**1/day:** *heat metal, spike growth, enlarge/reduce*

### Actions

**Multiattack.** Kannas makes three wild strikes. He can change one of these attacks to a Bola Attack.

**Wild Strike.** *Melee Weapon Attack:* +8 to hit, one target, reach 5 ft. Hit: 15 (3d6 + 5) bludgeoning or piercing damage. Kannas may choose to grapple the target instead of dealing damage. If Kannas has a creature grappled, he has advantage on attack rolls against it.

**Bola Attack.** *Ranged Weapon Attack:* +6 to hit, one target, reach 20 ft. Hit: 1 bludgeoning damage. The target is restrained. He can be freed using an action.





# Bengü İlnara - The Red Right Hand



## Introduction

I was born under the name Zulaykha, known to all as Bengü İlnara except to my Sayyidina. I am a warrior who has never stopped fighting. Life taught me to wield my blade better than all, for in this life my sole purpose is to protect. I failed once, allowed one I held in my heart, my blood, to be torn from me, from this life. Fate gave me another chance, the emptiness in my heart was filled by one other, and my purpose was rekindled.

After a descent into madness, I am made whole again. With the burning passion in my heart, no man who walks the earth is my equal in combat. My invictus blade carries the day in the bloodiest of battles, kings and emperors rush to pay my tithe, for my name alone is a rallying cry.

The lives that the blade of Bengü takes, the miscreants the Banner of the İlnara crushes, are all for my oath. For in my heart, I am my Sayyidina's Zulaykha, and none dare touch him as I breathe.

## Bengü's Past

Born as Zulaykha, Bengü was born into a farming family blessed with many children, She nestled comfortably in the middle, a bright light among a dozen siblings. The family's life was torn asunder, as a tragedy struck their land, a dreadful famine ravaged the fields and left their farm desolate. Zulaykha's family, already stretched thin, found themselves starving and destitute. Hope dwindled with each passing day, until the parents made a fateful decision.

They chose to venture north, to find hope across treacherous waters, to join a supposed long-lost uncle in order to save their family. As they ventured, the parents knew that the rations they carried were not enough for all the family, so they decided to leave their youngest born daughter behind, Bengü's sickly little sister. Bengü didn't have the heart to leave her, so she stayed behind, confronting her parents and watching them leave with a frozen heart and teary eyes.

Although life for Bengü and her sister grew harder by the day, as their once-thriving village dwindled to nothingness, leaving them vulnerable to the perils of a dangerous world, their luck turned when a lost caravan stumbled into their desolate house. The children were taken in by the Caravan Guard impressed by how fierce the sisters were. The siblings traveled from one end of the Silk Road, to the other, learning all there is to learn about this world.

The two sisters made a small name for themselves.

However, when the caravan they were guarding, one of the largest in the region, was ambushed, Zulaykha's life changed. A flight of arrows took down her sister and foster father, and Zulaykha, overflowing with rage, cut a bloody swathe into the raider that shot the arrow. Her battle cry was so fierce, her impervious march of death was so adamant, that the brutal dismemberment of Zulaykha's sister's murderer stopped the fighting and raiders fled. Zulaykha was numb to all around her.

Years later, Zulaykha, still very young, took on the name Bengü İlnara, and was at the head of a small mercenary band. Her skill drew on the gaze of the Master Assassin, Sabbah who wanted a fighter of her skill for his Order. The Sayyidina hired the band to guard a caravan, a caravan where he would personally travel in. Throughout their journey, Sabbah approached Bengü as a capable but old man, a father figure Bengü lost twice in her life.

This caravan was ambushed, with a raiding force more wrathful than any sane caravan guard would ever expect. All but two survived the carnage - Sabbah and Bengü, with the Assassin Master wounded. Bengü took care of the old man, and Sabbah asked one of the most important questions of Bengü's life: "Would you like to come to Eden with me?"

The truth is, the ambush was planned by Sabbah. He could have easily broken through the raiders' ranks without breaking a sweat - but he needed the loyalty of the Banner of İlnara. So, he showed vulnerability, one only his Red Right Hand would be able to protect him from.

## Roleplaying as Bengü İlnara

Bengü İlnara is a fierce warrior, with none equal to her talent and inhuman reflexes in a duel. She reflects these abilities in her words and posture. She doesn't refrain from speaking her mind, pointing out harsh truths and fighting for her ideas and desires. She usually speaks directly, a trait steppe nomads often share.

As a Hashashin in disguise, Bengü will frequently lie to the adventurers, mostly acting as a determined and duty-focused commander dedicated to Sultan Jalal. She will, in time, act as if she is getting closer with the adventurers, even forming a bond with them. She may seem a cold and distant warrior, only focused on her duties, but she may evolve into a beloved and trusted companion of the adventurers. She will try to maintain a good reputation as a swordmaster and a loyal servant to the Sultanate. These traits aren't far from the truth—reflecting her true personality, she knows what true loyalty looks like.



## Combat Tactics

Bengü is a magnificent duelist and swordmaster, and a dangerous enemy in close combat. She may seek one on one fights with formidable foes and invite one individual to a duel rather than fighting against a whole group. If she's determined and has a strategy to beat her foes, she will take out the weakest first and will try to secure an advantage by threatening to kill the downed party members. She will frequently use her features to knock enemies prone and try securing advantageous points where she will feel less cornered.



## Bengü Inara

Medium humanoid, neutral evil

**Armor Class** 19 (Studded Leather Armor +1, Defense)

**Hit Points** 123 (13d8 + 65)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+2)	13 (+1)	17 (+3)

**Saving Throws** Str +8, Dex +8, Con +8

**Skills** Athletics +8, Acrobatics +8, Stealth +8, Perception +4, Deception +9

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Turkish, Mongolian, Persian, Arabic

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Dueling.** When Bengü Inara wields a melee weapon in one hand and no other weapons, she gains a +2 bonus to damage rolls with that weapon (included in the attack).

**Defense.** Bengü Inara receives +1 bonus to her Armor Class while wearing armor.

**The Weapon's Perfect Form.** When Bengü Inara hits a creature with a melee weapon attack that deals slashing damage, she can reduce the speed of the target by 10 feet until the start of her next turn. This ability can be used once per turn. In addition, when Bengü Inara scores a critical hit that deals slashing damage to a creature, she grievously wounds it. Until the start of her next turn, the target has disadvantage on all attack rolls.

**Choir of Al Ghaib.** Due to constant usage of Elixir of Alamut, Bengü Inara's Strength, Dexterity, and Constitution scores are 20. In addition, her mind can't be read by any means.

**Mastery of the Sword (5 uses, 1 charge recharges with 6).** Whenever Bengü Inara

scores a hit against a creature, she can choose one of the options below:

- ❧ The creature must succeed on a Strength saving throw (DC 16) or be knocked prone.
- ❧ The creature must succeed on a Strength saving throw (DC 16) or drop whatever they are holding.
- ❧ The creature must succeed on a Wisdom saving throw (DC 16) or be frightened of Bengü Inara until the end of its next turn.

### Actions

**Multiattack.** Bengü Inara makes three Seljuk Saber attacks.

**Seljuk Saber.** *Melee Weapon Attack:* +8 to hit, one target, reach 5 ft., Hit: 13 (2d8 + 7) slashing or piercing damage. It counts as a magical weapon.

### Bonus Actions

**Warrior's Breath (Recharge 6).** Bengü Inara uses a bonus action to heal 33 (4d10 + 11) hit points.

### Reactions

**Parry.** Bengü Inara adds 4 to its AC against one melee attack that would hit it. To do so, she must see the attacker and be wielding a melee weapon.

**Perfect Riposte.** Bengü Inara makes an attack on a creature within her reach if the creature misses an attack roll against Bengü or an ally within 5 ft. of her.



# Al-Jarrah Nur-ad Din Âlim, The Sage of Baghdad

## Introduction

I am al-Jarrah. Oh, how my blood runs with the essence of the arcane, a divine legacy bestowed upon me from my holy lineage. Every step I take, my ancestors' spirits envelop me, whispering guidance and wisdom. Yet the grandeur and abundance promised to my kin were taken from my line. Fame and power once eluded me, but I refused to falter and I will pluck them both from where they nestle. I I will not be denied.

With unwavering determination, I sought knowledge as my salvation when life had devious plans, and tragedy befell my family. I had to set my studies aside to be the safeguard of my household. Still, a great man recognized the greater man in me, and allowed me to nurture my arcane abilities, unleashing my true potential. Finally, I saw who I was meant to be.

I am al-Jarrah, a beacon of light, Nur-ad Din, and the Sage of Baghdad, known as im. The Silk Road reverberates with my name, for my mind is unmatched, and my bloodline unparalleled. The title of Caliph is rightfully mine, and I shall seize it with vigor - with the alliance I forced upon my lesser. Prosperity shall grace the Silk Road, for I shall accomplish what others deemed impossible.

## Al-Jarrah's Past

Al-Jarrah was born in Madina, as a son to a family known as Banu Hashims, one of the most noble houses in the Islamic world, tracing their lineage to the Prophet Muhammad through Fatima. Although he was a noble, his family was a small cadet branch of the main line, and they were relatively poor and mostly looked down upon by their relatives, especially those who rule Baghdad, the Abbasids.

His father died when he was very little and al-Jarrah had to take on a lot of responsibility at an early age. He had to leave the madrasa, but his teacher realized his potential and introduced him to the arcane arts. With his natural tendency and his prodigious mind, al-Jarrah showed great promise and quickly learned all he could. He rapidly climbed the stairs in Madina and eventually gazed upon the biggest prize: The throne in Baghdad.

In Baghdad, through the ancient manuscripts, he discovered the greatest obstacle in the way of a magician: shattering of the mind. Most scholars in the past that have tried to concentrate on two spells

at once have lost their minds as a result, as if they'd stared at the gates of Al-Ghaib itself. Al-Jarrah thought that this may be his way to secure unlimited power and eventually become the man he dreamed of since the death of his father. He slowly paced the streets of Baghdad and eventually waited for his time to shine.

His chance came in the form of a desperate Master Hashashin. Sabbah, betrayed by his son and heir, looked for other ways to secure his eldritch power, and found it within the title of Caliph. Al-Jarrah was known to Sabbah for a long time, but he refused to deal with him as he knew he couldn't fashion himself as his superior. With his plan in tatters, Master Assassin did the unthinkable to all within the Order, he reached out to the Sage as a lesser ally. Proud and ambitious, Al-Jarrah accepted this proposal. However both men knew that their alliance would be broken as soon as either outrun their use.

*Due to his close relationship with arcane matters, Al-Jarrah has the Permanent Condition from Spell Rebound called Rotting Body that starts on his chest and slowly goes through his right arm.*

## Roleplaying as Al-Jarrah

Al-Jarrah is a proud and powerful man, showing these qualities even with his gaze and posture. Through nobility, expertise in arcane arts, and his position as one of the sages of the House of Wisdom, Al-Jarrah trusts himself above everyone and everything else. His pride and intelligence are often visible in the way that he expresses himself. As a polyglot, he often uses words or phrases from other languages to express himself and further demonstrate his intelligence. Al-Jarrah acts as if his pride comes from his blood-relation to the Prophet and reveals his powers only to private and very trusted eyes.

## Combat Tactics

His ability to concentrate on two spells at once creates an amazing opportunity for creating new and unconventional ways for Al-Jarrah to fight. He can combine the blur and hold person spells for example. He will attempt to eliminate dangerous melee combatants and front-liners by limiting their movement, obscuring their minds, and other methods of disabling them, but he will constantly try to stay out of their range. As with most opponents, he may prioritize healers. Also, mages may be his target if they are able to counter or disable his spells.

## Al-Jarrah

Medium humanoid, neutral evil

**Armor Class** 16 (Robe of the Archmagi)  
**Hit Points** 130 (20d8 + 40)  
**Speed** 30 ft.

**STR** 8 (-1) **DEX** 13 (+1) **CON** 14 (+2) **INT** 20 (+5) **WIS** 15 (+2) **CHA** 16 (+3)

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, Insight +6

**Senses** Passive Perception 12

**Languages** Arabic, Turkish, Persian, Mongolian, Kurdish, Greek, Latin, Sanskrit

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Unshattered Mind.** Al-Jarrah can concentrate on two spells at the same time. If he takes damage, he makes separate Constitution saving throws to keep the concentration.

**Warrior Sage.** Al-Jarrah has advantage on Constitution saving throws he makes to keep the concentration on a spell.

**Robe of the Archmagi.** Al-Jarrah's black Robe of the Archmagi gives these benefits:

- ☞ Al-Jarrah's Armor Class is 15 + its Dexterity modifier if it doesn't wear armor.
- ☞ Al-Jarrah has advantage on saving throws against spells and other magical effects.

- ☞ His spell save DC and spell attack bonus each increase by 2.

**Spellcasting.** Al-Jarrah is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +10 to hit with spell attacks). Al-Jarrah has the following wizard spells prepared:

**Cantrips (at will):** *shocking grasp, message, minor illusion, mending, fire bolt*

**1st level (4 slots):** *magic missile, shield, burning hands, sleep*

**2nd level (3 slots):** *hold person, mirror image, darkness*

**3rd level (3 slots):** *fireball, counterspell, slow*

**4th level (3 slots):** *arcane eye, blight, banishment*

**5th level (2 slots):** *cone of cold, hold monster*

**6th level (1 slot):** *disintegrate, globe of invulnerability*

**7th level (1 slot):** *finger of death*

### Actions

**Multiattack.** Al-Jarrah makes three Psychic Blast attacks.

**Psychic Blast:** *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. Hit: 16 (2d10 + 5) psychic damage.





# Sir Alistair of Granada - The First Harbinger, Aegis of Alamut



## Introduction

I am Alistair; and some would say I have lived too long. They are right. Humanity has lost its capacity to surprise me. I have done too much to bear and lived through too much to need to speak. Centuries ago, at the head of an order of knights I set foot in this cursed castle, little did I know that I condemned myself to eternal suffering. A devious trap collapsed the castle around us, and I was trapped with my comrades in a courtyard buried under rubble. I was tested with hunger and darkness, and I failed. I ate my own, and for this sin, I was cursed with what I wanted the most, not dying in the darkness of this castle.

Amidst the tumultuous journey of life, every man carries a weight, and mine is the heaviest burden of all - the gift, or curse, of immortality. While many see it as a treasure, the truth is that no one truly knows what it's like to live forever. What's worse is to live forever in a dark hole, not being able to die but being able to think. You have the time to think about everything ever abstractable to the mind; what follows is the loss of fear, shame, pride, and the basic care to discern right from wrong. All these things have become distant memories, and I am unsure if they ever mattered to begin with.

It's no wonder that the prophecy of the Rain found kindling with me. I am privy to the joke that is the knowledge of what humanity believed a hundred years before and will believe a hundred years from now. Yet in a strange way, knowing everything and nothing is all the same. Immortality has turned me heartless, and that's why I refuse to meddle in the affairs of the world. For what need is there for a man who will never know the sweet release of death to solve the burdens of those who do? I live for small pleasures.

## Sir Alistair's Past

Amidst the rampaging Reconquista, Sir Alistair began his life in Islamic ruled Granada. He was a dreamer, enticed by the enigmatic tales spun by fishermen, sailors, and daring mariners of the Silk Road. As fate would have it, the Pope's clarion call in 1096 CE ignited a fire within him, compelling him to set sail for the Holy Lands. However, destiny had other plans, and he found himself and his company of knights in a forced retreat, seeking refuge in the mountains. After wandering through treacherous paths, he stumbled upon an abandoned castle nestled high upon the hills, where only eagles dared to fly.

Sir Alistair, accompanied by his faithful band of twelve, found themselves in a living nightmare at Castle Alamut. Hounded by Anatolian cavalry, they were soon chased to an old castle, where a death trap was waiting for them. Their foes crushed the castle onto them and the knights were stuck under an impregnable wall. As their provisions dwindled, they were forced to resort to desperate measures, devouring their noble steeds and other hapless creatures. Though Sir Alistair was loath to harm any living being, the pangs of hunger left him with little choice.

When all else failed, the cursed knight succumbed to the ultimate taboo: he turned on his own. In the dead dark, he bound his comrades, one by one, and fed on their flesh, consumed by a hunger that knew no bounds. As he devoured each one slowly, he felt the last vestiges of his humanity slip away and an unforgivable sin take hold of him.

Little did he know that this vile act would transform him into a wretched creature, shunned by the light of day. The whispers of the stones began to haunt him, and he realized too late that he was bound to this cursed castle for eternity.

In his eternal wait, Sir Alistair watched as countless adventurers, refugees, exiles, and hermits stumbled upon Castle Alamut, none was worthy of his attention. But one day, a peculiar figure arrived and claimed the abandoned fortress to his thoughts, screaming vengeance to the mountains between the rubbles. Despite the man's pain bore heavy over his words, his mind was unquestionably sharp.

Intrigued by this eccentric man, Sir Alistair began to offer advice in hushed Latin, his voice carried by the darkness and the whispering shadows. He deemed this man to be unlike any other, and so he summoned the courage to speak with him.

Their conversation was one for the ages, spanning an eternity in the darkness of Alamut. If this were a fairy tale, it could be said that they talked for a thousand and one nights, but in truth, time had no meaning in their cursed existence.

Through their exchange, Sir Alistair came to understand Hasan Sabbah's ambitions and foresaw the tempestuous storm that was brewing on the horizon. He agreed to become the harbinger, the first to herald the arrival of the impending chaos that

was to come. From his vantage point, he watched as Hasan Sabbah carried out his deeds, a silent witness to the darkness that had consumed them both. For his help, Sabbah granted him potions that rekindled the humanity within his undead body - for a brief time. What ensured Sir Alistair's loyalty was this payment for his service to Alamut, for the Order the two built had to be on a foundation of religious zeal.

However, even this payment was not enough. When he learned of Sefir's treacherous betrayal of his master, he set out to confront the prodigal son.

But on that day, the castle had other plans, and it seemed to withhold its power, denying Sir Alistair the ability to capture Sefir. Though he arrived too late to apprehend the fugitive, a part of him felt relieved, for he knew the dangers that lay ahead for those who took on the role of harbinger. Deep down, he was content to let Sefir escape the cursed existence that had claimed all harbingers. As the castle is connected to him, his reluctance allowed him to be late.

### **Roleplaying as Sir Alistair**

As an undead creature, Sir Alistair has lived for centuries, gaining a wealth of knowledge and experience that made him a feared figure within Castle Alamut. He revels in his arcane and supernatural abilities, using them to instill fear and remind those around him of the nature of mortality.

Sir Alistair is not one to speak unless it is necessary, and when he does, his words carry a weight that leaves an impression on all who heard them. He is careful with his words, particularly when he is in the presence of Hasan Sabbah, for he knows the dangers of speaking too freely. Sir Alistair is a master of appearing only when it is crucial, his presence serving as a warning to those who dare to cross him.

### **Combat Tactics**

Sir Alistair is a formidable opponent, feared by many for his cruelty and his unwavering commitment to finishing any job that he has started. He has no qualms about striking down his enemies, ensuring that they are dead, truly dead, unable to strike at him from this life or any other.

As an undead creature, Sir Alistair has a particular vendetta against those who wield divine power. He seeks them out, using his supernatural abilities to try to ambush them and take them down. He is particularly adept at utilizing the traps and other supernatural features of his feeding grounds to his advantage, using them to ensnare and overwhelm his enemies. Those who dare to face Sir Alistair know that they face a cruel and dangerous foe who'll stop at nothing to achieve his goals.

## Sir Alistair of Granada

Medium undead, lawful evil

**Armor Class** 20 (Plate Armor +2)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft., climb 30 ft.

**STR** 20 (+5) **DEX** 18 (+4) **CON** 16 (+3) **INT** 16 (+3) **WIS** 16 (+3) **CHA** 18 (+4)

**Saving Throws** Str +9, Dex +9, Wis +7

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Skills** Perception +7, Stealth +8, Insight +7, History +7

**Senses** darkvision 120 ft.

**Languages** Spanish, Latin, Italian, Turkish, Arabic

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Misty Escape.** When he drops to 0 hit points outside his resting place, Sir Alistair transforms into a shadowy figure, instead of falling unconscious, provided that he isn't in direct sunlight or running water. If he can't transform, he is destroyed. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

While he has 0 hit points in shadowy form Sir Alistair must reach its resting place within 2 hours or be destroyed. Once in its resting place,

he reverts to his true form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

**Regeneration.** Sir Alistair regains 10 hit points at the start of its turn if he has at least 1 hit point and isn't in sunlight or running water. If Sir Alistair takes radiant damage or damage from holy water, this trait doesn't function at the start of Sir Alistair's next turn.

**Spider Climb.** Sir Alistair can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Choir of Al-Ghaib.** Sir Alistair doesn't possess the vampire weaknesses anymore and can freely enjoy the sunlight. Still, other features that are stated in here work normally, such as sunlight neglecting his regeneration feature.

### Actions

**Multiattack.** Sir Alistair makes two melee weapon attacks.

**Silver Scythe: Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage plus 7 (2d6) necrotic damage. Sir Alistair gains hit points equal to the necrotic damage dealt. This attack counted as magical.

**Shadowtear (3 uses, Recharge 5-6).** Sir Alistair can use his action to tear one's shadow from the other creature and make it appear within 5 ft. of him in an unoccupied space. The ripped shadow becomes an undead creature named **Shadow**.



# Ibn Sina



## Introduction

I am the wandering Abu Ali al-Huseyn, known as Ibn Sina or Avicenna to those who roam the Silk Road from the west. My soul is consumed by a thirst for understanding the existence that surrounds us, particularly the enigmatic complexities of the human body. The extraordinary capabilities and wonders of human nature never cease to captivate me, so I have devoted my life to unlocking its secrets, delving deep into its limitations and infinite possibilities. My unbridled honesty has often drawn the ire of those around me, forcing me to flee from Baghdad, Merv, Bukhara, Qazvin, Aleppo, and countless other lands. Yet I remain undaunted, tirelessly striving to unravel the mysteries that shroud the world, whether hidden in the human form, scattered across the starry skies, or buried deep within the fiery heart of a blazing inferno.

## Ibn Sina's Past

Ibn Sina, also known by the name Abu Ali al-Huseyn, is a colossus of knowledge and erudition. A Persian polymath, he has unparalleled mastery of the field of

medicine and has earned him a reputation as one of the greatest physicians of all time. However, Ibn Sina's pursuits and skills stretch far beyond the boundaries of medicine. He is also a gifted astronomer, philosopher, and writer, with an impressive catalog of over four hundred written works credited to him.

Although Ibn Sina's brilliance and prodigious achievements are widely acknowledged, he is not always met with acceptance and admiration. In fact, his bold ideas and written works caused a great deal of controversy during the reign of the previous Caliph, ultimately leading to his exile from Baghdad. From that point on, Ibn Sina has been a nomad, traveling from place to place, surviving by his wits and the sheer force of his intellect. His sharp mind and quick thinking have proved to be invaluable assets as he navigates through an often-hostile world, making enemies and overcoming obstacles along the way.

Undeterred by the numerous obstacles in his path, Ibn Sina has remained steadfast in his vocation as a healer, pouring himself into the study of the human body and the quest for knowledge. Despite the attempts of his detractors to silence him, he sees their opposition as a symptom of their own fear and



ignorance, and remains steadfast in his resolve to combat falsehood and ignorance wherever it may lurk. Ibn Sina's unwavering dedication to the pursuit of truth and the betterment of humanity serves as a testament to the depth of his character and the enduring legacy of his contributions to the world of science and medicine.

Throughout his travels, Ibn Sina's skill as a healer has enabled him to cure a multitude of illnesses and ailments, including some that had been documented by the infamous Sefir. Although he and Sefir have never crossed paths in person, a rivalry has grown between them over time, with Ibn Sina becoming increasingly cautious upon discovering the dangerous reputation that precedes Sefir. It is this caution, combined with the many other challenges he has faced, that has compelled Ibn Sina to maintain a nomadic lifestyle, constantly moving from one city to another and never allowing himself to become too comfortable in any one place.

### **Roleplaying as Ibn Sina**

Ibn Sina, the wise and energetic old man, is a wanderer at heart. His thirst for knowledge drives him to explore the world and seek out new ideas and experiences. Despite his advanced age, he remains as active as ever, always ready to engage in deep, philosophical discussions or offer quick and direct answers to complex questions.

His nomadic lifestyle is both a blessing and a curse. On the one hand, it allows him to travel to new places and discover new ideas. On the other hand, it makes

him an outsider in many cities, where he is sometimes viewed with suspicion and mistrust.

As he roams from city to city, Ibn Sina has faced numerous challenges and obstacles. He sometimes shares tales of his past experiences, revealing the tragic and comedic events that have shaped his journey. He harbors some particular resentment towards Baghdad and its scholar circles, where his ideas were once met with outrage and opposition.

Despite his distracted and quirky nature, Ibn Sina always speaks the truth about science, the world, and his opinions. He is known for his ability to jump from topic to topic, often using irony and jokes to discuss personal topics and past experiences. However, when it comes to matters of the mind and the human body, he is serious and focused, dedicated to using his knowledge and skills to fight ignorance and misinformation.

### **Combat Tactics**

Ibn Sina is a man of healing, not of violence. He believes that the best way to solve a problem is through peaceful and diplomatic means, and he always tries to avoid physical conflict whenever possible. However, if push comes to shove and he is left with no other choice, he does not hesitate to use his knowledge and skills to defend himself and those he cares about. With his vast array of arcane knowledge, he can hold his own in a fight and even turn the tides in his favor. Nonetheless, he always hopes that his enemies can be reasoned with, and that violence can be avoided altogether.

## Ibn Sina

Medium humanoid, neutral

**Armor Class** 15 (Inside Dunyazad)

**Hit Points** 31 (7d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (0)	10 (0)	20 (+5)	20 (+5)	14 (+2)

**Saving Throws** Int +8, Wis +8, Cha +5

**Skills** Medicine +11, Perception +8, Insight +8, Deception +5

**Senses** Passive Perception 18

**Language** Turkish, Arabic, Persian, Mongolian, Greek, Latin, Sogdian

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Master Physician.** Ibn Sina can't roll below 10 on Wisdom (Medicine) checks. Any Medicine roll that is 9 or below is counted as 10.

**Tend Wounds.** Ibn Sina can expend a use of healer's kit to heal a wounded creature 14 (2d8 + 5) hit points.

**Protected Mind.** While inside Dunyazad, Ibn Sina has advantage on Intelligence, Wisdom and Charisma saving throws against spells and similar magical effects. In addition, divination spells automatically fail and he can't be possessed while in Dunyazad.

**Arcane Anatomy.** Due to his knowledge of the human body and arcane matters, Ibn Sina can

use shocking grasp better than most magicians. Ibn Sina adds his Intelligence modifier to the damage of shocking grasp (included in the actions). In addition, if Ibn Sina deals critical damage with shocking grasp, he rolls one additional damage die.

**Spellcasting.** Ibn Sina is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Ibn Sina has the following wizard spells prepared:

**Cantrips (at will):** *mending, light, shocking grasp, prestidigitation*

**1st level (4 slots):** *detect magic, identify, mage armor, unseen servant*

**2nd level (3 slots):** *arcane lock, see invisibility*

**3rd level (3 slots):** *counterspell, clairvoyance, remove curse*

**4th level (2 slots):** *arcane eye, banishment*

### Actions

**Quarterstaff:** *Melee Weapon Attack:* +2 to hit, one target, reach 5 ft., Hit: 3 (1d8-1) bludgeoning damage.

**Shocking Grasp:** *Melee Spell Attack:* +8 to hit, one target, reach 5 ft., Hit: 14 (2d8 + 5) lightning damage. Ibn Sina has advantage if the target is wearing armor made of metal. If Ibn Sina scores a hit, the target can't take reactions until the end of Ibn Sina's next turn.



# Sultan Jalal ad-Din Menguberti Khwarazmshah



## Introduction

I am Jalal ad-Din, once known as Menguberdi, a Sultan of a shattered realm. My crown, once gleaming with splendor, now torn asunder beneath the galloping Mongols. My father, Ala ad-Din Muhammad, earned the ire of Genghis Khan, a mistake my people paid dearly for. We are pushed back from our heartlands, with a thousand shame upon my house. I, a descendant of Alp Arslan and Malik-Shah, will answer the call to redeem our line.

My victories earned me the name Godsent, and this name alone carried the realm from an apocalyptic defeat. At the Battle of the Indus, I confronted the devil incarnate, and though defeated, I persevered, eventually arriving at the walls of Isfahan. The battlefield was my bane, and my ancestors' spirits wept as I failed to defeat the hellish horde that sought to ravage us. Burdened with the shame of a defeated king, I pulled all the men I could away from the carnage, with thundering oaths of revenge.

The city of Isfahan unbroken, and the people, the soldiers beckoned me to rule, and with them I know that we will resist until our final breath.

At my darkest hour rose two commanders, loyal and skilled comrades both, Timur Malik and Bengü Inara. With each raid they return from, the spirit of the realm is lifted, with each skirmish they deftly beat back my hope rekindles. With my unbroken army regaining its strength, with each ditch we dig, with each tower we raise I will turn back the tide. I will make Isfahan the mighty rock that breaks the wave of the Khanate, and we will reclaim our lost glory. Ours is the vengeance of the century!

## Sultan Jalal ad-Din's Past

As a young prince, Sultan Jalal ad-Din faced the ominous threat of the Khaganate. Witnessing his cities ablaze and his people falling to their knees, he came to understand the gravity of the situation. His father's ill-advised move to insult the Khaganate's

emissaries proved to be catastrophic. The devastation was unparalleled, and despite taking refuge in the cities, the Khaganate threw waves of men at the walls, capturing citizens of the Sultanate during their campaign. Ala ad-Din's reign came to a dismal end when he fled with his sons to the Caspian Sea and perished there.

Sultan Jalal's remaining days have been no less tumultuous. His own kin threatened him, and his grandmother, Terken Khatun, proved to be a formidable adversary. Yet through sheer determination and perseverance, he has defeated all who stood in his way. After a prolonged exile, he raised an army and rallied his people to take up arms against the Khaganate, vowing to end their influence on the Silk Road.

Through years of fighting, he journeyed as far as India and Anatolia, engaging in battles on all sides, in a bid to finally settle down and find some semblance of peace. However, his enemies from other lands proved to be just as formidable. He attacked the Mongols twice, triumphing in both battles, capturing the attention of Genghis Khan, who once again set his sights on him. In a vulnerable position, Sultan Jalal faced the horde, but narrowly escaped certain death. He regrouped with the aid of Timur Malik, rallying another army to make a daring escape eastwards, eventually arriving at Isfahan and taking command of the region.

### **Roleplaying as Sultan Jalal ad-Din**

The trials and tribulations of his life have made their mark on Sultan Jalal ad-Din, now a wise ruler, and an excellent commander. Despite his youth, he speaks with a calm and measured tone, carefully choosing his words and meticulously planning every move he makes.

He has become a man of reason, pragmatism, and caution. In addition to the looming threat of the Khaganate, he also harbors a deep-seated fear of the Order of the Hashashins. Even though Hasan Sabbah has been dead for quite some time, the Sultan is haunted by the idea that the remaining members of the order may still be out there, plotting their next moves.

If rumors were to surface of Hasan Sabbah's survival and renewed plans, Sultan Jalal would likely become even more paranoid. He remains suspicious of anyone who has not been by his side for years. He carefully guards his words and keeps his distance from others, unwilling to make unnecessary enemies or expose his vulnerabilities to those who may be watching closely.

### **Combat Tactics**

Sultan Jalal ad-Din is not only a wise and experienced leader, but also a highly skilled warrior. He has been trained in the art of combat since he was a young boy and has honed his skills throughout his life. In hand-to-hand combat, he is able to easily best regular men-at-arms.

However, he does not let his skills go to his head. He is not one to engage in pointless battles or show off his abilities for the sake of glory. Instead, he only fights when it is necessary to protect those he cares about or when it is strategically advantageous for his cause. He fights with great wisdom and forethought, retreating when necessary and knowing when to conserve his strength for the battles that truly matter. This combination of martial prowess and strategic thinking has made him a formidable leader on and off the battlefield.



## Sultan Jalal ad-Din “Menguberdi” Khwarazm-Shah

Medium humanoid, lawful neutral

**Armor Class** 18 (Plate Armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

**STR** 16 (+3) **DEX** 14 (+2) **CON** 15 (+2) **INT** 17 (+3) **WIS** 13 (+1) **CHA** 19 (+4)

**Saving Throws** Str +6, Wis +4

**Skills** Athletics +6, Insight +4, History +6, Persuasion +7, Perception +4

**Senses** Passive Perception 14

**Languages** Turkish, Persian, Arabic, Mongolian, Greek

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Inspiring Leadership.** (3 uses. Recharges after a Long Rest). For 1 minute, the Sultan can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the Sultan. A creature can benefit from only one Leadership die at a time. This effect ends if the Sultan is incapacitated.

**God-given Sultan.** The Sultan has +2 bonus to his attack and damage rolls made with melee weapons (included in the Actions).

### Bonus Actions

**Order of the Sultan** (3 uses. Recharges after a Long Rest). The Sultan can use his bonus action to give an ally within 60 ft. an advantage on the next attack roll. It is required that the Sultan isn't incapacitated and the ally can hear the Sultan.

### Actions

**Multiattack.** The Sultan makes two attacks with his two-handed yatagan.

**Two-Handed Yatagan.** *Melee Weapon Attack:* +8 to hit, one target, reach 5 ft., 12 (3d6 + 5) slashing damage. The Two-Handed Yatagan of the Sultan is covered with silver, thus counts as a magical weapon.

### Reactions

**Parry.** The Sultan adds 2 to his AC against one melee attack that would hit it. To do so, the Sultan must see the attacker and be wielding a melee weapon.



## THE SATRAPS

The satraps are an ancient organization whose roots stretch back to when human civilization was in its cradle. The world was young and more dangerous than today, as magic and its potential of calamity were not barred by wiser men. In those times, there were some minds that grasped the essence of the arcane better than most. These people were adept at magic, with unbreakable minds, and words carrying wisdom and power. King Solomon was one such master. He was known to be a master of commanding djinni, drawing power from the plane where these eldritch threats come from to protect his kingdom from all perils. It was not blood or nobility that made him king, it was his arcane prowess that protected his people.

Where now the round city of Baghdad stood, Solomon once bound a djinn powerful enough to break into this reality on its own volition, with incantations of power that contain spells that healed reality, let alone break it apart. Solomon's arcane powers stopped the djinn in its tracks, and the creature from the other realm have been conquered. As Solomon's time came to pass, he knew that humankind rarely raised people as powerful and dutiful as he was, so he needed to make sure that the power of banishing Djinn was not forgotten after his body faded.

With his power as the King, he raised a hidden order, one whose duty is to ensure that this world would not be breached. The chosen sages were taken to the ritual circle that bound the Djinn, to study this eldritch being, to erase all other knowledge of this eldritch being, and to make sure that the magic that is holding this eldritch being would not break apart with eons past. So, the ritual ground was sunk under the desert, and a round city was erected on top of this land. A city whose walls carried runes and sigils of the binding spells. One of the most important aspects of these sages was that they were chosen from the children who could not dream. This was at the specific request of King Solomon, who vanished without trace as the order was ready to take on his duty.

The sages could only mimic Solomon's power to a lesser extent through meditation. Their task was to study and pass the knowledge to next generations, trying to keep a dying flame lit - a doomed task. The order was wiped clean from even the most secret histories of arcane lore. Whoever else remained within the order, were lost to time.

However, even as the ages forgot them, their old master did not. The remaining Satraps were guided through strange dreams - the only ones they ever see - to broken portals, and to people who sleep without dreams. The wandering sages caught the eye of the Achaemenid Shahs, and they were brought to political power as Satraps. These Satraps, while feudal lords with strong authorities, also battled otherworldly presence. While their name stuck with the order, with the Caliphate conquering the Sassanid Empire, the order was indoctrinated into the Caliphate.

Centuries have passed and the world has changed. The Djinn beneath, slumbered no longer as the arcane runes and spells were lost to the shifting of time and sand. The Satraps once again found their calling beneath Baghdad, where their ancient master created their kind. With the old teachings at their disposal gathered one thousand and one sages to witness the Djinn and bind it once again.

Knowing that once the world needed them, their master would call on them from their dreams, Satraps dispersed, with only but a few being allowed to recruit a new generation. Since that day the Caliph in Baghdad guarded the secret of the Satraps, but corruption proliferated, and this tradition was once again lost to time. Only a few Satraps still wander the lands, knowing if they are needed, they will be called upon. As a symbol of their old allegiance, to greet one another if fortune has them met, and to mark closed portals to beyond, they carry a game piece: Chess, Backgammon, the Royal Game of Ur, or so forth.

All satraps have the following features:

**Otherworldly Calling.** The satrap is sensitive to otherworldly events and receives dreams as a warning and a call to action if a strong influence from other worlds exists nearby. The satrap also learns the location of the otherworldly interference to the material world.

**Ritual of the Thousand Nights.** The satrap can spend 10 minutes to close a rift, portal or a similar influence from other planes of existence by maintaining concentration for a full duration (as if concentrating on a spell). The satrap must be able to speak and see the otherworldly presences and must not be incapacitated. If the concentration is not broken for the whole time period, the portal closes and all magic depending on its existence ends. Additionally, the satrap may target a creature that does not belong in the material world and use an action in an attempt to banish it. The target must succeed on a DC 16 Charisma saving throw. On a failed save, it is banished to its original plane of existence and won't be able to return to the material world for one year and one day. On a success, it takes 27 (6d8) psychic damage that cannot be reduced in any way.

**Wisdom of the Otherworlds.** The satrap's Wisdom score is 21 if it was lower before becoming a satrap.

# Yaqut al-Hamawi



## Introduction

I am Yaqut - once a captive, now an emir of Merv. Long ago, I was sold to local governors, a mere babe unaware of the cruel fate that lay ahead. Yet as I learned to read, my hidden talents emerged, and my master took note.

Through my training and keen intellect, I earned my freedom. My thirst for knowledge drove me to count every star in the sky, delving into the arcane mysteries that fueled my spirit. And then, fate intervened. I met a satrap who unlocked the door to a world both magnificent and dreadful.

With steadfast dedication, I trained to become a satrap myself - vowing to protect the world from all harm and never forget the days of my captivity. For I, Yaqut, am a testament to the power of perseverance and the beauty of the human spirit.

## Yaqut's Past

Behold the tale of Yaqut - once a lowly slave in Basra, now a nobleman in Merv. His path to freedom was paved with scholarly pursuits and a mind sharp as a blade.

Climbing the ranks with unwavering determination, he caught the attention of Sultan Jalal, who granted him nobility and a place in his court. Now, as the chief scholar of Merv, Yaqut commands great respect and owns lands beyond the city walls.

No longer bound by chains, Yaqut has risen to the highest heights through his unwavering dedication to knowledge and his brilliant mind. His story is a testament to the resilience of the human spirit and the triumph of the pursuit of wisdom.

## Roleplaying as Yaqut

Yaqut is a very intelligent man and a scholar who is interested in the secrets of the sky. He is fond of stargazing and finding out the mysteries that lie beyond the clouds. He is very eager to talk about scholarly business and usually expresses his intelligence and curiosity. He usually has a calm attitude and is at peace with himself, even with the thought of death. When the Hashashins got too close to killing him, he had faith in his powers, and he knew there was nothing he could have done but to fight and accept his fate. He will reflect his faith and calmness during conversations.

As a former slave, Yaqut also is very sensitive about these matters and will express his strong feelings if the subject is brought up.

## Combat Tactics

Yaqut will attempt to stay out of danger from possible melee foes and use his inner powers as a satrap to defend himself.

## Yaqut al-Hamawi

Medium humanoid (human), lawful neutral

**Armor Class** 15 (Chain Shirt)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	18 (+4)	21 (+5)	14 (+2)

**Saving Throws** Int +7, Wis +8, Cha +5

**Skills** Arcana +7, Religion +7, Perception +8, Insight +8

**Senses** Passive Perception 18

**Resistances** poison

**Languages** Turkish, Arabic, Persian, Ancient Greek, Greek, Mongolian, Mandarin

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

### Actions

Yaqut makes two Word of the Satrap attacks.

**Word of the Satrap.** *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. Hit: 14 (2d10 + 3) psychic damage.



# Al Istakhri

## Introduction

I am Al-Istakhri, a humble wanderer, consumed by the mysteries that lurk beyond the horizon, where the ceaseless tides crash against the edge of the world. My heart is filled with a fervent desire to discover the unfathomable depths of the oceans, those uncharted waters that remain veiled from sight, untraversed by the footsteps of any mortal.

For this pursuit, I live and breathe, my soul ignited by the unquenchable thirst for knowledge and the yearning to satiate my curiosity. Even as I set forth on this perilous journey, though, I am mindful of the gravity of my duty.

I recognize that our world is but one amongst the vast expanse of the cosmos, and that I, as a denizen of these realms, bear the responsibility to safeguard it against any harm that may befall it. Though my eyes may gaze beyond the point where Atlas upholds the world upon his broad shoulders, I remain steadfast in my devotion to this realm and its preservation, even in the face of my own mortality.

## Al-Istakhri's Past

Abu Ishaq Ibrahim ibn Muhammad al-Farisi al-Istakhri hailed from the city of Istakhr, nestled in the heart of Fars. As a mere lad, he was forever restlessly wandering, listening with rapt attention to the tales spun by passing merchants, and dreaming of the secrets that lay hidden beneath the southern seas.

His wanderlust often led him astray, with his father forever having to retrieve him from his latest adventure. His reputation as a wild child preceded him in the town, and it was only through the timely intervention of the local fishermen that he was saved from certain drowning while attempting to learn how to swim.

On one fateful day, while struggling for his life in the waters, he was visited by a vision of Ibn Abi. From that moment on, he knew that he must set out in search of him, forsaking his homeland in the quest for enlightenment.

Under the tutelage of Ibn Abi, Al-Istakhri learned that while he might not be able to unravel the mysteries of the far-flung shores beyond the seas, he could yet grasp the boundaries of the world through diligent training and discipline. Though he surrendered his dreams, his hunger for

knowledge remains undiminished and his nights are still filled with fanciful imaginings and visions of the impossible.

### Roleplaying as Al-Istakhri

Al-Istakhri's boundless curiosity and thirst for knowledge propelled him on a journey that spanned many lands along the ancient Silk Road. His travels granted him a deep understanding of the regions surrounding the route, from the mountainous peaks of Tibet to the fertile plains of Anatolia.

Fond of regaling others with tales of his far-flung adventures, he speaks with great enthusiasm of his encounters with exotic cultures and the many wonders he had beheld on his travels.

However, when it comes to matters of satrap business, Al-Istakhri is a different man entirely. Serious and solemn, he approaches his role with unwavering dedication and an unshakeable sense of duty. For him, there is no greater responsibility than fulfilling his obligations as a satrap, and he will put the needs of his people above all else, with focus and determination.

### Combat Tactics

As a powerful mage, he will try to utilize his magic to defend himself and may use polymorph on himself in order to gain advantage or use it on other enemies to block their movement and abilities.

## Al Istakhri

Medium humanoid (human), lawful good

**Armor Class** 15 (Robe of Satrap)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

**STR** 9 (-1) **DEX** 11 (+0) **CON** 16 (+3) **INT** 17 (+3) **WIS** 21 (+5) **CHA** 14 (+2)

**Saving Throws** Int +6, Cha +5

**Skills** Perception +9

**Languages** Arabic, Turkish, Persian, Ancient Persian, Greek, Ancient Greek, Mandarin, Tibetan Ancient Latin, Sanskrit

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Silk Compass (Baghdad).** A compass that points to Baghdad instead of north.

**Superior Spell Attack (Charge 5-6).** When Al Istakhri misses a spell attack roll, he can roll a d10 to turn a miss into a potential hit.

**Superior Spell Channel (Charge 5-6).** When a creature succeeds a saving throw against Al Istakhri's spells, he can use his reaction to

roll a d10 and subtract from the target's roll, potentially turning success into a failure.

**Spellcasting.** Al Istakhri is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Al Istakhri has the following spells prepared:

**Cantrips (at will):** *fire bolt, light, mage hand, mending*

**1st level (4 slots):** *alarm, comprehend languages, detect magic, sleep*

**2nd level (3 slots):** *misty step, mirror image, detect thoughts*

**3rd level (3 slots):** *blink, dispel magic, slow*

**4th level (3 slots):** *divination, polymorph*

**5th level (1 slot):** *legend lore*

### Actions

The satrap makes two Word of the Satrap attacks.

**Word of the Satrap.** *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. Hit: 14 (2d10 + 3) psychic damage.



# Caliph Al-Zahir & Hayat Jawhar Khatun



## Introduction

I, Al-Zahir, stand as the beloved of Hayat Jawhar and the descendant of a long line of powerful rulers. Yet I am not blinded by the glory of my lineage, for I know that my forefathers have committed grave sins that have tarnished the Caliphate's reputation and robbed it of its former magnificence.

As an heir to the legacy of great Caliphs, such as as-Saffah, al-Mansur, Harun al-Rashid, Abu Bakr, and Umar, I feel the weight of their expectations upon me. It is my solemn duty to rise up against those who threaten the safety of the Silk Road, who burn our cities, and who would dare to take our children away from us.

Even as I repent for the sins of my forefathers, I know that I must also stand as a symbol of hope and strength for my people. With my sword in hand, I shall fight to protect the honor and integrity of the Caliphate, and to restore its former glory and splendor.

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I am Hayat Jawhar, daughter of no one, yet beloved of Al-Zahir, and one of the most fearless sages in Baghdad. My thirst for knowledge and hunger for wisdom is insatiable, and I have never shied away from the mysteries that so many others fear to explore. I have gazed beyond the stars and always wondered the secrets of other worlds, always striving to go further, deeper, and higher than anyone else.

Now, my focus has shifted to the threats that loom within our own world. My husband fights a brutal war against a deadly Khaganate, while my own battles lie in the shadows, hidden from the eyes of mortal men. The monsters we face are born of this world, springing forth from the loins of earthly mothers and fathers, and yet they are more foul and twisted than any fiend or demon.

I know that these enemies surround me, hiding behind masks of scholarly pursuits, silver tongues, and other deceptive guises. They may even be among my own ranks, waiting to strike when I least expect it. But I am not afraid. I will be ready for them, armed with the knowledge, wisdom, and magic that I have gained through my years of study and exploration.

### Al-Zahir & Hayat Jawhar's Past

Amidst the dazzling splendor of Baghdad, Al-Zahir's destiny was yet unknown. As the youngest son of the mighty Caliph al-Nasir, he had no inkling of the weighty mantle that would one day rest upon his shoulders. Unlike his elder brothers, he had never been schooled in the ways of rulership, nor trained to uphold the grandeur and prestige of the legendary Silk Road.

But the whims of fate are often unpredictable.

In the House of Wisdom, Al-Zahir met Hayat Jawhar, a young orphan who had been taken in by the venerable institution and blessed with a rare and brilliant intellect. Together they delved into the deepest secrets of the Caliphate, discovering what it should have been, and immersing themselves in the holy texts that embodied the essence of satrapy. Their studies revealed the hidden truths behind Baghdad's walls and the fortress of Alamut, illuminating the reasons for their constructions. Al-Mansur had built Baghdad as a bulwark against the Ritual of the Thousand Nights, the key to safeguarding the realm. This knowledge had been lost to time, forgotten by the Caliphs. It was up to these two bright stars to restore the Caliphate to its rightful and honorable place.

Yet, fate would once again take a role. In a brutal and unforeseen Khaganate raid to the north, Al-Zahir's father and brothers were slain, leaving him to ascend to the throne. It was a dark and somber time, but from the ashes of tragedy, a new era would rise. Al-Zahir became the Caliph, and Hayat Jawhar earned her rightful place among the esteemed circles of the House of Wisdom. Together, they would work to restore the glory of the Caliphate and ensure that its light shone bright upon the Silk Road once more.

### Roleplaying as Al-Zahir

Al-Zahir carries the weight of his title, burdened with the duty to defend his people against the Khaganate and Hasan Sabbah. He has grown accustomed to the presence of traitorous men, spies, and sycophants who surround him like vultures, waiting to prey on his downfall. But Al-Zahir is a man who values loyalty above all else, recognizing the importance of true talent and unwavering dedication.

With his mind consumed by the war against his enemies, Al-Zahir appears deep in thought, his focus set on planning strategies and battles that will ensure victory. Yet even as he wages war, he never forgets that he is the Caliph, and his words and actions reflect this. He carries himself with a certain gravitas, speaking and acting with the poise and dignity befitting his station.

### Roleplaying as Hayat Jawhar

Hayat Jawhar is a woman of great passion and curiosity, with a sharp mind that can unravel the mysteries of the universe. She thrives in the House of Wisdom, where knowledge is worshiped and secrets are unveiled. However, her boundless energy and enthusiasm are tempered by a sense of duty, especially in times of danger and uncertainty.

With the threat of Hasan Sabbah and the Hashashins looming over the Caliphate, Hayat Jawhar has become vigilant and watchful, scanning every nook and cranny for signs of danger. She is particularly wary of al-Jarrah, sensing that there may be more to him than meets the eye. Her intuition proves to be correct, as events later unfold. However, even in the face of danger, Hayat remains steadfast and determined, committed to protecting her people and preserving the knowledge and wisdom that define the House of Wisdom.



## Hayat Jawhar Khatun

Medium humanoid (human), neutral good

**Armor Class** 15 (Mage Armor)

**Hit Points** 66 (12d8 +12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	18 (+4)	21 (+5)	14 (+2)

**Saving Throws** Int +7, Wis +8

**Skills** Arcana +7, History +7, Investigation +7, Nature +7, Religion +10, Insight +8, Perception +8, Persuasion +6

**Senses** Passive Perception 19

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Spellcasting.** Hayat Jawhar is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following spells prepared:

**Cantrips.** *guidance, mending, resistance, true strike*

**1st level (4 slots):** *comprehend languages, charm person, detect magic, identify*

**2nd level (3 slots):** *detect thoughts, hold person, see invisibility, suggestion, augury*

**3rd level (3 slots):** *clairvoyance, counterspell, slow*

**4th level (1 slot):** *death ward*

**Reading the Stars.** During a long rest, she can spend 2 hours searching the stars and make use of them in three ways:

☞ **Fortune-telling:** She can catch a glimpse of the future. The next day, either she or her allies within 30 ft. of her can have advantage on attack rolls, ability checks or saving throws. She must grant this ability before the roll. She can use this feature up to 4 times.

☞ **Finding the Path:** The next day she can cast one of these spells once, without expending a spell slot: *find traps, locate object, pass without trace, sending, clairvoyance*. She can't cast these spells until she finishes a long rest.

☞ **Celestial Omens:** She can check the stars' alignment to see what fate holds in her hands. The next day, she can recall what she has seen in the stars. As an action, she can use her ability to gain insight about any creature's intentions and what it can see within 60 ft. of it. The creature makes a Wisdom saving throw against her spell save DC. On a failed save, she will learn their intentions: good, bad, neutral, or none (i.e. if the creature doesn't know it or is not sentient.)

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft, one creature. Hit: 3 (1d6) bludgeoning damage.



## Caliph Al-Zahir

Medium humanoid, any lawful alignment

**Armor Class** 16 (Chain Mail)

**Hit Points** 77 (14d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (0)	12 (+1)	18 (+4)	21 (+5)	17 (+3)

**Saving Throws** Int +8, Wis +6

**Skills** Arcana +7, History +7, Investigation +7, Nature +7, Religion +10, Insight +8, Perception +8, Persuasion +6

**Senses** Passive Perception 18

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Spellcasting.** The Caliph is a 6th-level spellcaster (+7 to hit with spell attacks, spell save DC 15). His spellcasting ability is Intelligence, and he has the following wizard spells prepared:

**Cantrips:** *minor illusion, message, guidance, fire bolt*

**1st-level (4 slots):** *comprehend languages, detect magic, magic missile, shield*

**2nd-level (3 slots):** *detect thoughts, hold person, suggestion*

**3rd-level (3 slots):** *counterspell, sending, slow*

**Guide of the Faithful.** The Caliph can cast guidance as a bonus action, and the spell's range is 30 ft.

**The Caliph.** The Caliph cannot be frightened, charmed or put to sleep in any way. The Caliph has advantage on Wisdom saving throws. In addition, the Caliph adds 5 (1d10) radiant damage with his melee attacks, included in the actions.

**The Holy Prayer.** The Caliph can use divination once, without expending a slot. He can't use this ability again until he finishes a long rest.

### Actions

**Multiattack.** The Caliph makes two melee attacks.

**Yatagan.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage plus 5 (1d10 radiant damage)

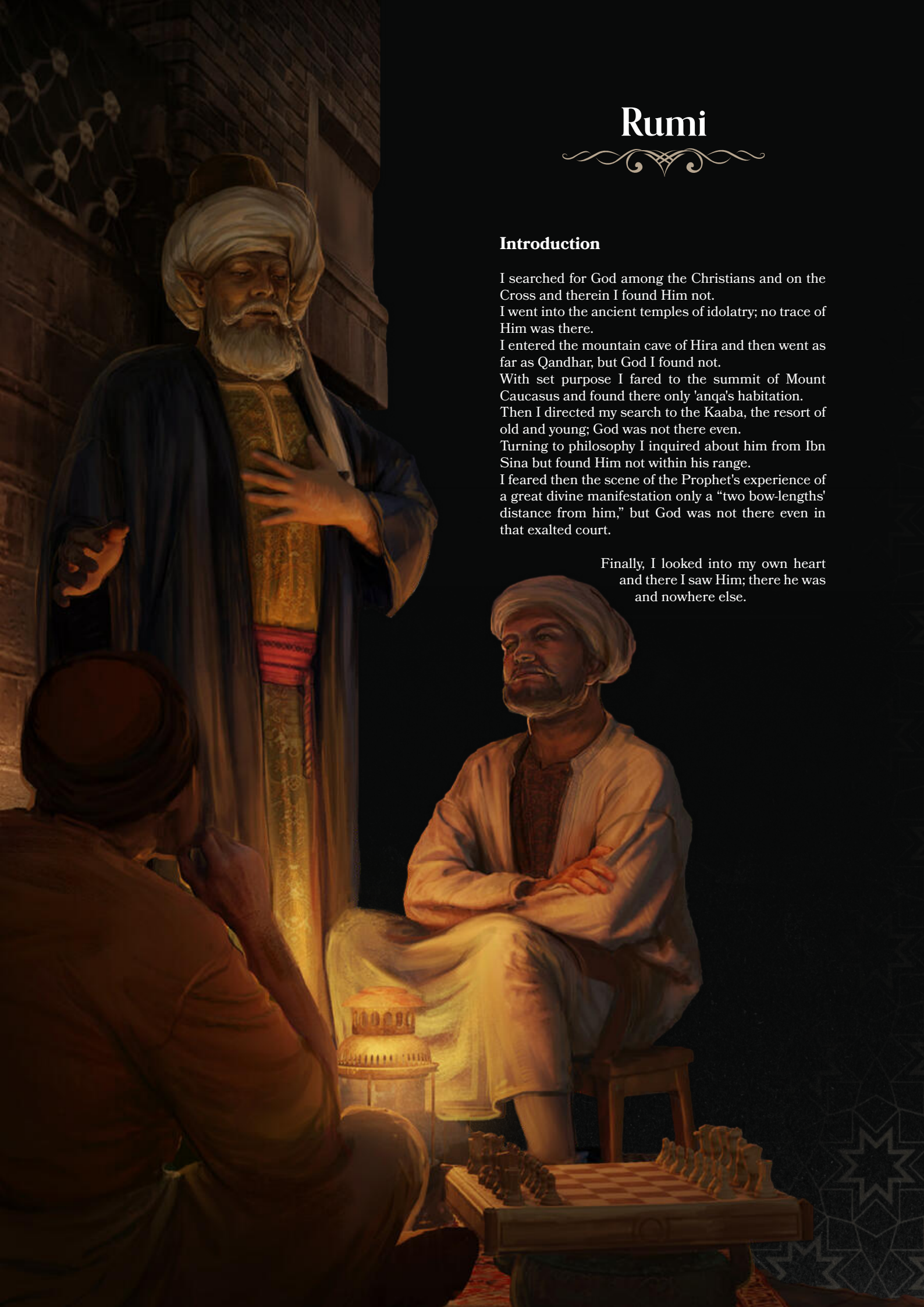
# Rumi



## Introduction

I searched for God among the Christians and on the Cross and therein I found Him not.  
I went into the ancient temples of idolatry; no trace of Him was there.  
I entered the mountain cave of Hira and then went as far as Qandhar, but God I found not.  
With set purpose I fared to the summit of Mount Caucasus and found there only 'anqa's habitation.  
Then I directed my search to the Kaaba, the resort of old and young; God was not there even.  
Turning to philosophy I inquired about him from Ibn Sina but found Him not within his range.  
I feared then the scene of the Prophet's experience of a great divine manifestation only a "two bow-lengths' distance from him," but God was not there even in that exalted court.

Finally, I looked into my own heart  
and there I saw Him; there he was  
and nowhere else.



I, Jalal ad-Din, known to many simply as Rumi, the Roman, am a wanderer and a seeker, pursuing the purest form of love. As I traverse this vast expanse of land, I gaze upon the moon, the sun, and the stars, and marvel at the sheer magnificence of existence. Every step, every breath is imbued with a sense of wonder and reverence. And in the company of fellow travelers, I find joy and contentment, cherishing the fleeting moments we share. For I believe that true love is the unifying force that binds us all together - in heart, in mind, and in the great cosmic web of the universe.

Alas, not all are believers, and many a skeptic and cynic doth oppose my cherished beliefs. Yet we are but mortals, driven by our own desires, our minds and our sins. I have borne witness to the full spectrum of human nature - the noblest deeds and the basest vices. In my travels along the Silk Road, from the sprawling city of Beijing to the ancient metropolis of Constantinople, I have beheld countless souls, many bereft of clothes, yet all bearing within them the boundless expanse of the universe. We are but mere specks in the cosmic scheme of things, yet we possess within us a vastness that defies comprehension. So why do we diminish ourselves so? Why do we act so small, when we are in fact the very universe in motion?

So, please:  
 Come again, please, come again,  
 Whoever you are.  
 Religious, infidel, heretic or pagan.  
 Even if you promised a hundred times  
 And a hundred times you broke your promise,  
 This door is not the door of despair and frustration.  
 This door is open for everybody.  
 Come, come as you are.  
 What we sow in this soil  
 Is nothing but love and all that is fair  
 Don't look for our graves in the ground  
 At the wise men's heart we are found

### Rumi's Past

In the land of Vaksh, south of the city of Samarkand, there was born a young elf, whose travels to the west earned him the nickname of Roman within his homeland in the east. He hailed from a family that had been in exile for many years, ever since their forefathers were banished from the great Library of Alexandria. The weight of this disgrace hung heavy upon their heads, and they carried on the family's will with a solemn determination.

As a child, Rumi was filled with a boundless curiosity about this mysterious event, but his parents forbade him from even uttering a word of it. Undeterred, he spent his days poring over books of the highest quality, devouring the words written in many different languages. His hunger for knowledge only grew stronger, and his longing to understand the workings of the world around him burned like a fire within his soul.

In the grip of the harshest winter seen in many years, the secrets of Rumi's parents perished with them. With a heavy heart, he departed his abode, embarking upon a quest to seek the answers hidden within the depths of his soul. Yet despite his tireless pursuit, the truth eluded him, until a glimmer of hope flickered to life in the form of Shams Tabrizi. Together they journeyed, delving into the secrets that had long haunted Rumi. Under Shams' tutelage, Rumi grew in wisdom and the two found delight in each other's company. Serving in Isfahan for Sultan Muhammad, Rumi briefly taught the future Sultan Jalal ad-Din when he was but a child, and the young prince was named in his honor. Their path led them to Baghdad, where the spirits dwelling in the House of Wisdom revealed to Rumi that his ancestors had brought books from Rhodes to Alexandria. The family, beset by a brutal winter at sea, were stuck on an island and had burned the books to stay alive. Upon reaching Alexandria, they recounted their tale, but were exiled for their actions.

### Roleplaying as Rumi

Rumi, a man of love, peace, tolerance, and understanding, possesses a spirit that shuns violence and seeks resolution through dialogue. His voice remains hushed, save for moments of elation and affection, as he champions the pursuit of knowledge and wisdom, exploring the intricacies of philosophy, religion, science, and Sufism. In his eyes, all things in the universe are united by a common element, and thus deserving of love, care, and attention. Unafraid to express his sentiments, Rumi offers counsel on life, circumstance, and fate, and warmly extends his hand to all who would seek his guidance.

### Combat Tactics

Rumi, a man of peace, would never resort to violence unless faced with the most extreme provocation. Even in dire circumstances, his first instinct is to seek peaceful solutions that preserve life and protect the innocent, including children and vulnerable creatures. Should the situation escalate beyond his control, he would still strive to restrain himself from causing serious harm, knowing that the cycle of violence only begets more violence.

## Rumi

Medium humanoid (elf), lawful neutral

**Armor Class** 15 (Robe of Rumi)

**Hit Points** 104 (19d8 + 19)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	13 (+1)	18 (+4)	23 (+6)	19 (+4)

**Saving Throws** Int +9, Wis +11, Cha +9

**Skills** Arcana +9, Religion +16, Insight +11, Perception +11

**Damage Resistances** psychic

**Senses** truesight 30 ft., darkvision 60 ft., Passive Perception 21

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +5

**Fey Ancestry.** Rumi has advantage on saving throws against being charmed, and magic can't put the satrap to sleep.

**Superior Magic Resistance.** Rumi has advantage on all saving throws against spells and magical effects. Rumi also takes half damage from any spell or magical effect such as fireball or a blue dragon's lightning breath if he fails a saving throw or no damage at all when he succeeds.

**Innate Spellcasting.** Rumi's spellcasting ability is Wisdom (spell save DC 19). He can innately cast the following spells, requiring no material components:

**At will:** *detect thoughts, augury, sacred flame, minor illusion, protection from evil and good*

**3/day:** *goodberry, telepathic bond, divination, purify food and drink, lesser restoration, mandate of the Sophists: Rumi*

**1/day:** *guardian of faith (invisible), harm, legend lore, dimension door, sense the sinner*

### Actions

Rumi makes three Word of the Satrap attacks or uses Divine Prayer once.

**Word of the Satrap.** Melee or Ranged Spell Attack: +8 to hit, reach 5 ft. or range 60 ft., one target. Hit: 14 (2d10 + 3) psychic damage.

**Divine Prayer.** Range 60 ft. A creature of Rumi's choice that Rumi can see regains 13 (3d8) hit points.

# Act I: Wuthering Clouds

*“He who has an enemy, shall meet him everywhere.”*  
-Khayyam

**S**amarkand is one of the greatest cities in the world. High in Central Asia, her walls once welcomed friends and sent dire warnings to her enemies. Nowadays, the friends also fear her might. The gates are barred, silent and sinister. The surrounding countryside has been reduced to a war torn hell, the Zeravshan river clogged with corpses and the farms and gardens haunted by fierce horse masters.

The great storm blown by Genghis Khan years ago finally reached her walls and tore down the two century old Kara Khanid banner, replacing it with the standard of the eternal blue sky.

The newly established Khaganate’s rule now forbids newcomers, unless they have a good reason or very deep pockets. However, the most courageous may still try to sneak into the city. Many traders, refugees, travelers, and all those who have business in Samarkand stand in front of the gate, disappointed. Mysterious figures lead them away from the gates to a walled enclave near the city, an unwelcoming sight: Shah-i Zinda, “The Living King,” the two hundred year old necropolis.

All those who have been rejected gather inside the dreaded walls and among the whispers of the dead.

*Usually the guards who hold the gates of Samarkand don't accept bribery unless it is a huge sum (more than 150 gp) and don't care about the highborn of other realms. Check out the **Adventure Hooks** section to prevent your players from going into the city right away.*

## Shah-i Zinda: Prayers for Rain

Shah-i Zinda is a complex of dusty mausoleums and tombs, adorned with luxurious blue and turquoise tile work and elaborate geometric carvings.

*As you approach the complex, you are greeted by a towering blue gate that stands as the entrance to the unholy site. The walls and arches of the gate are adorned with ancient geometric patterns and floral motifs, created using glazed tiles in shades of blue, green, and white. The colors greet you as if they are welcoming you through the very doors of death.*

*As you walk through the gate, you are transported to a world of centuries past, where the tombs and mausoleums of the wealthy and powerful are nestled among lush gardens and shaded walkways. The tombs themselves are ornately decorated with carvings and mosaics depicting scenes from the lives of the people buried within. Scenes of war, betrayal, love and more.*

*The forces of the Khaganate don't touch Shah-i Zinda; it is rumored that the commanding officers are ordered to not venture out of the city until the end of Kurultai - unless an immediate threat presents itself.*

The overall effect of Shah-i Zinda is one of beauty and timelessness, a testament to the artistic and a silent regard which has long flown to the eternal sky above. It is a place that invites contemplation and reflection, and offers a glimpse into the history and traditions of this ancient civilization.

It was once surrounded by many walls. However, many have given in to time’s slow march and others to the Khaganate’s catapults.

## The Tents

On the east side of Shah-i Zinda people have tried to build shelters for themselves. Multi-coloured tents have been hung off the tumble down walls. About a hundred people survive there, waiting for a miracle or embracing the ruins as their new homes. There are many people from all around the world; thus, one may hear many tongues around the campfires. Water and food are scarce, and people are starting to dread the fast approaching winter.



*As you set your gaze upon the tents you notice many eyes fixed upon you. Some plead for mercy, as if they were sentenced for a terrible crime. Some gaze back and want you to feel uneasy, threatened. Some are curious, wondering what you have brought in this desolate place, and some are afraid that you might have brought destruction. Others do not make their presence immediately felt, but you can feel their eyes on you from the shadows.*

Among the tents, the adventurers may trigger a quick event:

#### d6 Event / Encounter

- 1 3 **Bandits**® try to steal from them, most likely gold or other valuables.
- 2 2 **Commoners**® that are infected by Smallpox may pass between them. This triggers a Constitution saving throw. (Check out **Plagues & Diseases** section of EotSR)
- 3 A **fortune-teller** wants to look at their futures for 1 sp each.
- 4 4 **Commoners**® beg for money. If they receive any, 4 more will beg for as well.
- 5 2 **Blood Hawks**® attack them while 2 **Tribal Warriors**® try to ambush them.
- 6 2 **Orcs**® hidden in good disguises (a DC 12 WIS Perception check or 11 Passive Perception to see through the disguises) will ask for a tribute.

#### The Wells

Water is always in short supply in Shah-i Zinda, and there are only 3 wells around the tombs. They are occupied by three different groups who control the water distribution. All locals must go and pay the price for clean water.

- Well A Controlled by Farhad Aga (**Bandit Captain**<sup>®</sup>) and 6 of his followers (**Bandits**<sup>®</sup>). They sell a bowl for 1 sp and won't negotiate the price.
- Well B Controlled by Bilge Kul (**Steppe Guard**) and 4 of his followers (**Tribal Warriors**<sup>®</sup>). They only sell barrels, and it costs a golden coin, but they may take other trade offers as well.
- Well C Controlled by Aslan and 4 of his followers (**Thugs**<sup>®</sup>). They sell a cup for 1 cp and a bowl for 5 cp. They also offer a way into the city. Their price is 5 gp for each person and one favor to be completed by the group. Many residents of Shah-i Zinda know him and that he offers a way into the city. It is up to you to introduce Aslan whenever it feels right.

## Aslan

Medium humanoid (human). chaotic neutral

**Armor Class** 14 (Studded Leather Armor)  
**Hit Points** 44 (8d8 + 16)

**STR** DEX **CON** INT **WIS** **CHA**  
 10 (+0) 15 (+2) 12 (+1) 13 (+1) 14 (+2) 16 (+3)

**Skills** **Deception** +5, **Insight** +4, **Investigation** +5, **Perception** +6, **Persuasion** +5, **Sleight of Hand** +4, **Stealth** +4

**Senses** **Passive Perception** 16

**Languages** Turkish, Arabic, Persian, Mongolian, Thieves Cant

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Cunning Action.** On each of its turns, Aslan can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** Aslan 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 Aslan that isn't incapacitated and Aslan doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** Aslan makes two melee attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

### OLT Statistics

Skullduggery 3, Salary 3 gp/day



*Unlike his namesake (meaning Lion), Aslan is a careful and cautious man. Though he can't be called a coward, he rarely puts his life in jeopardy unless something truly valuable is on the line. In the following dungeon, he will try to remain behind during encounters with the undead. He has a limited familiarity with arcane matters, but he has never met with any of the undead before.*

*After the Samarkand story ends, Aslan may be persuaded to join the caravan of adventurers as a Schemer. Check out the Overhauled Land Travel section in EotSR.*

### Main Story Moment

Aslan is the player's only logical way to the city. He only takes groups of people with them, at least three to six. If one applies for an entrance and has the coin, they have to wait for the expedition members to reach a certain number. In addition to the price, Aslan always demands a favor from the people he guides. This time Aslan has a favor that involves three boxes that need delivering to certain places in the main city, Samarkand. Should the adventurers accept, they will have to complete this task for Aslan.

*The three boxes appear plain but well-made and stout. Each of them has been made by the same carpenter. They are sealed with a sigil: A warrior stabbing a lion. These boxes are important for the main adventure. They were made by Samarkand's main antagonist: Sefir. Inside the boxes are beautiful flowers that appear alive although they have been picked. The adventurers must be warned by Aslan to never open these boxes. If they ever do, they will be affected by the Otherworldly Disease devised as a weapon by Sefir himself (though Aslan will not tell them this detail, as he does not know it himself). Check out the sections below on the disease.*

*If the adventurers break the seal, it can't be replaced using magic but a check related to forgery (DC 20) can remake the seals.*

Additionally, Aslan will ask these questions:

- ☞ “Are you familiar with the arcane?” (Knowledge of magic is rare in Historica Arcanum—the usage of it is even more so.)
- ☞ “Can you fight?”

### The Tombs

The area is covered with tombs that belonged to either nobles or warriors of the past centuries. The burial places are marked with wood or marble with Turkish, either in Arabic script or Orkhon runes. Some of the tombs that belong to Turkic tradition of Central Asia resemble ancient statutes (Kurgan) but careful eyes know they represent the deceased.

When one gets close to the tombs, a feeling of dread can overwhelm the unprepared:

*The tombs are covered with huge stones, almost carved perfectly to fit them. A traveler from the west may realize a similarity between chaining of the tomb stones and these stones that stand like unyielding guardians over the dead. Who do they protect, though? Do they guard the deceased from greedy tomb raiders, or the living from what horrible nightmares may lie underneath?*

Some tombs effect the area and may have temporary effects for those who may touch them:

#### d6 Effect

- 1 They have a -2 penalty on their next attack roll, ability check, or saving throw.
- 2 They have vulnerability against the next poison damage they take.
- 3 Beasts that are CR 1 or lower are afraid of them for the next hour.
- 4 They have advantage on the next saving throw they make.
- 5 They gain 1d4 temporary hit points.
- 6 They have resistance against one type of random damage for the next hour.

Unless stated otherwise, all effects vanish after a long rest.

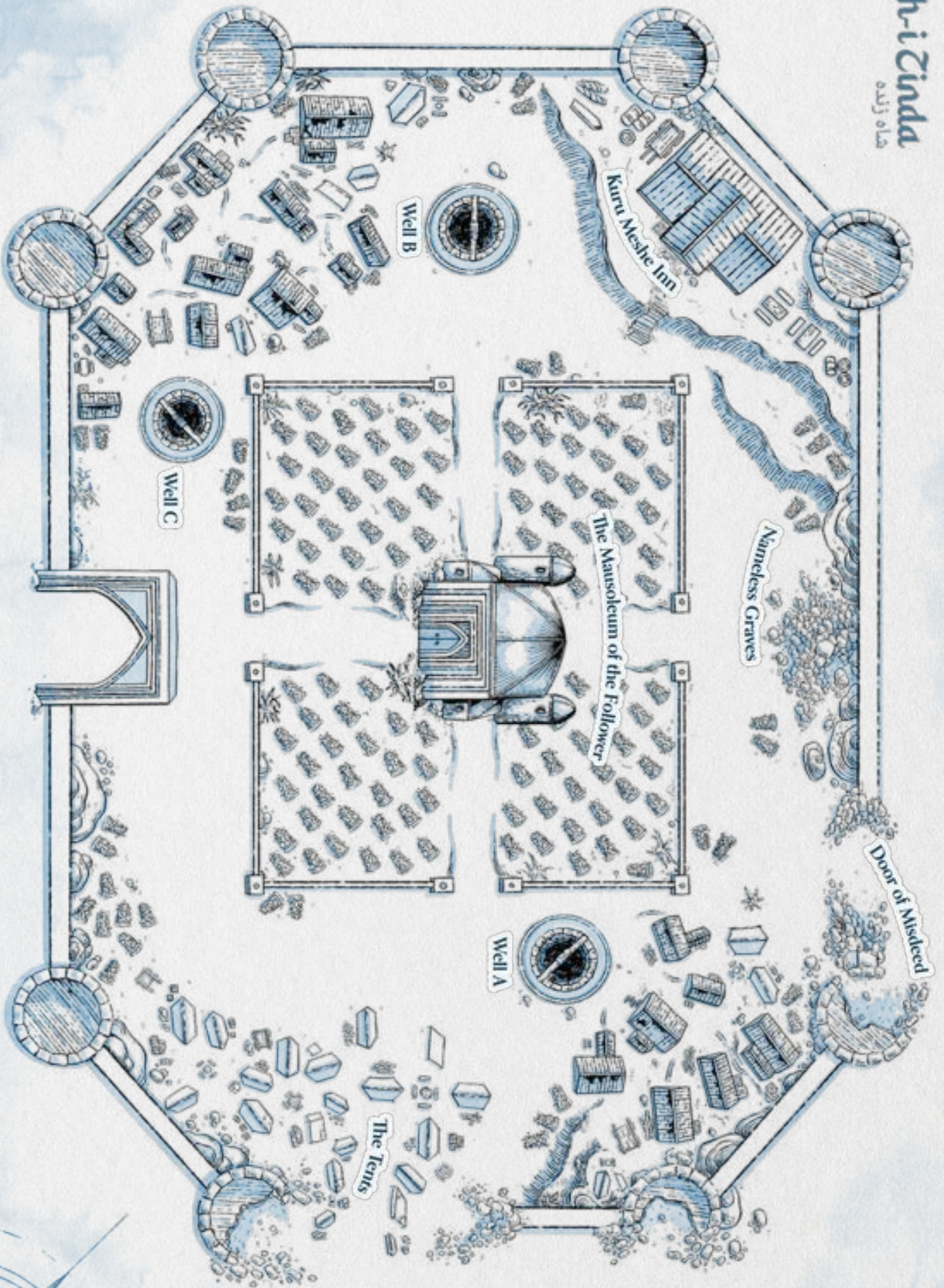
### The Nameless Graves

*At the northern part of Shah-i Zinda, there is a mass grave that gives you the chills with its horrible sight. You feel like you are in a battlefield, this treatment is only given to those fallen in wars and sieges, usually buried like this to prevent rotting and diseases. In this grave, this is not the case, this was an act of rage. The graves appear to be put in an unholy order, they do not face the right direction and they are not protected by giant stones. A sense of dread fills you. Someone did this on purpose, these people must have committed a terrible sin. Someone must have wanted to punish them even after death.*

*In Muslim lands, it was necessary that the graves should face the direction of Mecca and specifically Kaba, which is called Kiblah. Prayers, funeral rites, and other religious activities are completed while facing the Kiblah. All other graves in Shah-i Zinda are facing the Kiblah, thus placed correctly.*

# Sah-i Zinda

ساحی زندا





The mass graves have no indication other than a small signboard with a section from the Quran: Al-Fatiha. It is the first surah in the Quran and it is a custom to recite it for the dead. It is believed that it gives ease to their souls in the afterlife.

On the far corner of the graves there's a really small hut with a lot of digging equipment next to its walls. A DC 10 Intelligence check reveals that this belongs to the gravekeeper of Shah-i Zinda. In there lives the gravekeeper of the desolate tombs, named Ibrahim.

**Ibrahim (Priest®):** He is an elderly man with a grim attitude. He only performs his job and usually stays out of the social situations of the other residents of Shah-i Zinda. He rarely speaks and when he does his answers are mostly brief and mostly in the form of grunts and simple gestures. If the adventurers talk to him and get on his good side (DC 10 Charisma check, Persuasion of Deception proficiencies may apply), he will share these information:

- ☞ The graves belong to Hashashins. They were killed years ago after completing a deadly mission. All killed themselves.
- ☞ Hashashins have been quiet since the death of Hasan Sabbah. This grave may be the only thing that is left of them.

### The Kuru Meshe (Dry Oak) Inn

*Built from wooden parts in a ramshackle manner, The Kuru Meshe Inn is a crooked building leaning alarmingly to the left. It is, like everything else in this desolate place, unwelcoming. A guard stands in front of the gate, with a rusted breast plate and an uncharacteristically shiny yatagan. His gaze is cold, and his posture intimidates the locals. He is silent as a tree, but you can tell from the way he holds himself that he is always ready to strike. He only stops beggars and those who obviously have no money to spend within. When you reach the first steps, he fixes his gaze upon you, a silent warning.*

*Inside, you notice that sitting round the tables and chairs are unexpectedly wealthy and cultured people. These are not like those staying in the tents. The people gathered inside have been rejected from Samarkand only because of sheer bad luck and the omnipresence of war.*

The guard at the door uses the **Knight®** statblock and his name is Khorsid. He can't speak and if asked, the bartender briefly tells his tragic story. He was a noble's son once but was disinherited by the machinations of his brother who eventually muted and exiled him. Although he swore revenge, the war has done his job already.

The bartender is named Soraya. She and her late husband built this place two years ago. The prices soared like a minaret thanks to war. Each price is tenfold from the usual. She explains the situation thus: "This is the safest place in this God forsaken tomb. Everyone is afraid of Khorsid." Then she laughs. If adventurers decide to spend the night, nothing happens to them except weird dreams and an uneasy feeling throughout the night. If they spend the night without the protection of a faction, they may be the target of an event at your discretion:

**d8 Event**

- 1 They are attacked by a group of your choice. Alternatively, if there are spellcasters, they lose their spellcasting focus.
- 2 Through nightmares that haunt them, they must make a DC 10 Constitution saving throw at the end of a long rest. On a failed save, they gain one level of exhaustion.
- 3 The fear of dying and the dead haunt them. Whenever they see an undead they must succeed on a DC 10 Wisdom saving throw. On a failed save they are frightened by the undead for 1 hour.
- 4 They lose 5d6 gp each.
- 5 They lose one weapon each.
- 6 All members roll a d20. On an even roll they lose their trinkets.
- 7 They lose 1d6 days of rations.
- 8 Nothing happens.

**The Mausoleum of the Follower**

One of the followers of Prophet Muhammad, Qutham ibn Abbas is rumored to have been buried here, at the center of Shah-i Zinda in a tomb of shining turquoise. There's an undamaged building, with a missing door. It is visible from most places in Shah-i Zinda but no one dares to approach, no one ever thinks of entering. When asked, the locals share a story or two about the people who went inside and never returned.

If anyone dares to go inside, read:

*The air is rank with the smell of death. The mausoleum is a grand, solemn place, its walls adorned with intricate carvings and deep green blue tilework decorated with ornate patterns that flow into each other and dizzy the brain. The room is filled with a sense of stillness and reverence, as if time itself has stopped within its walls. The air is heavy with the scent of rot. The floor is made of polished marble, cool and smooth beneath your feet that sends your head spinning with vertigo and the walls are lined with rows of pillars, all containing carvings in calligraphic and Kūfic Arabic, each one etched with one name of Allah. As you walk through the halls, you can't help but feel a lingering sense that has been eating you: Death is close.*

Pillar 3 reads in Arabic: *“Qutham wished to be one with the shadows, he wanted to be unseen and find peace in solitude from time to time, and he received it.”*

If touched, it is activated and the ones who touched it must succeed on a DC 10 Wisdom saving throw. On a failed save, they take 1d4 psychic damage and a **Specter**® appears. On a success, they take no damage and you roll a d100. On a roll of 1-30, the Specter appears nonetheless. (The Specter won't leave the mausoleum).

The pillar that is protected by the Specter yields a tome with runes that glow silver when activated. When read, this tome burns in thin air and gives +5 to the next Stealth checks of all creatures within 30 feet of it for the next 24 hours.

**The Beneath**

At the northern part of the city, “Şer Kapısı” (Door of Misdemeanor) stands tall and intimidating. If the adventurers collect rumors and tales about the Beneath, they may roll for an Intelligence check against DC 7. On a success, they realize there are non-humans living there.

An underground burial site lies beneath Shah-i Zinda, and the ruined undercrofts offer homes to the non-humans. There are fifty people maximum, mostly orcs, tieflings, gnomes, and dragonborn. They are dressed in an eclectic mix of styles from all across Asia and speak a range of languages. It seems that they are not in the best of condition, as the harsh situation above has forced them to stay in hiding. They rarely go to the world above and have a clean well at the center of the tomb. Thus, they are able to find enough water. Two of them have **Acolyte**® statblocks and four of them have **Scout**® statblocks.

One of the acolytes is called Sabiha (a tiefling); she doubles her proficiency bonus in Medicine checks (+6). If she decides the adventurers can be trusted, she will want to speak to them. She takes them to a tent, and introduces them to a half-orc **Tribal Warrior**® named Hashem (His optional quest can be found in **EotSR's Samarkand** section). He wants to go into the city to reach his human mother, wondering about her health due to war. Sabiha asks if they can take him into the city, offering them a **flask of holy water** and a **healing potion** in return.

*Sabiha can be recruited as a Physician for the Players' Caravan at the end of the Samarkand act, if the adventurers take Hashem with them and convince her that they are trustworthy.*

**Journey to Samarkand: The Catacombs**

When the adventurers decide to go into the city, Aslan explains the situation at Well C, where his base of operations is. He has devised a plan for the players



involving them swimming through the well until they reach their destination. There is a path at the bottom of the well that leads to an old catacomb and it takes about a minute to reach there. He will also accompany them. They must wait for the night and no one must see them jump in the well because no one would want to drink from a well where people go to swim.

When the night is at its darkest, Aslan will lead them into the path at the bottom of the well and they will swim for a minute. If any of the characters can't hold

their breath for a minute (due to minus Constitution modifier) they reach the catacomb by taking 1d6 damage.

### Room A

Where they land there are five additional barrels containing supplies, and they are sealed with wax bound by heavy stones. Aslan explains them as "needed supplies." This room contains nothing more and leads into a corridor. The water coming from the way makes the floors wet and slippery.

The room is quite desolate, the floorboards are rotted from contact with the water, and a deep fungal smell fills the air. An archway beckons the players deeper into the undercity.

### Room B

This room is shrouded in darkness. The smell of damp lessens, but the air is still oppressive. If the players have some way of lighting the room, they will see the walls are decorated with dread carvings of fire and its consequences. They also see a quite richly decorated floor of red and blue tiles making the abstract shapes of flowers. Some of these tiles are slightly raised above the others: A DC 14 WIS (Perception) check reveals their locations. If they are stepped on, they trigger a trap. Whoever stepped on the tile must make a Dexterity saving throw (DC 10) and the tile snaps under the player's weight. On a failed save, that character loses 5 feet of movement and takes 1d4-1 damage due to the sharp rocks under the tiles. The movement loss can be reduced by a successful WIS (Medicine) check (DC 10) or 1 hour of short rest.

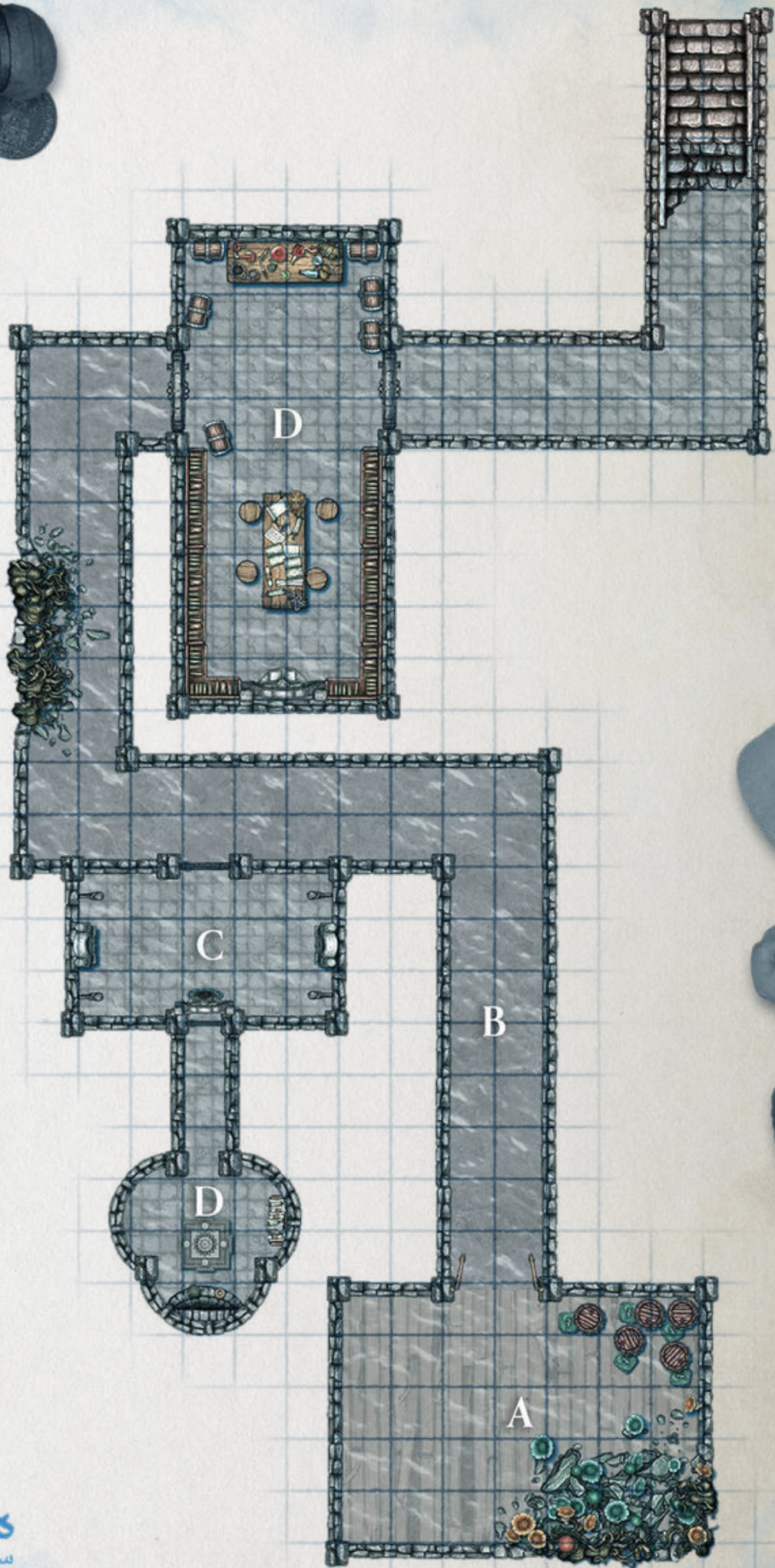
*A DC 10 INT (History or Religion) check will reveal that this catacomb belongs to a Zoroastrian sect. Surviving carvings on the wall tell an interesting story. They show terrible monsters forcing open a gate and a man with flames on his robe eventually closing the gate after some powerful warriors defeat the monsters. Anyone with the ability to read ancient Persian can read this:*  
*"With flames in his eyes, here he comes to close the gates of demise. Save us, save us, o' the wise!"*

As they come close to Room C, Aslan stops them with a worried face and explains that this room has always been sealed and he doesn't know who opened it.

### Room C

The room contains two sarcophagi standing upright attached to the wall. They look like they were once sealed, but those seals appear to now be broken— a DC 10 INT (Arcana) check reveals that the seal was broken due to the seal on the door losing its magic. There are two conditions that will trigger the creatures inside sarcophagi to awaken:

- ☞ If someone comes within 5 feet of any of the sarcophagi.



**Catacombs**  
سرادیب الموتی

- ☞ If the door to Room E opens, the creatures will come to protect the books and tomes.

There are two **Fravashi Risen** inside the sarcophagi.

There are four torches on the walls that are still smoldering and look like they have only recently been extinguished. A DC 14 INT (Arcana) check or an identify spell reveals that these are Zoroastrian Torches that create Zoroastrian Fire when ignited by an action. If detect magic is cast, the torches, the tombs, and the statue are clearly magical, all belonging to abjuration school.

There's a statue of Zoroaster, a tall robed man with his dreadful curly beard, holding a brazier in his hands. Behind the statue is a secret door that reveals the corridor to Room D. If the adventurers light the brazier with Zoroastrian Torches, the secret door is revealed.

When the **Fravashi** awaken, the torches are ignited. If the adventurers use the torches to strike the monsters, consult their stat blocks. If they use the torches after the **Fravashi** die to destroy the bodies, the creatures will be brought back to life with half their hit point maximum.

#### Room D

The room contains a silvered copper bowl covered in tight floral decorations, clearly of persian make but cracked down the middle. There is also a small furnace and a jar of beeswax nearby. In the center, there's a small shrine with deep runes carved into it. In the corner, there are ancient parchments, all blank. They can be used to produce seals in order to bind the creatures back to their tombs. However, they need to be repaired and properly used first (The manuscript on how to use this is in Room E):

- ☞ The broken bowl must be fixed by means of a mending spell or a proper tool check (smith's tools, tinkerer's tools, mason's tools, or a similar set of tools. The DC is 10)
- ☞ The furnace must be lit with Zoroastrian Fire and wax must be melted down in the bowl.
- ☞ A page of parchment must be placed on the shrine.
- ☞ The wax must be placed on the parchment. Then the pages can be used as seals.

#### Room E

The door to Room E can be opened with Aslan's key. The normally simple task of unlocking a door is complicated by the multiple locks on the door and the several rings of keys that Aslan keeps. He has to laboriously sort through his key until he finds the correct one then start the process again for the next lock. It takes 4 turns for the door to be opened by Aslan. If a key has been lost somehow, a DC 15

Thieves' Tools check is needed. It takes 7 turns to be opened this way. When the first turn starts, if the monsters have not been awakened in Room C, they are triggered now and will attempt to defend the books by immediately attacking the adventurers.

Inside the room, one side is full of supplies and a table for first aid and medical attention (There are two **healer's kits**, each containing 6 uses). There are also little chests with locks on them (6 chests with DC 10 locks, each containing a total of 10 gp). Aslan explains that these are his supplies and "rainy day money." On the right, there are piles of books, tomes, parchments, journals, notebooks, and more. Most seem like funeral rites and prayer parchments. A DC 10 INT (Investigation) check reveals two small chests that contain two **Healing Potions**.

If they examine the books, they realize that there is



a special book covered with good quality leather and patterns that resemble flames amongst the parchments. The pages are black and the ink on them can only be read under the light of a flame. If characters are relying only on darkvision or a similar ability, they won't be able to read the contents of the book unless they use a lantern or a candle to read it. This book contains information on how to seal the **Fravashi** and explains the method in Room D.

At the end of the room, there's incense burning. A DC 10 INT(Arcana) check or identify spell reveals that this is magical incense (**Incense of Zoroaster**) that drew its power from these catacombs. Whoever smells it is immune to disease for the next week. A creature can benefit from this only once per month, and the incense loses its property if it leaves the catacombs.

**Exit: Doguran Kazan (The Living Cauldron)**

*The adventurers advance to Level 2 at the end of this dungeon.*

- ☞ *If the adventurers manage to seal the monsters back in their resting places and seal the door, Aslan will thank them and give their money back, but "He will still need them to deliver the boxes." He will favor the adventurers going forward and tells them that if they should ever need assistance in his areas of expertise, he will give them a hand (usually a discount) on the required tasks.*
- ☞ *If they go out without doing so, Aslan will say, "I won't be able to use this road anymore," but will still feel gratitude towards the adventurers if he didn't drop below half his maximum hit points. Also, if they brought Hashem with them, he will express his gratitude and say that he will pay his debt in the future the first time he's available.*

After this room, the road is long but clean until they reach **The Living Cauldron** Inn. The inn's name is a reference to a famous story by Nasreddin Hodja, a famous folk figure in Turkic lore. It is located in a remote corner of the city and most roguish types and outcasts hang out there. Aslan is loved here and arranges a room for the adventurers, and if they succeed in sealing monsters and the door, Aslan arranges a night of accommodations free of charge. If they didn't end up on bad terms with him, the innkeeper lets them stay for half the price (2 sp a night with a supper is the usual fee).

In this inn, once a day, whoever tells a story of Nasreddin Hodja and makes enough people laugh receives a free copper cauldron (Worth 5 cp). It is rumored among the regulars that the Innkeeper Salih has the famous cauldron that gives birth in his possession.

*Once upon a time, Hodja borrowed a copper cauldron from his neighbor. The next day he returned it with a small one inside it. Neighbor was shocked. "I gave you one," he said.*

*Hodja smiled. "It gave birth to a new one." Neighbor was surprised but didn't question his luck or Hodja's sanity and happily received the free cauldron. A week later, Hodja wanted to borrow the original cauldron again. But this time he didn't return it for days. The neighbor got curious and knocked on his door.*

*"Hodja, hodja! Where's my cauldron?"*  
*"Oh, I am sorry to inform you that the cauldron is dead."*

*Neighbor didn't like the answer. "Are you trying to make a joke? Cauldrons don't live and they don't die!"*

*Hodja smiled again as he always did when he's about to give a fantastic answer:*

*"You believed that the cauldron could give birth but you don't believe that it can die?"*



A DC 7 INT (History) check reveals the famous cauldron story:

The players may recall jokes and stories about Nasreddin Hodja via DC 10 INT (History) check, or you may encourage your players to come up with their own stories and have them roll a CHA (Performance) check.

## Samarkand: Wartorn Skies

*“Up from Earth’s Centre through the Seventh Gate  
I rose, and on the Throne of Saturn sate  
And many Knots unravel’d by the Road;  
But not the Knot of Human Death and Fate.”  
-Khayyam*

*As the winds howl among the silent streets of Samarkand people even dream quietly. Only the inn you recently left seemed able to separate itself from the dread that covers the land. If the cobblestones could speak, they’d share the horrific sights they have witnessed. The walls and carved pillars of the city are stained with blood and piles of corpses clog the fountains and wells. Gallows creak in the squares and on main roads. Hanged men welcome you to the main bazaars and markets’ entrances. They have no tale left to tell but one: The horrors they witnessed before they die can be seen in their burned out eyes.*

*Armed men and women on horses or on foot patrol the streets with grim and threatening eyes. They mostly carry the sky blue banner of the Khaḡanate or a wolf’s skin on their proud shoulders. They decide who gets to live or who meets the cold embrace of the underworld. They seem to endlessly roam the streets. People cower in their homes when they walk by. You witness many hawkers lose their carts and goods to the steppe riders’ blades, many shops have already been plundered and the merchandise scattered all in the dirt.*

*Samarkand is a wartorn hell and waits in her shell for all this rampage to be over.*

Aslan states that they are waiting for a group of people to make the delivery, and they should utter this password to prove they are who they are: “Esrik Dunya” which means “The drunk world,” an often used expression and metaphor in Turkish poetry. He also explains that they will receive some coins after the jobs are done and it is their fee, and he has already been paid so they do not need to cut a share for him.

It is up to the adventurers in which order they should go; all destinations are in the same districts, and it will take them about 1 to 2 hours maximum to reach them all.

*Before setting out for the adventure you can check out the Samarkand chapter and Running a Story in the Silk Road chapter’s Samarkand section in EotSR to find out more about the city’s culture, traditions, religion, history and more to enrich these steps of the game.*

The adventurers are now tasked with delivering packages to three points of interests in the city which are explained by Aslan right after they leave the tavern:

- ☞ A dervish lodge called **Saluting Moon**. DC 15 INT (History or Religion) check reveals that this lodge is known for its secrecy and has connections in arcane circles.
- ☞ A medrese (a theological school for Muslims) named **Medrese of Cafer Aga**. A DC 10 INT (History) check reveals that this medrese is known for their studies about ontology and secrecy.
- ☞ A guild known as **Tallow Chandlers**. A DC 15 INT (History) check reveals that there are rumors about the guild’s other agendas, such as smuggling illegal goods and eccentric items.



While the adventurers are traveling the streets of Samarkand, you can roll on the table below to generate certain events and encounters that give a flavor of Samarkand in this fraught and dangerous moment:

d10	Result
1	4 <b>Thugs</b> ® intercept them and ask for official papers (which is not the tradition). They may try to “arrest” them.
2	2 officials ( <b>Steppe Raiders</b> ) from the Khaganate ask what their business is and imply a bribe is needed (10 gp most). If the adventurers fail to do so, they will try to confiscate their weapons. If the adventurers initiate combat, they will be wanted throughout the city.
3	4 <b>Bandits</b> ® try to ambush them on a narrow street.
4	In a crowded street, they have a 25% chance of losing 2d4 gp each to pickpockets. A Passive Perception of 13 is required to detect the thieves.
5	They witness the beheading of two men. If any of them speak Mongolian, they will learn that they were accused of witchcraft.
6	An arms dealer offers them weapons and ammunition at half the normal market price.
7	They witness a wedding in a secluded garden where the soldiers don't roam often. If there are any priests or religious figures among the party (such as a cleric, a paladin, or a druid), they are asked to bless this wedding and are given a <b>Riding Horse</b> ®. The married couple are a local Turkish girl named Behice and a Mongolian steppe rider named Toygun.
8	A lovely elderly lady offers them a yogurt drink while they pass. If they accept, they have advantage on the next Constitution saving throw they make in the next 8 hours.
9	They stumble upon a street bard who plays music and sings Turkish love songs. She has a cup in front of her and some people toss a coin in it. If the adventurers toss a coin to the bard, they gain a d6 that they can add to their next ability check, attack roll, or saving throw in the next hour when they fail a skill check.
10	They find 2d10 gp deserted in a corner with a note on it: “Whoever finds this, I hope you enjoy it, for I can not.”

### Saluting Moon

When they arrive at the door, they can see a sign in Thieves Cant that says: “An enemy of the Khaganate is a friend of ours,” discreetly etched on the lintel.

A man opens the door and lets the players in; almost all features are concealed by cloth, mostly pale red and pinks, though a horrible scar around his eyes is visible. The man opens the door to a wide hall furnished with diwans, shishas, and a lot of books are scattered around. The ceiling has many carvings and miniature paintings containing the story of the Prophet's Ascension, although a DC 8 INT (Religion) check reveals that this story contains interesting details depicting the Prophet's landing on the Moon and interacting with angels on it.

There's a round table in the middle of the hall and three other men, all of whom have hidden their identities with masks or veils standing around it (3 Veterans). The one who opened the door joins them and puts a pouch apparently full of coins on the table. He slides it towards you as the others gather behind him. The players can attempt to answer questions, but the answers will be given as hand gestures and very brief or cryptic utterances. They wait for the

adventurers to leave them with their cargo. The pouch contains 10 gp.

### The Medrese of Cafer Aga

This medrese can be reached by an ancient staircase. The building has a small garden with many wooden benches, but there are no people around. Bookcases sheltered from the rain can be seen near the wall, looking like a temporary home for them.

The stone door is shut, and there's a small sign in Thieves Cant that indicates “Information exchange.” When the door is knocked on, a man covered in a cloak and bandages appears and welcomes the players in. He speaks plainly with the minimum words required. He takes the adventurers through a bewildering series of corridors opening and closing every few meters until they reach a hall.

In the hall there are two paravans (folding screens) and two guards (you can use Gladiator statblock for them). The hall is lit by many candles. The only indication that there are people behind the paravans are their shadows. One of them gestures for the adventurers to enter and asks for the delivery. After the delivery is complete, the man who has escorted



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the adventurers here gives them a pouch that contains 15 gp and leads them back out, closing and opening the doors once again.

### Tallow Chandlers

This place is in a crowded street which houses actual candle-makers. Despite the chaos of the city, people are still plying their trades, and the street is quite busy. The players can say the password to anyone on the street. The person they ask will take the adventurers to a back alley and swiftly abandon them after knocking on a seemingly mundane wall. A DC 10 INT (Investigation) check reveals that there is actually a door here. They are greeted by a woman. Only her eyes are visible behind her veil. She invites the adventurers in and leaves them alone in a room with divans and low tables.

Faint music can be heard from other rooms and when a woman opens the door again, its volume gets louder until she closes the door. A DC 13 INT (History) check reveals that women have been known to gather in secret to celebrate events such as marriages or births; or they just gather to have fun.

The woman (**Fortune-teller**) wears colorful clothes and holds a pouch in her hands; only her eyes can be seen. She asks for the password and upon hearing it she drops the pouch on a low table. Afterwards the adventurers are asked to leave. The pouch contains 25 gp. Check out the **Samarkand** section's **Business Gone Wrong** quest in **EotSR** for further detail about this woman called **Derya Nurperdaz**.

*If the adventurers initiate combat and lose against the members of Saluting Moon, Medrese of Cafer Aga or Tallow Chandlers, they won't be killed off by them after the encounter if they didn't die during combat. They will be dumped in the street unconscious, and only their coins will be taken.*

### Downtime

After the adventurers complete their tasks and receive their rewards, they are free for a while. Use this time to give them Downtime. The characters should have goals to attain or people to reach within Samarkand. Use this downtime to let them complete these tasks and advance their backgrounds or their personal stories. The adventurers may split up the party; it won't cause a problem for the next session.



Approximately a week will pass, and during this time there are many things they may hear during their time in Samarkand. Either give these pieces of information to the players directly, or ask if they want to collect information about what's going on in the world and have them roll a DC 7 CHA (Persuasion) or WIS (Perception) check.

- ☞ The Kurultai of the Khaganate began last month. There are many candidates after Ogedei's demise, especially his grandchild Shiremün and his son Güyük. Ogedei's widow Töregene has seized power and now acts as queen regent.
- ☞ There are many ambassadors and nobles attending the Kurultai, including Kilij Arslan, the heir to the throne of Rum. Sultan Jalal of Isfahan refused to send an envoy to "invaders and cruel monsters."
- ☞ Since the death of Hasan Sabbah, the Hashashins of Alamut have been quiet. The people of Samarkand are still afraid of them, but the silence gives them relief for now.
- ☞ For a few days some people have been reported to be very ill: Weak, pale, coughing and falling unconscious seemingly at random. The city is moving towards a time of pestilence, and chaos.
- ☞ The Khaganate's forces have still been unable to arrest Ibn Sina (known in the west as Avicenna) though they know his whereabouts. The players may overhear some of the conversations: "We sent a whole squadron to find one guy!" or "HOW CAN YOU NOT ARREST ONE OLD MAN?"

- ☞ There will be a major festival to congratulate the studies of Scholar Yaqut al-Hamawi and the birth of Emir Ahmad's son at Merv.

### Otherworldly Disease: Chrysalis of Dream

*Check out the Plague & Disease Module section of EotSR for other mundane and arcane diseases.*

A sickness is spreading in Samarkand, and its claws are starting to dig deep. Chrysalis of Dream is a disease created by Mansur al-Yaman, better known as **Sefir**. He is one of the most important members of the **Order of Hashashins**, and an **exile** from the sect. As mentioned in the Adventure Hooks section, Hashashins play an important role in this story.

This disease is spread by invisible and ethereal **butterflies** and **moths**, called **Lullabies** by Sefir. They carry the untamed and unknown power of the Al-Ghaib, and Sefir devised them to spread like plague, sowing chaos and terror along the Silk Road. It is Sefir's magnum opus. Normal treatments don't work, and even experienced physicians can not understand what is happening as an unknown contagion ravages the bodies of their loved ones.

**Infection:** Whenever a Lullaby lands on a creature, that creature must make a Constitution saving throw. As long as a Lullaby is on a creature, it repeats the saving throw each day. Unless summoned or banished somehow, the Lullabies won't leave a target. A Lullaby lands on a creature when it's sleeping and/or dreaming and is within 1-mile of another creature who is infected. Cough also may spread the disease.

**Incubation:** 3d6 hours.

**Symptoms:** Extreme Cough, Blackout (2nd day), Pale Skin (2nd day), Movement Loss, Motor Dysfunction, Strong Fever (2nd day)

**Diagnosis:** As it is derived from many mundane and arcane diseases, it can easily be distinguished from other diseases.

**Cure & Treatment:** There's no definite cure except the **Choir of Al Ghaib**. It only suppresses the disease. If the creature does not take the Elixir for 7 days, symptoms show themselves again.

**Disease DC:** 15. Any check or saving throw related to this disease will have DC 15.

**Extreme Cough\*:** The target has disadvantage on Constitution saving throws and is vulnerable to poison damage. Honey, pepper, and lemon may help (5 gp total) to suppress a cough for 3d10 hours.

**Blackout:** The target's brain functions sometimes fail and cause the target to lose consciousness; at random times (or each hour) it must succeed on a Wisdom saving throw or fall unconscious.

It can be awakened with a Medicine check and consuming proper herbs, nuts, and vegetables (15 gp worth of walnut, ash tree leaf, black seed, and endive).





**Pale Skin:** The target's skin appears to be very sickly and can't roll 15 or higher in Charisma checks related to social encounters and similar situations. Any roll higher than 15 counts as 14.

**Movement Loss:** The target's speed is halved.

**Motor Dysfunction:** The target occasionally loses control over basic motor functions and appears to move weirdly, thus having disadvantage on Charisma checks while these anomalies continue. Each time a target enters a social encounter, it must succeed on a Constitution saving throw to be able to perform normally.

**Strong Fever\*\*:** Each hour the target must succeed on a Constitution saving throw. On a failed save its maximum hit points decrease by 6. Keeping the body cool makes the trigger every 2 hours rather than one.

As a rule, spells like *lesser restoration* or *greater restoration*, and features like lay on hands and *divine health* can't destroy the disease and do not affect the symptoms normally. *Detect poison and disease* or other similar spells or features does not detect an otherworldly disease, unless stated otherwise.

Rules about these features are listed here:

**Divine Health:** A paladin with this feature has advantage on saving throws against this disease.

**Lay on Health:** Spending 5 points grants another hour to the trigger of Strong Fever.

**Lesser Restoration:** Grants advantage in Strong Fever checks.

**Dispel Magic:** Suppresses the symptoms for 10 minutes in magical and otherworldly diseases. If it is cast as a 5th level spell, the time becomes 1 hour.

**Antimagic Field:** Magical and otherworldly diseases are suppressed in the antimagic field. But they are not cured.

**Power Word Heal:** It ends all mundane and magical diseases. It grants a saving throw in order to be cured from otherworldly diseases as well.

*Spells above Level 6 are not encountered often in the universe of Historica Arcanum.*

\*This is a different cough from the Plague & Disease Module's Symptoms section in EotSR.

\*\*This fever can't be reduced to Mild or Average Fever as it is shown in the Plague & Disease Module's Symptoms section in EotSR.

*When a creature dies of the disease, a random ethereal flower blooms on their body after 1d4 minutes. In a period of 2d6 hours, all of the body and its 5 to 10 ft. diameter is covered with beautiful and colorful flowers. However, this sight is not visible to the naked eye and will be revealed only if creatures can see through the ethereal plane.*

*The adventurers are considered protected from the disease on the first day due to their connections in the Zoroastrian catacombs with the Incense of Zoroaster. After a week passes, however, they may be affected by the spell.*

### Choir of Al Ghaib

This otherworldly elixir contains a power beyond imagining and takes its roots from Al Ghaib. It is produced by Sefir, Grand Alchemist of Alamut, and was designed to empower whoever drinks it. By the order of Hasan Sabbah, it had one great flaw: Addiction.

*The word "Hashashin" comes from "haṣḥaṣ," whose modern name is "papaver somniferum" and known as hashish, a drug made from opium poppy. This elixir contains hashish and its powerful essence. Legends describe that Hashashins use hashish as a method of overcoming pain and entering paradise.*

**Properties:** Whenever a creature drinks this elixir, it is counted as "Under the Effects of the Choir of Al Ghaib" permanently.

**Granted Effect:** The drinker is immune to all diseases, including otherworldly ones.

**Features:** It takes one action to drink the choir. It grants specialties depending on the variations below:

**First Time Consumption:** Roll from the table below. If you desire another side effect for the feature, you can roll again for the side effect only or choose a proper side effect for the drinker. In addition, creatures that drink it gain temporary hit points equal to  $4d6 + 4$ .

d10	Feature	Side Effect
1	The drinker gains 60 ft. darkvision. If you already have darkvision, this feature increases its range by 60 feet. It lasts for 24 hours.	At random times the drinker's eyes become all black.
2	The creature's Passive Perception increases by 3 for the next 8 hours.	All water becomes muddy and gives out foul stench within 10 ft. of it.
3	The creature has advantage on Initiative rolls for the next 8 hours.	Random body parts of GM's choice give off some steam and look like they have a rash on them.
4	The drinker gains climbing and swimming speed equal to its walking speed. It lasts until the end of its next long rest.	A gill appears under the drinker's left ear, and its nails smell like rotten flesh.
5	The drinker has advantage on ability checks that rely on its highest Ability Score. It lasts for 8 hours.	No one can produce a fire within 10 ft. of it. All active fires will go out. This excludes magical fires.
6	The drinker gains the ability of Devil's Sight. It lasts for 24 hours.	The drinker's eyes glow a dreadful red at night.
7	The drinker gains resistance to three types of damage, the GM determines the resistances. It lasts for 8 hours.	The drinker's face grows scales like a dragon's. Its color is determined by the GM.
8	The drinker gains +2 bonus to its attack rolls and saving throws, its spell save DC increases by 2 or its Armor Class can't be lower than 16 (The GM's choice). It lasts until the end of its next long rest.	The drinker's skin becomes so pale that people might think it is dead while sleeping.
9	The drinker has advantage on saving throws against spells and magical effects until the end of its next long rest.	The drinker's bodily indicators become exceptionally healthy.
10	The drinker is under the effects of the death ward spell for the next 8 hours.	The drinker's random body parts resemble a skeleton's under moonlight.

The side effects last until the end of the drinker's next long rest. It is under your discretion to apply advantage or disadvantage depending on the side effects, such as 6's side effect may give advantage on CHA (Intimidation) checks. Do not forget that this happens on first consumption only, so most Hashashins don't have these side effects.

These side effects are the result of the spell rebound effects.

For excessive uses, you may decide that the drinker rolls for more features and more effects.

**Addiction:** Each time the creature drinks the elixir, it must make a DC 15 Constitution saving throw. On a failed save, the creature gets the "Addicted" flaw. A creature with the **Addicted** flaw must consume the elixir at least once every 2d10 days. Otherwise, it will suffer from the **Withdrawal** table. Withdrawal effects are suppressed for 2d4 days with a greater restoration spell or another 2d10 days when the

creature consumes the elixir. The DCs on the table increase by 2 if an addicted character spends indicated days without drinking the elixir. For example, if a character rolls 11, withdrawals start at the end of 11 days. If the character spends another 11 days without the elixir, the DCs on the table increase by 2.

**“Addicted” Flaw:** “I need to drink the Choir of Al Ghaib. It is what keeps me alive.” Depending on the nature of your campaign and the personalities of the adventurers, you can alter the wording to fit better. It is intended for adventurers to feel the pressure of finding the elixir and to give players a method to apply their role playing.

d8	Withdrawal Effect
1	<b>Fatigue:</b> The creature must succeed on a DC 12 Constitution saving throw at the end of each long rest or suffer one level of exhaustion.
2	<b>Distraction:</b> The creature must succeed on a DC 10 Constitution saving throw at the end of each long rest or suffer disadvantage on all Wisdom checks for that day.
3	<b>Inhibitor:</b> The creature must succeed on a DC 10 Constitution saving throw at the end of each long rest or its walking speed is halved.
4	<b>Slow Reflexes:</b> The creature must succeed on a DC 10 Constitution saving throw or takes -2 penalty to its Armor Class.
5	<b>Bad Blood:</b> The creature must succeed on a DC 10 Constitution saving throw or can't recover hit points until it finishes a long rest. It gains the benefits of the previous long rest.
6	<b>Slow Reaction:</b> The creature must succeed on a DC 12 Constitution saving throw or suffer a disadvantage on all Dexterity checks and saving throws (including Initiative).
7	<b>Weak Muscles:</b> The creature must succeed on a DC 13 Constitution saving throw or its STR is reduced by 1d6 for that day.
8	<b>Hallucinations:</b> The creature must succeed on a DC 13 Constitution saving throw or suffer from hallucinations and similar effects determined by you. For example, the creature may not tell the difference between enemies and foes, may see things that aren't there and put themselves in danger by following them, have phobia attacks (being frightened because of the hallucinations), or getting paralyzed where they are (having the stunned condition when a triggering hallucination is seen).

*This elixir is the secret weapon of Hasan Sabbah, and he uses it to empower his most trusted Hashashins: The Harbingers of Castle Alamut.*

### Echoes of Destruction

On their final day, the players start witnessing the horrors of a city cursed by disease. Fresh suffering and tragedy lurk around every corner. People are very ill and a word of death is burning in Samarkand like a wild and untamed fire. There are dozens of locals who are pale, coughing, looking very fragile and fatigued. Here are some examples to show the adventurers; you can roll 3 times or choose 3 of them randomly:

**d6 Result**

- 1 The Khaganate's soldiers are forcing a crowd into an old wooden building. There are at least 20 people, many of them screaming, struggling. There are children crying. When the soldiers decide this is enough, they set the building on fire: the ignited arrows set a flammable liquid that's been poured on the roof ablaze.
- 2 An imam prowls around a sick crowd, bellowing prayers at the top of his voice, some locals are forcing people to listen but most kneel and pray.
- 3 Some "hunters" gather in the streets with sticks, rakes, and clubs to hunt down lepers, rodents, and dogs, whom they think are responsible for the plague.
- 4 There are some charlatans that claim they have found the cure and ask 5 gp for a bottle of medicine while some people from the crowd realize it and start to lynch them.
- 5 A rich merchant is being hung by the crowd and his goods, food, and coins are being distributed among the attackers.
- 6 A group of young boys start to splash blue paint on the doors of people they consider to be sick.

After a short while, each of them is found by Aslan. He looks worried as he hands them a letter. If Aslan is killed somehow or ends up on bad terms with the adventurers, a hawk will deliver these messages.

*Dear adventurers,*

*My name is Ibn Sina. You may consider me a physician who tries to understand the marvels of the human body and a scientist who tries to uncover the wonders of the universe.*

*I am in need of your assistance. This sickness plagues the land, and as a physician it is my duty to find the source and the cure of it. I have ideas and insights about its origins. My dear associate Aslan informed me that you were close to its origin point that I have discovered. I'd like to enlighten you further on this subject and would like to greet you in my humble and unpredictable chambers.*

*When you are on your way, please make sure you are not followed by:*

*Hospitalier Knights  
Templar Knights  
Foundation of Druids  
Masons of the West  
The Illuminati  
Eagle Warriors of the Khaganate  
Shamans of Ötüken  
Bookbinders Association  
Riders of the Jurchen Tribe  
Bloods of Alexander  
Protect the Elephants Society  
Shinobi of Tokugawa  
Tomb Raiders Guild  
Blacksmiths of Basra  
Emir Sadettin the Dog  
The Undying Ghost of Kilij Arslan I  
Cartographer's Society  
Saladin of the Ayyubid*

*Under no circumstances should you accept an invitation of companionship from Eshref the Tortoise!*

*Good luck,*

*ابن سينا*



The letter appears to be genuine. Aslan explains that he worked for Ibn Sina for some certain smuggling businesses and sometimes runs an errand, as he likes the old man but warns the adventurers that he is a “little crazy.”

### Dunyazad (Ibn Sina's Mansion)

*As you approach the mansion, you can't help but feel a sense of unease. The building looks as though it was constructed with no regard for aesthetics or function. The roof slopes at odd angles, the windows are uneven and mismatched, and doors on the upper floor seem to lead to nowhere, as if taunting anyone who might try to enter.*

*Despite its appearance, there is a sense of powerful magic emanating from the mansion, especially for any eyes used to dealing with the arcane. The mansion seems to pulsate with energy, as if alive. You hear whispers in the wind, telling tales of people's regret to have entered the house.*

*You can't help but feel drawn to the mansion. Perhaps it's the allure of the unknown, or the thrill of facing the unknown. Whatever the reason, you know that you must enter the mansion and uncover its secrets. And you see one door from the ground floor open as if it is welcoming you.*

In the courtyard near the house, adventurers notice that there are a large number of tents. Some of the Khaganate's guards are also waiting outside, looking puzzled and frustrated at the house from afar. Some of the locals are waiting, looking miserable, probably waiting for Ibn Sina to cure the disease and help their relatives.

Aslan helps the adventurers to pass without being seen and leads them to the open door. Behind the door is a bedroom painted in vibrant and clashing colors. It appears to have not been used for many months, as the dust on the furniture looks thick. If any of the adventurers turns to ask Aslan why an entrance to the house is a bedroom, they will see him walk away another 20 ft. Then, turning them to smile, he waves his hand and continues to walk away from the house. The bedroom door opens and an old man wanders in carrying a basket of fruits. He looks puzzled for a moment, then notices the adventurers.

“Ah, you must be the travelers Aslan spoke of.”

Ibn Sina welcomes them and offers them drinks, beds, and food, and as the adventurers go from door to door they notice a certain thing: This is a magical house with ever changing rooms. Each time one opens a door, a random room appears.

If asked, Ibn Sina will answer differently each time about the origins of the house:

#### d8 Result

- 1 “It was cursed by my ex-wife. She resented me so much, whenever her eyes touched something of mine, it went bad.”
- 2 “I bought it from a miserable man who was conned into buying this house. It was a trickster fey's doing.”
- 3 “I was bored of predictability, so I made it happen to enjoy my daily life.”
- 4 “It was once a great wizard who turned himself into a house with some sort of polymorph spell and was cursed to stay that way.”
- 5 “It was built by a drunken architect and its wood was enchanted by an azure dragon.”
- 6 “The family that used to live here was murdered by a serial killer, and their blood made the house awaken.”
- 7 “It was Nasreddin Hodja's original house.”
- 8 “A genie from a bottle appeared for a little child and she wished for a house where laughter is never far from her ears.”

Ibn Sina is used to not being able to find the right door but the adventurers wouldn't be wrong if they come to the conclusion that the only person who can find its way around is him.

Roll 3d10. The total is the number of minutes it takes to find the common hall, where Ibn Sina usually hangs out. During this journey and any other times they spend in the house they may encounter many bizarre things: choose or roll from the table below. As an optional rule, when they try to reach a room, roll a d8 first and use the total as how many times you will roll from this table. However, in time the adventurers are also getting used to the house, so you may just roll a 3d10 and say “It took you (3d10) minutes to reach the room you want.” What they can encounter in the house is not limited to this list, so feel free to add anything you may deem appropriate for your game.



## d20 Result

1 1d4-1 **black bears**®.

2 1d4-1 **tigers**®.

3 1d2 **giant spiders**®.

4 A room with a swamp in the middle of it.

5 Bizarre flowers that should not be able to grow here.

6 Tall trees covering the room.

7 1d4 Pixies.

8 A heavy chest, but it is a **mimic**® and apparently snoring loudly. Only a really loud noise can wake it up.

9 A very grim room with a balbal (Turkic tomb) in the middle of it. The tombstone reads in Hunnic runes: "Bleda, brother of Attila, rests here. He ascended to the sky."

10 A room full of spices and ingredients from all around the world; curry, coffee, lotus flowers, tea leaves, and similar.

A small **golden dragon wyrmling**® is sleeping on a collection of books, tomes and stone tablets that look ancient. Whenever someone or an outsider object comes within 10 ft. of the dragon, it and its pile vanishes. If asked, Ibn Sina will refer to the dragon as "Sarı kız" (meaning "Yellow Girl" in Turkish, a common name used for sheep, horses and similar docile animals) and that the dragon will sleep for at least a century.

12 The cellar. There are many types of food and alcoholic beverages such as barrels of beer or wine.

The terrace. There's a **ghost**® in there that rarely speaks named Cafer. He came to deliver Ibn Sina some coins for a job but died inside the house. His wife died years ago, due to an illness, so he had not many things to live for; nevertheless, he got stuck here. He sometimes plays Go or Chess with Ibn Sina. Unless intensely provoked, he won't attack the adventurers, as they are guests in this house.

14 A living room. The only interesting object is a random **cantrip** scroll of your choice.

15 Nursery. They find three **healer's kits**.

16 The library. They may roll for Intelligence checks and gain lore about the world. The DC depends on the piece of information they are seeking.

17 An armory. They can find any simple or martial weapon, and ammunition you deem appropriate.

18 They find a well inside the house. The water looks fresh, and the room smells good due to flowers near the well. If they drink from it, they gain 1d4 temporary hit points. A creature can only benefit from this once a day.

19 They stumble upon The Treasure Room. They find 4d8 worth of gold pieces and 1d4 **healing potions** each time they find this room, or at your discretion, they can find one or two **spell scrolls** of your choice (Maximum of Level 2).

20 They find the room they are looking for immediately.



And most of the time they hear what is going on in other rooms, such as:

### d8 Result

- 1 They hear two men speaking Mandarin Chinese or Tibetan. The topic is “HOW THE HELL ARE WE GETTING OUT OF THIS HOUSE?” or “Did you like the meal I cooked?”
- 2 They hear loud elephant or similar beast noises.
- 3 They hear the sound of an axe chopping down a tree.
- 4 They hear a blacksmith working on metals. Loudly.
- 5 They hear horses’ running around upstairs. “Wait a second...isn’t it only the roof above us?”
- 6 They hear a woman telling funny stories such as works of Nasreddin Hodja or Keloglan.
- 7 They hear the bell of a church very nearby and the chanting of a priest.
- 8 They hear the clashing of swords and warriors yelling war cries like “Ha!”, “Ahhh!” and the din of battle.
- 9 They hear the sound of many musical instruments at the same time. They are interestingly in perfect harmony.
- 10 They hear the crashing of waves on the beach.

*If asked about the mansion’s name, Ibn Sina will tell the story of Scheherazade and Shahryar and explain that it comes from their story. Dunyazad is Scheherazade’s sister and eventually marries Shah Zaman, king of Samarkand.*

*“Shahryar is a king who, after being betrayed by his wife, marries a new woman every night and has her put to death the next morning. He fears that every woman will eventually betray him. Scheherazade, the vizier’s daughter, volunteers to be the next queen and marries Shahryar. On their wedding night, she begins to tell him a story but stops at a cliffhanger, leaving him eager to hear the rest. She repeats this process for 1001 nights, keeping Shahryar interested in her stories and postponing her execution. Eventually, Shahryar falls in love with Scheherazade, and they lived happily ever after.*

*It was Dunyazad, Scheherazade’s sister, who visited her each night and asked for another story before her execution.”*

### Main Story Point

When the adventurers rest, Ibn Sina will talk them about certain topics:

- ☞ This sickness is unusual. He stresses the word and becomes silent for a brief moment for them to understand this information’s depth, as it is coming from the best physician in the world. He has some theories about it, but he can’t go outside this building, as he has many enemies outside and the house protects his mind.

- ☞ They may use his house as a base of operations for a while, in case they get on the wrong side of the Khaganate’s forces.

- ☞ “Whoever is behind this has used you, adventurers that know nothing, to spread this disease. They knew that Aslan would ask refugees to carry out this kind of task. For all our sake, we must untangle this mess.”

If they accept, Ibn Sina will give them certain tasks to complete in order to find a cure to the disease.

1. **Investigate a suspect:** A formal associate of Ibn Sina named Abu Amir. He usually investigates these kinds of contagious diseases and its effect on the human mind. Ibn Sina warns that he may be hiding something, and he never trusted him that much, as he was involved with “exorcism and other equally useless things.” He knows from Aslan that Abu Amir has been invited to a noble’s house for medical purposes.

2. **Find samples:** A band of refugees entered the city using Aslan’s methods, and he arranged a deserted old inn (Mustakim Inn) for them to stay in. There are non-humans among them, and at least one of them must be brought here to see if the disease is affecting them differently. “If there are any discrepancies between humans and others, that might just be the key to unlocking this thing.”

### Quest 1) Diseases on the Mind

Abu Amir lives in the wealthy part of the city, and he bribed many of the Khaganate’s officers in the area

using medicine, free examinations, and old fashioned gold. He has been summoned by a noble named Süleyman Kadir. He will travel from his house to there after noon's prayers (namaz). It will take about 30 minutes for him to arrive, as he will try to avoid the sickly and any unbribed Khaganate officers.

If no one intervenes, this is his route:

1. He will stop by at a local doctor called Hakeem (check out the Samarkand section in EotSR for further details about Hakeem) and gather some supplies, such as bandages.
2. He will deliver medicine to the local officer of the Khaganate named Batubars (check out the Samarkand section in EotSR for further details about Batubars). Batubars will lead him to a tunnel inside a building nearby. Adventurers with Passive Perception equal to 13 or higher can hear this immediately and other characters can roll for DC 13 WIS (Perception) check that rely on hearing or mouth reading.
3. There is a sealed tunnel that leads to the house of Süleyman Kadir. Abu Amir will wait for 10 minutes and check on the well-being of the Khaganate soldiers' that are on guard duty where the tunnel can't be seen. This might give the adventurers a head start in the tunnel.

The tunnel is about 250 meters (820 ft.) long, and there are two sickly men sheltering about 500 ft within. They are **wererats**, and they have Level 1 Exhaustion and carry the Chrysalis of Dream. Abu Amir carries a vial of sleep; if adventurers follow behind him, he will immediately use it on the wererats for safe passage. The wererats are asleep and have Passive Perception of 8, due to sleeping and their level of exhaustion even when they are awake. They may not realize at all if the adventurers move stealthily.

If investigated, the wererats carry four dolls with ribbons on them, two tiny flutes and a music box.





*If the adventurers didn't return to Shah-i Zinda to be affected by the Incense of Zoroaster, they may be inflicted with the disease.*

- The tunnel leads to a hatch inside the perimeter of Süleyman Kadir's house. His only remaining men are **4 Guards** scattered around the garden. Süleyman Kadir uses the **Noble** statblock.
- Inside the house is Süleyman Kadir's daughter. She has a serious mental illness; thus, she doesn't speak or eat properly.

Abu Amir uses an interesting method to deal with mental diseases. He carries three tiny chests that fit in the palm easily. These chests are marked with red, purple, and green paint. The red one carries a **lemure** spirit; the purple one carries a **shadow** spirit; and the green one carries a **dust mephit** spirit. He uses the lemure, and lets it possess the girl. Afterwards, he uses his limited spellcasting ability to exorcize the devil back to the chest. Of course, during the possession, casual observers unfamiliar with magic won't understand anything. If the adventurers witness this situation they may roll for DC 13 INT (Arcana) check to understand the process.

After the ceremony, he utters to the girl and her father that the girl was possessed and now should be fine. This method is how he tries to cure mental conditions. After this, he receives payment and goes home.

This is a regular job for Abu Amir, and most of the time he doesn't take payments from the poor and the like. He tries to understand the human mind and in cases he sees as lost causes he uses this method to give the patients a placebo effect. If persuaded or intimidated

successfully (DC 10), he will give the pieces of information above to the adventurers and share other knowledge he possesses about the disease:

- The patients can't be possessed.
- Simple magic or arcane methods have proven useless.
- The ones about to die mostly claim they are going to a better place or a terrible place. All patients he saw were either gone with a happy face or a dreaded face.
- The symptoms that the patients show, they look like a more "symbiotic" relationship than "a possession."

While going home, Abu Amir starts to show some symptoms of the disease.

### Quest 2) Haunted Inn

At the entrance of the inn, there's a sign in Thieves Cant that says: "Destruction." If detect magic is cast, it will show a perimeter right around the inn's borders. A DC 10 INT (Arcana) check reveals that this is a protective border that allows newcomers in but deals damage (2d4 psychic) to whoever wants to come out.

Inside, the adventurers encounter about a dozen **Commoners**, most of them are non-humans (elves, halflings, dwarves, half-orcs, and tieflings). They all have Level 3 Exhaustion. Although they may be scared of the adventurers, they don't have energy to start any confrontation. As soon as they hear Aslan's name, they calm down.

The inn has been abandoned and has many leftovers



from the previous owners, although many supplies have been consumed by the refugees. There are tables, chairs and many things that can come close to a bed, but no one goes upstairs. One of the refugees warns them: “The dead! The dead are upstairs! We can’t leave, it attacks us! We can’t sleep, it haunts us!” They do, however, agree to meet with Ibn Sina if the players can get them out of their predicament.

There’s a humming voice inside that never ceases and it grows louder each step close to the upstairs. It resembles a very distant whistling like the wind.

There is also a journal that survived this mayhem. It contains the records of a cook called Nizam and some notes like: “I love this food”; “This ingredient proved to be better than all”; “The last customers loved this stew”; and so on.

### Haunted Inn



The upstairs has four rooms. Each room contains one of four items connected to the mystery, and the undead that is stuck here (a **poltergeist**) wants them to be burned with prayers from a religious person. A successful DC 10 INT (Arcana or Religion) check to understand this situation. The items can be identified with a detect magic spell or the ceasing of the hymning when someone touches it. The Poltergeist will attack if anyone tries to leave the inn. If it is reduced to 0 hit points, it doesn’t die and respawns right away and re-enters the fight. If anyone tries to leave, they take 2d4 psychic damage at the threshold due to the magical perimeter.

#### Room 1:

There’s a tile on the roof that will be triggered with the opening of the door. The first three who enter

the room must succeed on a DC 11 Dexterity saving throw or take 1d3 bludgeoning damage. The room seems to have been a home for a bard once. There are many sheets of paper that contain musical notes, a love letter written in Persian to “Ferhât,” and some brief scratchings on scraps of paper and unfinished poems. A DC 7 INT (History) check reveals these to be references to a famous love story, Ferhât & Şirin. The item needed to banish the **poltergeist** is a silver spoon with an N carved on it.

#### Room 2:

This room appears to have housed a tailor or a cloth merchant. There are scissors, needles, and cloth of many different kinds, colors, and patterns scattered around.

The item that is needed is a silver fork with an N carved on it.

#### Room 3:

This room contains prayer books in Latin and some copies of the Second Testament. The last resident appears to be a missionary from the Western lands or a priest from the remaining Crusader settlements. His personal journal’s papers have been scattered and partly destroyed, so only 3-4 pages can be read. It involves a story about a child’s confession written in French. The child lined up in front of a church to get a bagel and returned for one more by disguising himself with the aid of dust and paint. He then gave the extra bagel to stray cats and dogs but afterwards felt terrible about it.

The item that is needed is a silver knife with an N carved on it.

#### Room 4:

This room contains excavation equipment, ropes, many sheets of parchment, broken ink bottles and a road map that has been torn to pieces. The pieces can be combined with a DC 13 Intelligence check or with the mending spell. It appears the resident of this room was an archeologist, and the map shows an old temple buried under. If the adventurers want to pursue this clue, check out the **Buried Temple** section in **Road to Merv** in Act II: The First Drop.

The item that is needed is a silver plate with an N carved under it.

If the adventurers successfully bring the pieces together, the **poltergeist** appears in front of them as a chubby old man with an apron and tells them to “Burn them, please.” A DC 10 INT (Arcana or Religion) check reveals that it must be conducted by a religious person and their prayers.

#### Results

*The adventurers advance to Level 3.*



After returning to Ibn Sina's Mansion, Ibn Sina examines the non-humans and thinks about any information extracted from Abu Amir. Eventually he will talk to the party about these topics:

- ❧ He knows who is behind this disease: Sefir! A Hashashin that was the heir of Hasan Sabbah. The prodigy of Castle Alamut! One of the most influential and powerful acolytes of Hasan Sabbah. Ibn Sina saw Sefir's creations years ago and mostly healed them. He thinks that Sefir probably knows about him, too. Since the demise of Hasan Sabbah, the Hashashins have been keeping quiet, but Ibn Sina's worst nightmares are coming true.
- ❧ He knows the origin point of the disease: an orphanage that holds dark secrets. Ibn Sina has a friend that helped him with this knowledge. This person has the ability to trace the disease. He is named al-Himyari.
- ❧ If the adventurers can't find Sefir, this disease will affect all of the Silk Road, and maybe even beyond that, as refugees move from city to city to find themselves a new home in the face of the Khaganate threat.
- ❧ If they ever find Sefir, they must bring all his belongings and his body back to Ibn Sina. Without his works, Ibn Sina may never be able to find a cure. And he is sure that Sefir himself must be immune to this disease.
- ❧ "I know that Sefir seems intimidating and powerful, but there is no one else but you who can stand in his way, adventurers."

### Origin of the Disease: Hikmet-i Sehab

The name of the orphanage is Hikmet-i Sehab. A local architect named Jabbar built it many years ago and donated it to charity. If the adventurers ask around to find him first, they must succeed on a DC 10 CHA (Persuasion) check to find out where he is. If there are people who know Thieves Cant within the party, they can get the information by spending 5 gp and speaking with the seedier elements in the town. In doing so, they may find his abandoned workshop and obtain the plan of the orphanage.

*The orphanage stands before you, its entrance door flung wide open, beckoning you inside. As you step across the threshold, you are struck by a heavy cloying stillness that saturates the air. The hallway stretches before you, empty and lifeless, like a deserted necropolis. The scent of innocence hangs heavy in the air, and for a moment, you feel as though you can hear the echoes of screams past, rising up from the very stones beneath your feet. This was a place that once teemed with life and joy, but now, all that remains is a watchful silence.*

### The Garden

The garden surrounding the orphanage has only one point of interest, which is a well. Inside it, there's the blue box they delivered to the Saluting Moon.

### Main Entrance

There are many coats, ruined cloaks and similar objects scattered around. A DC 10 WIS (Survival) check reveals that there were many people here and left the building in a hurry. There are three doors besides the main one that lead to other rooms as shown in the map.

All windows are tightly sealed with wooden boards.



They can be forced open with 4 points of bludgeoning damage.

### Hall A

This hall contains 6 rooms. There is a 50% chance that there are usable lanterns. Otherwise, the lanterns have fallen to the ground and their oil has spilled.

### Rooms A 1 to 6

These rooms appear to be orderly and well furnished dorm rooms—with two beds, small tables, chairs and cabinets for each room. A DC 10 INT (Investigation) check reveals that there are no personal items, which seems odd for a dormitory.

Each room contains dead children and dead men armed with daggers and other similar small weapons. A DC 10 INT (History) check reveals that they are the same men who the party encountered in the Saluting Moon.

### B1 & B2

These rooms appear to belong to guards of the orphanage. There are weapon belts that seem empty, long sticks that can be used as clubs, and empty bottles, all scattered around. There are six dead bodies, four of them belong to the men of the Saluting Moon and the other two are orphanage guards.

### B3 (Locked, DC 14)

This room seems to be designed to accommodate a person of greater importance. The bed is bigger and more luxurious than the rest. The southern wall holds many shelves that contain liquor bottles, sweet scents and other expensive looking drinks. Many of them are scattered on the ground and broken.

### B4 (Locked, DC 12)

This is an armory. There's a workbench filled with tools to repair or produce new weapons. There are also many stools and cushions for people to sit on. Roll for a d100, on a roll 60 or higher, the adventurers may find simple weapons and ammunition (bolts and arrows).

### Hall B

The northern side of the wall seems damaged but recently repaired. In front them there are three taps that still work and let clean water flow into the building. They appear to have been used many times over and are somewhat worn down. At the end of the hall, there are two staircases that lead upstairs and downstairs. There's a metal gate locked shut with chains (DC 10 Thieves Tools check).

### Hall C

The first tile in the door is activated upon the first footstep. A DC 13 WIS (Perception) check (or adventurers with 13 Passive Perception or higher) notice that this is the only tile that hasn't been stepped on for a long while. Upon activation, small hatches on the ceilings fire two darts (DC 10 Dexterity saving throw), each dealing 1d4 piercing damage upon a failed save or half as much on a successful one.

### C1

This huge room contains many tables and chairs that appear to have hosted many children for their studies. DC 8 INT (Investigation) check will reveal that meals are also usually eaten here.

☞ Bookcases cover the western wall from head to toe. In the northeastern corner there's a fireplace with cushions in front of it. There's a little girl



sitting in front of the fireplace. A DC 15 INT (Arcana) check (or a 15 Passive Perception) reveals that this is not a normal child. It is actually a **Karbuga**. If the adventurers don't immediately attack, they may attempt to communicate with her. She wishes to be warm, so if the adventurers light the fireplace, she won't attack them. In return, she will share this knowledge:

“We trusted them. They served him. They helped him. Why would they damn us? Why would they choose us to start all this?” She won't answer further.

## Karbuga

Medium monstrosity, neutral good or neutral evil

**Armor Class** 13

**Hit Points** 52 (8d8+16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Damage Immunities** cold

**Damage Resistances** bludgeoning, piercing and slashing from non-magical weapons.

**Senses** Darkvision 60 ft., Passive Perception 12

**Challenge** 2 (400 XP)

**Drain Heat.** Any creature in direct sight of the karbuga will feel chilled and any natural fire smaller than the size of a large bonfire will blow out.

**Terrain Camouflage.** The karbuga has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### Actions

**Cold Embrace.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d8+5) cold damage. The karbuga caresses the body of its target with the back of its hand, and everything it touches freezes.

**Ice Breath (Recharge on 4-6).** The karbuga exhales a blast of freezing wind and icicles in a 20-foot cone. Each creature in that area must make a Dexterity saving throw (DC 12) or take 20 (5d8) cold damage on a failed save, or half as much damage on a successful one.

### C2

This room contains many brooms, buckets, and other items used for cleaning, as well as some torches and one working candle.

### Kitchen

There are many cooking supplies and two cook's utensils in the kitchen. In the northeastern corner, there is a chimney they can use to reach upstairs. If the adventurers can think of it, they can use it to climb up.

In the north of the kitchen there's a hidden trapdoor that leads to the downstairs Cellar. The door is trapped and deals 2d4 poison damage if not deactivated—a DC 13 INT (Investigation) or WIS (Perception) to spot it, and a DC 12 Dexterity or Thieves Tools check to deactivate it. Proper equipment is needed to attempt this ability check.

### Dining Hall

The floor of the dining hall is covered with black tiles and stones; this room is very distinct to the others found in the building so far.

There are many tables, simple chairs, and crockery used for eating. A close investigation (DC 8) will reveal that tables were moved in the corners many times and there are bloodstains that look very old all over the place, mostly in the center.

Behind one of the tables a body lies. It is the man with horrible scars from the Saluting Moon. He has a dagger, a hand crossbow and five bolts on him, as well as a pouch containing 15 gp. A DC 10 WIS (Medicine) check indicates that he died of poison.

The adventurers are attacked by a Specter. When it dies, it will whisper in Arabic: “*We were used. All of us. He used us.*”

### Upstairs - Hall D

There are two doors that lead to the Classroom and Lounge.

### Classroom

There are a lot of diwans, wooden desks, parchment papers and ink bottles, as well as quills scattered around and a map of the known world, showing the empires and kingdoms that are said to possess the realms. There are dead children everywhere, locked together in their last embrace moments before the disease took them away. A dog-shaped creature appears to be asleep; some of the dead children must have gathered around it to hug the creature, but they all perished. A DC 10 INT (Arcana) check reveals that this is a **Ya'is**. If the creatures didn't use stealth and the score is not more than the Ya'is's Passive Perception, it will wake up and attack the adventurers.

There is a tall dressing **mirror** covered in sheets which emanates a magical aura when *detect magic* is active. If *identified*, it appears to be connected with a master mirror in an unknown location.

There are boards on the wall that show interesting statistics:

Dagger	Archery
1- Ali	1- Said
2- Nazif	2- Melek
3- Hatice	3- Osman
Arcane	Combat
1- Sema	1- Melek
2- Ali	2- Hüsrev
3- Nusret	3- Nazif

There are also many names with a line drawn on them.

## Ya'is

Medium undead, chaotic evil

**Armor Class** 13

**Hit Points** 66 (12d8+12)

**Speed** 30 ft., fly 30 ft.

**STR** DEX **CON** **INT** **WIS** **CHA**  
3 (-4) 19 (+4) 12 (+1) 10 (+0) 14 (+2) 15 (+2)

**Saving Throws** Dex +6, Cha +4.

**Skills** Stealth +5

**Damage Vulnerability** radiant

**Damage Resistance** acid, fire, lightning, thunder, bludgeoning, piercing and slashing from non magical attacks.

**Damage Immunities** cold, poison necrotic.

**Condition Immunities** exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained.

**Senses** Darkvision 120 ft., Passive Perception 12.

**Challenge** 4 (1,100 XP)

**Incorporeal.** The ya'is 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.

**Remain in Shadows.** While in total darkness, the ya'is can take the Hide action as a bonus action and will have advantage in dim light conditions.

**Sensitive to Light.** While in bright light, the ya'is has disadvantage on attack rolls, as well as perception checks that rely on sight.

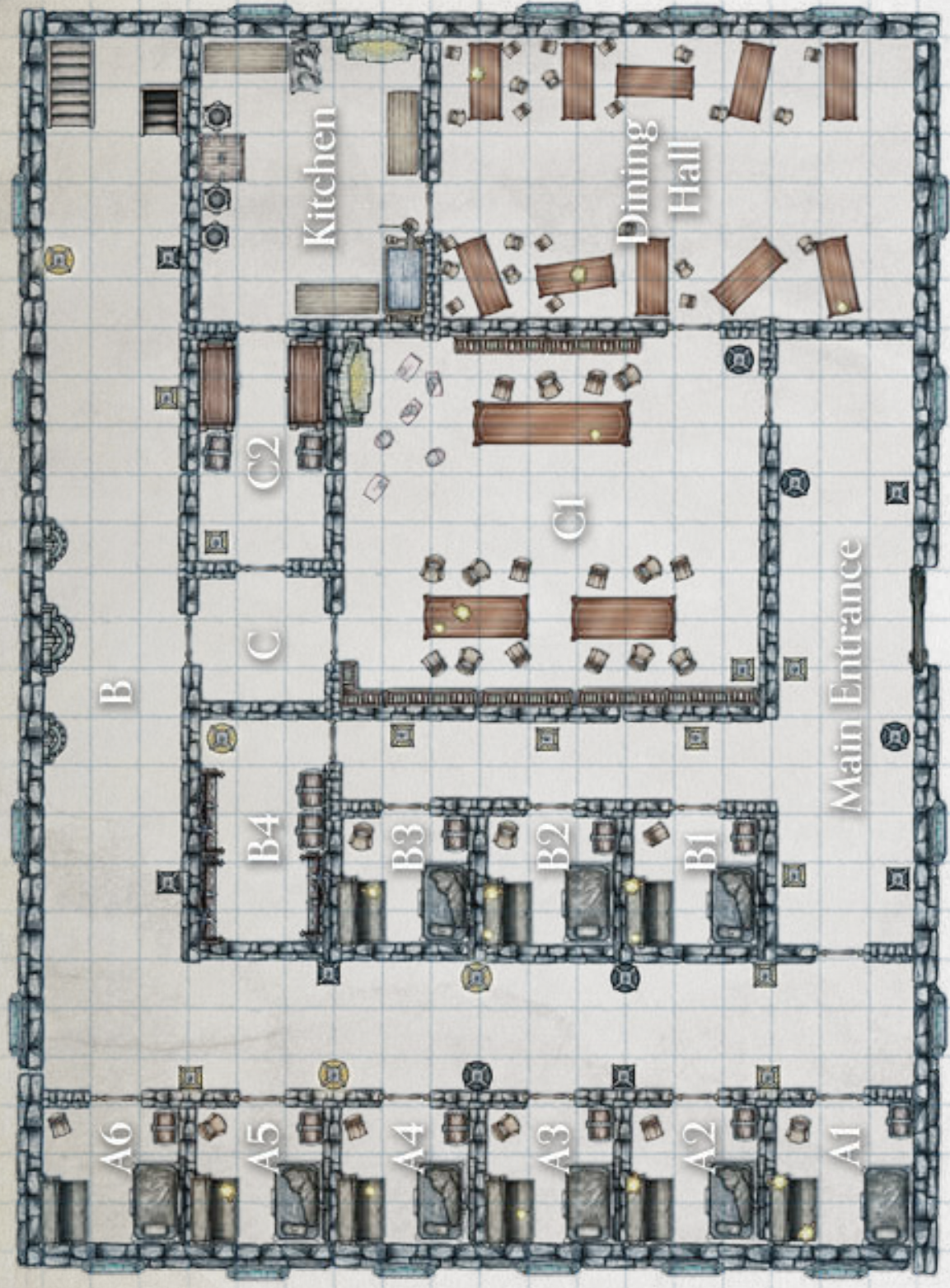
### Actions

**Shadow Embrace.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 9 (2d6 +4) necrotic damage. The ya'is gains temporary hit points equal to the damage dealt.

**Sorrowful Scream.** As an action, the ya'is can utter a horrific scream. Creatures within 30 ft. of the ya'is must succeed a Wisdom saving throw (DC 12) or take 9 (2d8) psychic damage and gain -1 penalty to attack rolls, ability checks and saving throws. On a successful save, they take half damage and suffer no penalty.

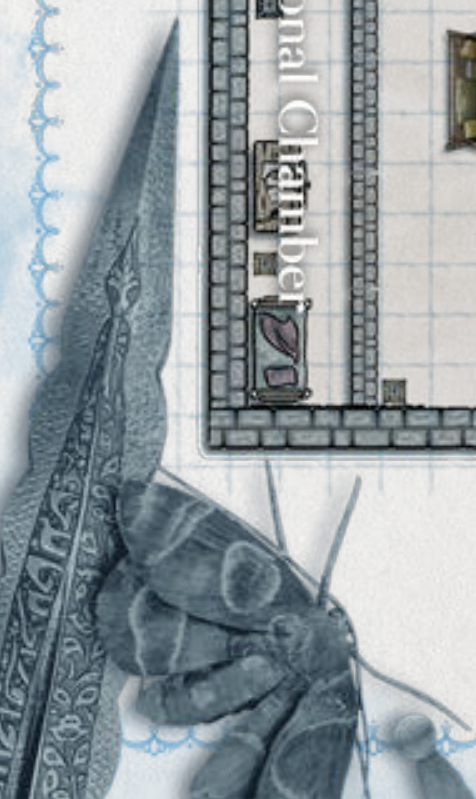
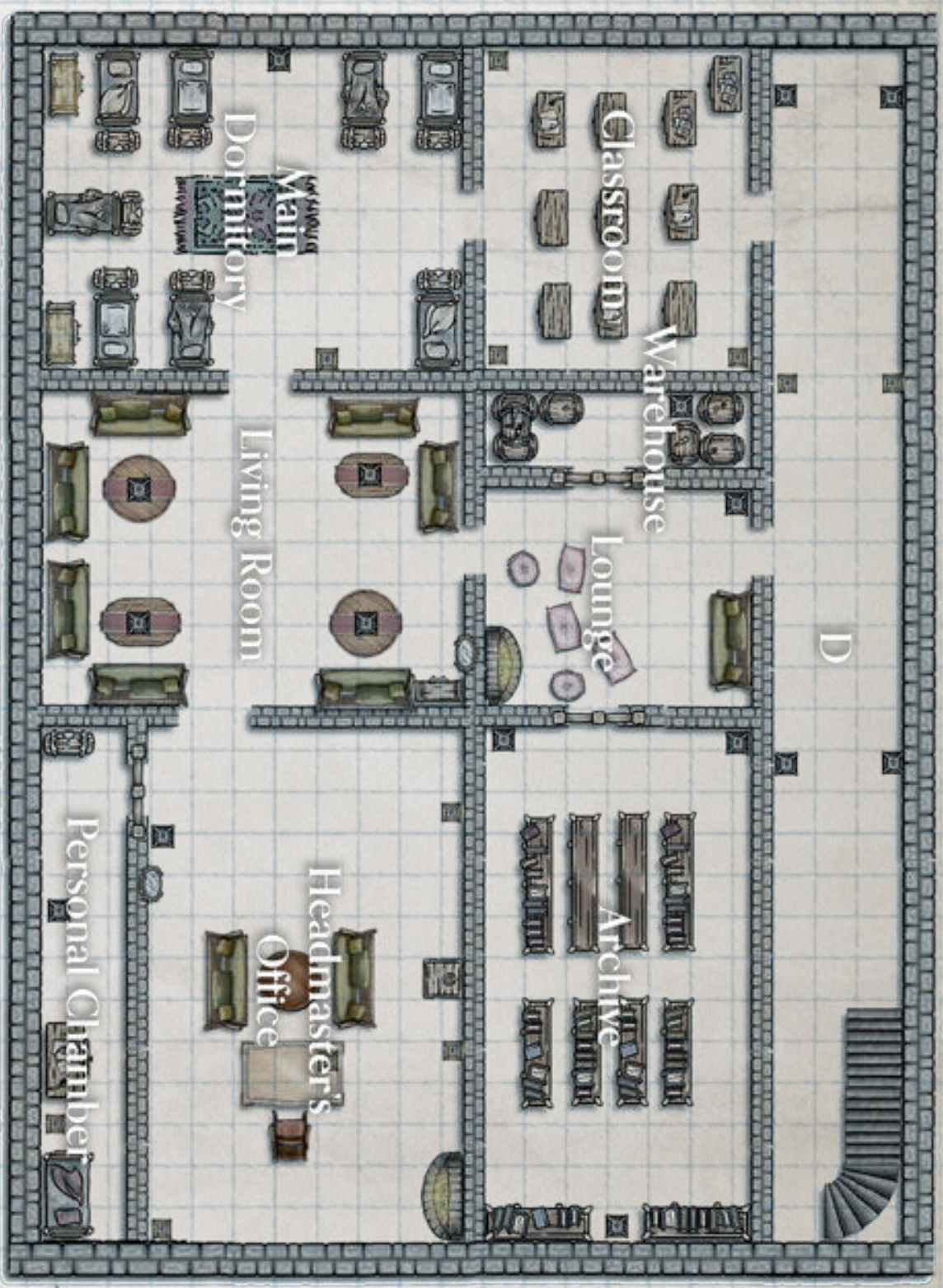
# Drphanage - Entrance

حکمت سحاب



# Drphnaga - Top Floor

*Blue Cakes*



### Lounge

This room appears to be a lounge where important guests are hosted. There's a fancy table and well made chairs as well as a cabinet full of liquor, honey jars, and similar drinks and snacks.

### Warehouse

This room's door is locked (DC 15). Inside, there are 1d4 healing potions and a strange looking **elixir** that resembles a gray cloud. When identified, its effects are unpredictable and amplify some of the physical or arcane abilities of the drinker. It is made by using the essence of an otherworldly creature (this is the **Choir of Al-Ghaib**).

### Main Dormitory

There are many beds, hammocks, and sheets. This appears to be the chamber where all other children were sleeping. There are many signs of the disease that cover the bodies of the children.

### Living Room

There are many chairs, stools, and divans scattered around. A tall mirror under a sheet takes the attention within the disastrous scene, while standing undamaged. Detect magic reveals it as a magical mirror. It is of the same structure as the mirror in the Classroom.

### Archive (Locked, DC 15)

The room contains way too many documents for an orphanage, and they are all in some sort of code. If the players want to read any of the surviving documents, it requires a total of 5 successful Intelligence checks at the end of each day they are examined during a long rest.

The pieces of information that documents revealed:

- ☞ One child that is particularly brilliant has been sent to the "mage in the House of Wisdom" in order to be trained further.
- ☞ A very old letter, it is completely illegible save for the last two lines: "I was also raised here. I know its potential."
- ☞ A letter by **Hasan bin Ali** (DC 20 INT History check reveals this is Hasan Sabbah's actual name), only one command can be read: "Send me the four best. Immediately." (This one can be decoded immediately if a high Intelligence check is rolled, DC 20)

### The Headmaster's Office

This office has two divans, low coffee tables, a desk with a chair behind it, a fireplace, and a trapdoor (13 Passive Perception) that opens to the archive (DC 13 Thieves Tools check. On a failed save, it deals 2d4 poison damage to anyone who tries to open it).

The headmaster's body is face down on the floor and blood is leaking from his mouth. A DC 12 WIS (Medicine) check reveals that he has been poisoned and there are no signs of the disease. Near him, there is a chest that contains identical keys, at least a hundred of them. If detect magic is cast, one key yields a magical aura and can be used to open the warehouse's lock. If there's no way to detect the magic, it takes 4d6 attempts to find the right key. This keychain can be used for every lock in the orphanage and 4d6 attempts apply.

The other door leads to the personal chamber of the headmaster.

### Personal Chamber (Locked, DC 15 Thieves Tools)

If the door is forced open and not unlocked, a magical trap is activated and each person in the headmaster's office must succeed on a DC 10 Constitution saving throw or take 2d6 psychic damage.

There's a bed, a table, a chair, and a chest in the room. The chest is locked (DC 13 Thieves Tools check) and holds 2 potions of healing, one potion of poison resistance, one goggles of night and 100 gp worth of gems and rubies.

### Basement - D1

There are two doors, one leading to D2 and one leading to the Cellar. Both have handmade traps that fire poisoned darts. They can be detected with a DC 12 Perception check or 12 Passive Perception. Unless disarmed (DC 14 Thieves Tools check), they deal 1d6 poison damage to whoever crosses the door.

### Cellar

This room is full of supplies, barrels and other goods that need to be stored in the cool environment. A DC 10 Investigation check reveals that this cellar has been used recently, probably even today.

### D2

The northern part of this room has iron cages, and there are children's diseased corpses inside it. By now the players may be getting used to the scent of the disease—the perfume of flowers, beautiful and suffocating.

There are two men's bodies, once armed with a curved short sword and leather armor inside the Guard Room. They carry a total of 25 gp.

### D3

The door leading to this room has a handmade trap that is set up to trip when the first person crosses the threshold. A DC 14 WIS (Perception) check or 14 Passive Perception is required to detect the trap. Otherwise, each crosser must succeed on a DC 14 DEX (Acrobatics) check or fall prone. The trap can be disabled by cutting the string.

If any creature falls prone, the 4 **Hashashin Trainees** immediately attack the adventurers. Otherwise they will try to appear unconscious until the adventurers reach the middle of the room. A DC 13 INT (Investigation) or WIS (Medicine) check will see through the ruse. They will fight viciously until the end.

## Hashashin Trainee

Medium humanoid, chaotic evil

**Armor Class** 13 (15 with Focus)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

**STR** 14 (+2) **DEX** 17 (+3) **CON** 12 (+1) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 13 (+1)

**Saving Throws** Dex +5, Wis +4, Cha +3.

**Skills** Athletics +4, Acrobatics +5, Deception +3

**Senses** Passive Perception 12

**Languages** Arabic, Persian, Turkish, Mongolian

**Challenge** 2 (450 XP)

**Focus.** As a bonus action, the Hashashin Trainee can enter the Focus state. For 1 minute, it deals 4 (1d8) extra psychic damage when it hits a creature with an unarmed strike or hanchar due to the Choir of Al-Ghaib it has drunk (included in the Actions) and gains +2 to AC if it doesn't wear any armor. Its attacks directly hit the nerves. Each turn Hashashin Trainee loses 1 hit point. It can end the state as a bonus action and can't enter Focus state again until it finishes a long rest.

### Actions

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage, plus 4 (1d8) psychic damage.

**Hanchar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: Hit: 5 (1d4 + 3) piercing damage, plus 4 (1d8) psychic damage.

Their hanchars are decorative, and the daggers are also well made. Each hanchar can be sold for 20 gp.

*These trainees are not older than 20 and will not surrender at any costs. Further investigation in the cages revealed that they were here for days and had eaten all the supplies. There were no locks on their doors. These youth are infected by the Elixir and were put in these cages to be trained further. They thought it was all part of their training and never left this room.*

### D4

This room contains cells with horrible torture devices. There are no traces of their being used for a long time. Most of the equipment appears to have been used for information extraction.

### Main Story Moment

When the adventurers decide to leave the orphanage, they notice a man waiting in the arbor, sitting on a bench. He smiles when he sees the adventurers and seems to be concerned if they are injured. If the adventurers respond to him defensively, he will reveal himself: "I am al-Himyari, friend of Ibn Sina." He will say that Ibn Sina himself has directed him to the adventurers, and he'd like to help them. If an adventurer wants to see if he can be trusted, a DC 30 WIS (Insight) check reveals that he is lying.

*This man is Hasan bin Ali bin Muhammad bin Ja'far bin al-Husayn bin Muhammad bin al-Sabbah al-Himyari. Widely known as Hasan Sabbah, the Old Man of the Mountain, imam of the Ismaili Naziri State, leader and founder of the Hashashins of Castle Alamut. He disguises himself as a man simply called al-Himyari, if asked he will reveal his name to be Bayram.*

*It is important to roleplay without hinting that this man is the antagonist of this adventure but also make this NPC memorable to them.*

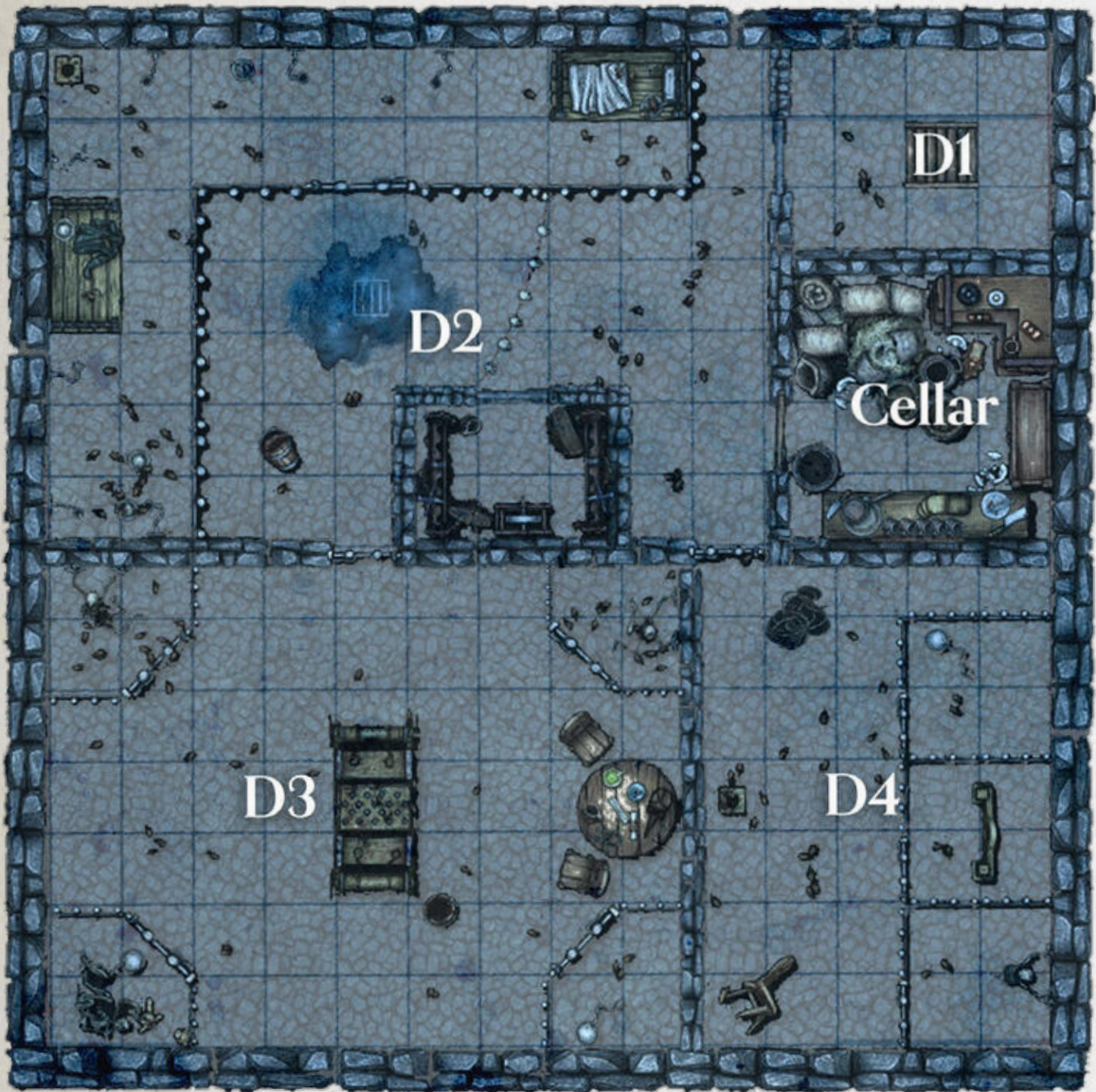
Al-Himyari will use a healer's kit to heal each adventurer 1d6+4 hit points if they let him. You can describe the situation to the players by sharing details about his talent at tending wounds, hinting that al-Himyari may have the Healer feat. If some adventurers are really low on HP, he may expend two or three uses of healer's kit again to heal them more. After tending the wounds, al-Himyari will want to talk to them about what happened through these main topics:

- ☞ Was anyone alive there?
- ☞ Is there anyone who needs medical attention?
- ☞ Is it safe now?
- ☞ Do they have any clue about the disease?

After the conversation, he will state that he learned from Ibn Sina that a man called Sefir is responsible for the disease, and it appears that this disease contains traces from the worlds beyond the veil.

*"It seems Samarkand's remaining future depends on the downfall of this man. It is critical that he must be found at once. I have a certain object, rare beyond belief, which I obtained many years ago from an eccentric storyteller in Baghdad, a teardrop of a bird who traveled back and forth from Qaf Mountain. It is said to hold the dreams of a man who knew too much for his own good. This storyteller told me that it will open the eyes to many unseen weaves of the world."*

## Orphanage - Basement



Al-Himyari reveals a small vial filled with a silvery liquid that resembles mercury and asks for a piece of parchment from the adventurers, if there are none he will rip a piece from his sarik. When he pours the liquid onto the paper's surface, it will resemble a drop of water falling onto and evaporating off a red hot cauldron. It seems a bit strange that so much steam can come from such a small amount of liquid.

*The steam comes alive before your eyes. Although it lacks color and contains only shades of gray closer to white, you see the visions within clear as day. You see a worried child running within the walls of halls left from the days when people still looked up at the dark space between stars with fear. The child's steps quickly climb the solid stones of the world's foundations as they pass a painting of Noah calling out to his son Japeth, inviting birds to his ark. Despite his speed, the obstacles, and his frightened looks over his shoulder, the child does not fall and continues on with a bravery beyond his years. The gloomy eyes and inevitable hands of death are upon him. The child arrives at a room, and a bearded man lying in bed sits up and beckons the child over with a compassionate smile. Now relaxed, safe perhaps, the tears long held back begin to rise in the child's eyes, and he quickly runs toward the bed. When the smoke clears, they wake up.*

After the vision ends the adventurers gain 120 ft. Sight of the Ghaib.

**Sight of the Ghaib.** It lets the owners of this sight to detect influences and details from Al-Ghaib normally invisible to the naked eye.

*Your eyes were closed before to reality and all that is shrouded beyond the ethereal veils. The city was covered with blood and smoke, the bleeding clouds in the sky ruled over and the desolate lands prayed for a savior rain. When your eyes gaze beyond the veil built of the mysterious and arcane, you witness an incredible change in the appearance of the city. The lament in the sky is no longer a cry of pain, but a journey taken in the sea of sorrowful memories and a longing for the deceased. Where blood reigned, flowers bloomed. Where rot endured, all shades of rainbows took its crown and painted the streets with the beauty of mother nature.*

*When you turn to look at the orphanage, the ruined building appears otherworldly, like the hanging gardens of Babylon, ivy, and beautiful flowers cover the windows. The unattended garden appears to be plucked from the heavens, and you can almost hear the music behind them.*

*You notice the sky not only hosts birds, but moths are flying towards Shah-i Zinda as they fly to their homes and find their light. They carry the disease.*

### Finding the Harbinger

After the adventurers leave al-Himyari and are affected by Sight of the Ghaib, they can easily trace down the ethereal moths to the Shah-i Zinda, to an ancient tomb in the northeastern part of the walls. The entrance is covered by a vast stone. If the giant

stone is lifted, it reveals a staircase that leads down.

Going downstairs leads to a statue. A DC 15 INT (History) check reveals that this is the statue of Zal, the father of Rustam, the legendary hero. On each side of the statue there are corridors that lead to stairs. Stair A leads to mosaics where Simurgh and her gift to Zal are depicted. Stair B leads to mosaics where the birth of Rustam is depicted.

*Check out the Meddah section in EotSR for further information about Simurgh, Zal, Rustam, and other stories from the Silk Road.*

Behind the stairs there is a fireplace (20 ft. normal, 20 ft. dim light) where two Tainted One Fanatics (1 and 2 in the battlemap) sit quietly. On the other side of the mausoleum, there is a giant tomb with carvings that show Zal in all his glory. It is now used as a workbench by Sefir. He is standing by the desk, his back is turned to the south.

*There he is. The man responsible for the disease, standing in front of the tomb of a hero disgraced by his father. The air is dry. Fire cracks in the south side of the tomb. Each step feels like drowning in silence, as if the ghosts of the legends want to hear none of it. Zal and Simurgh watch over you from the walls. Their illustrations surround you. Beside the tomb, not much has survived from past ages. Many relics have been carried away apparently by tomb raiders and thieves. Only the great tomb remains intact, unchanged by the passing of years.*

*Only two light sources illuminate the room: the fireplace in the south and the lantern of Sefir standing on the tomb, ever watchful.*

*Sefir is addicted to the **Choir of Al-Ghaib** and since his betrayal to Hasan Sabbah, he has been in withdrawal and he appears sickly, old and tired.*

If the adventurers are able to kill the **Tainted Ones** swiftly and without making a noise, and roll a higher stealth than Sefir's Passive Perception, they may be able to surprise him.

Sefir will regard the adventurers as enemies and attack them with his full might, immediately. He will ignore every attempt at communication. See the **Characters** section for further information about Sefir and his stat block.

### Final Curtain in Samarkand



## Tainted One Fanatic

Medium humanoid, lawful evil

**Armor Class** 15 (Scale Mail)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3, Deception +2

**Senses** Passive Perception 13

**Resistances** Poison

**Languages** Turkish, Persian

**Challenge** 1 (200 XP)

**Fanatic.** They can resist all kinds of torture in situations like information extraction.

### Actions

**Tainted Touch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 bludgeoning damage. The target must succeed on a DC 11 Constitution saving throw. On a saving throw, they are poisoned for 1 minute. At the end of each of its turns, the poisoned target can repeat the saving throw.

When the adventurers return to Ibn Sina's mansion with Sefir's body and possessions, Ibn Sina will take some time to examine them and eventually speaks to the adventurers:

- ☞ Sefir was under the effects of an elixir (If they brought it with them, *the* elixir). This elixir contains an essence from a moth-like creature that does not belong to this world. It caused addiction and amplified one's power through many means. Sefir suffered from withdrawal and was not at his full potential.
- ☞ Through that elixir, the boys in the orphanage and the headmaster were immune to the disease. The cure of the disease must lie within the dark walls of Alamut.
- ☞ The lantern is a special magic item that contains a sentient being within it. If infused with blood that contains the elixir, it shows a vision. To continue their journey, the party must use Sefir's blood with the lantern.

After the vision, their path is clear, the nearest city is Merv. They can rest for a few days or just finish one



*An image invades your mind, and a whisper tells you the truth, though the image is distorted. You are confronted with an unpleasant reality: the younger, more powerful version of the person you know as Sefir is talking to a shadowy, threatening figure behind the misty surface of a magical mirror. The voice you hear is al-Himyari's, but Sefir addresses him as "Hasan Sabbah Sayyidina," rather than by his true name. His voice has traces of hatred and anger beyond the depths of the abyss.*

*"Betrayer," whispers Hasan Sabbah in a firm voice that cuts deep in the dark. His vision becomes clear, same as the man you saw as al-Himyari but his eyes lack kindness and curiosity. You see arrogance and disappointment reigns. "You have a chance of redemption. Report to your brother in Merv."*

*"I have no brother, Sayyidina. I have no family, soon your so-called family will be weaker and your paradise will shatter."*

*Hasan Sabbah only smiles against this threat. "Soon you will die, my child."*

*"They will stop you," says Sefir with a confident smile.*

*Hasan Sabbah mimics the confidence in his face. "They can't if they die. My children will find them. The tempest will not be delayed further." The vision vanishes.*

to enter Merv without a problem, they can use his name as a reference and then he gives them proper documents.

### **The Satraps**

*The people who might be able to delay Hasan Sabbah's plans are called The Satraps, an ancient order that has one goal: defend against otherworldly threats and close down portals to other worlds. There are satraps in Merv, Isfahan and Baghdad. Check out **The Satraps** section and Hasan Sabbah's pages in the **Characters** section.*

long rest and decide to go. Ibn Sina may also help them to figure out the pieces:

- ☞ Sefir was a Hashashin and betrayed Hasan Sabbah.
- ☞ Hasan Sabbah is alive and tricked the adventurers into killing Sefir, and he pretended to be dead.
- ☞ Sefir's loyal men assaulted the Orphanage, and the disease affected the children that didn't drink any elixir.
- ☞ Sefir was addicted to the elixir and his withdrawal made him weak, but it seems that he did harm the production of this elixir and wounded the Hashashins somehow.
- ☞ There is a Hashashin in Merv and is hunting a person that can "stop Hasan Sabbah."

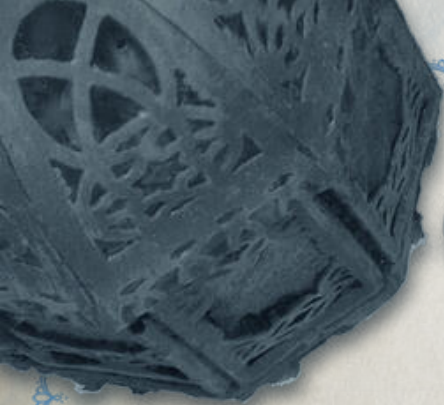
If there are spellcasters among the adventurers,

*Other than the visions, Ibn Sina is only sure about one thing: "Hasan Sabbah is alive and won't let you live for long. He will hunt you down. You must be careful. Never lose your focus and always be aware of your surroundings."*

Ibn Sina will give two spell scrolls—*alarm* and *pass without trace*—and a **dust of disappearance**, a **hat of disguise**, 4 **potions of healing**, a number **potions of poison resistance** equal to the number of adventurers, and one **robe of useful items**. If you wish, you can alter the items with other convenient uncommon or common magic items.

Ibn Sina tells them that if the adventurers wish





# Act II: The First Drop

## Road to Merv

**W**hen the adventurers set out for Merv, they cannot use the gates of Samarkand to get out of the city because of the restrictions. However, the guards will accept 150 gp or more as a bribe. If they have been able to keep the route they used with Aslan open, they could use the catacombs to flee as well.

*With the death of Sefir, the otherworldly disease Chrysalis of Dream can be only spread by people that have it, as it can't be produced anymore. However, the refugees from Samarkand may carry the disease along the Silk Road. The adventurers can locate other Zoroastrian Temples that have the **Incense of Zoroaster** for safe travels. Check out the **Wilderness** section in EotSR.*

*It is up to the GM and the pacing of the adventure to keep the disease relevant from this point.*

At Shah-i Zinda they meet two caravan masters: Ali Haydar and Ebu Said. For further information, check out the **Companions** part of the **Wilderness** section in Empires of the Silk Road. If they want to travel with a caravan, they can tag along with one of the groups, or they can build their own caravan if they have enough resources.

*You can check out the **Overhauled Land Travel** section in **Empires of the Silk Road** for a travel band experience containing many different and interesting people.*

During their journey, they may encounter myriad obstacles:

- ☞ You can use the encounter deck to create quests or other obstacles on their way.
- ☞ They can encounter many refugees, some of whom are sick with the Chrysalis of Dream. More information can be found in the Wilderness section of EotSR.

- ☞ If you are using the rules in the Overhauled Land Travel section, they may encounter Bandit Warbands, Eastern Merchants, Western Merchants, Smuggler Warbands or Nomadic Warbands. Their statblocks can be found in the Empires of the Silk Road's Overhauled Land Travel section.

## Buried Temple

If the adventurers have found and chosen to follow the clue in the Haunted Inn, they can follow the map to the **Buried Temple**. There is some marginalia in Orkhon Script that reads:

“Beware the trees  
With crimson leaves  
They hide the way  
To the sacred grave.”

When they arrive at the marked location, there is a small grove with trees bearing crimson leaves and shrubs. Once they discover (Passive Perception 15 or Perception 15) or search (1d4 hours) the temple, they encounter a stone door with Turkic carvings on it. Whatever spell the door once had is broken now, and the door can be forced open without much effort.

The doorway leads to stairs almost immediately. On the right there's a balcony following the wall for 30 ft. The balcony stands 60 feet high off the ground, and from it the main hall can be seen from afar. An Intelligence check (DC 13) reveals that the pillars below are shaped like letters. If anyone knows how to read an Old Turkic tongue or *comprehend language* is cast, the pillars A reveal the letter “K”; pillars B reveal “Ü”; and pillars C reveal “N”; which is read as “Kün” in Turkish, meaning sun.

## Main Hall

There are many pillars in the Main Hall. Many include stories in Old Turkic script about the bravery of a man and his sons. A DC 14 INT (Religion) check reveals that this is the story of Oguz Kagan and his sons Kün Khan, Ay Khan, and Yıldız Khan. Their names mean Sun, Moon and Star respectively.

At the far side of the hall, there is a Sundial. If the Sundial is set to noon with the aid of the light that



# Buried Temple

المعبد المدفون

comes from the fire, the secret door behind it will be unlocked.

### Lever Room

There is a lever in the middle of this room. If it is pulled to the right, it will open the door on the left and vice versa.

### Warrior's Room

This room is designed to host a warrior. It has a fur bed and many taxidermied and skeletal trophies from hunted animals. In the middle, stands an armored warrior with stone skin and a greatsword. It has stone wings with Turkic inscriptions on it. When the players enter the room, an unknown force animates it, and it begins its attack on the players. It uses the **gargoyle**® statblock but changes its bite attack with a greatsword attack [Melee Weapon Attack: +4 to hit, one target, reach 5 ft., Hit: 9 (2d6 + 2) slashing damage].

In the upper left corner of the room there are ten pieces of +1 ammunition (silver) that fits a bow.

There is another door that leads to the Hall of Star.

### Shaman's Room

There is another **gargoyle**® in this room. It is dressed as a shaman and has a different attack rather than normal attacks of the gargoyle. It chooses two of the attacks below each turn.

**Elemental Strike, Fire:** Ranged Spell Attack: +5 to hit, one target, 30 ft. Hit: 6 (1d6 + 3) fire damage.

**Elemental Strike, Ice:** Ranged Spell Attack: +5 to hit, one target, 30 ft. Hit: 5 (1d4 + 3) cold damage, plus the target's speed is reduced 10 ft. before the end of its next turn.

**Elemental Strike, Poison:** Melee Spell Attack: +5 to hit, one target, reach 5 ft. Hit: 5 (1d4 + 3) poison damage. It forces the target to make a DC 13 Constitution saving throw. On a failed save, the target is poisoned for 1 minute.

**Elemental Strike, Wind:** Melee Spell Attack: +5 to hit, one target, reach 5 ft. Hit: 5 (1d4 + 3) slashing damage. It forces the target to make a DC 13 Strength saving throw. On a failed save, it is either knocked prone or pushed 15 feet.

The room has many ceremonial clothes, musical instruments, proper tools and a druidic focus. Among the clothes, there are two **potions of heroism**.

There is another door that leads to the Hall of Moon.

### Hall of Moon

The walls offer a tribute in the Old Turkic language to Ay Khan. There is a statue at the end of the hall. It is called a balbal (check out **Running a Story in the Silk Road** section in **EotSR**) and it is a tribute to the dead, which a DC 8 INT (Religion) check will reveal.

On the balbal, there is an empty quiver. It is hanging

from its waist. There is a golden bow in his hands. A DC 10 INT (History) check reveals that Oguz Kagan's elder sons (Kün, Ay, Yıldız) found a golden bow. Oguz Kagan ripped the golden bow into three pieces and gave them as signs of rulership. Three silver arrows were found by his younger sons (Kök, Dağ, Deniz). If the bow is ripped into three pieces or three pieces of silver arrows are placed in the quiver, a secret compartment opens. It reveals a **Figurine of a Wondrous Power, Amber Horse**. It has the statistics of a **warhorse**®.

### Hall of Star

The hall resembles the Hall of Moon in structure, but the walls tell a different story: All the lords and kings of the surrounding countries come and feast in front of a great table. They bring many unique goods and objects from their lands, and Yıldız Khan accepts them and then he organizes an archery tournament. He awards the winner with a chest.

At the end of the hall, a **balbal** of Yıldız Khan awaits. He is depicted as awarding someone and pointing to a place behind. The wall behind the **balbal** has a magical aura. If detect magic is cast or someone from the adventurers succeeds on a DC 14 INT (Arcana) check, it is revealed that one spot is marked with ancient magic. If a silver arrow is shot at that point (AC 13) and a unique item from a land afar is presented to the **balbal**, the secret door to Room S is revealed.

### Room S

This room contains a chest. It holds 300 gp worth jewelry, a **longbow +1**, a **saddle of the cavalier**, four **potions of poison resistance**.

## Merv: The False Spring

*And those who husbanded the Golden Grain,  
And those who flung it to the Winds like Rain,  
Alike to no such aureate Earth are turn'd  
As, buried once, Men want dug up again.*

-*Khayyam*

The city of Merv is a city of vibrant colors and rich cultural heritage. The golden domes of the city's many mosques glint in the sunlight, their intricate tilework depicting the stories of the Prophet and his followers. The streets are lined with lush gardens, their sweet perfumes wafting through the air. The bazaars are a riot of sound and color, as merchants hawk their wares and haggle over prices. The city is a shining center of knowledge and arts, and is well known for its numerous madrasahs, libraries, and observatories; however, most importantly, its merchants, and riches.

With the upcoming war, Merv is the center of many emirs that are loyal to the Sultanate; however, their true loyalties lie with themselves only. The rich emirs of Merv had faced many threats before the fall of Samarkand, during the reign of the great conqueror



Genghis Khan, and dealt with his troops by spending enough coins and writing honeyed promises of loyalty. Samarkand was too proud to accept that, and Ogedei was furious at the empires on the Silk Road, thus showing no mercy to the walls of Samarkand.

*Officially, Merv is a part of the Sultanate, but since the impending invasion of the Khaganate, the governor of Merv has started acting more and more independently. The governor is Yahya Hur-Shah, brother of Sultan Jalal. He's not been seen outside his walls for months.*

At the gates of Merv, a massive crowd consisting of refugees waits. The guards, led by **Salih bin Abbas**, strictly investigate everybody who wants to get inside the city. Only the rich, the merchants, and the ones with professions needed within are allowed into the city. If the adventurers use the documents handed by them from Ibn Sina, they are allowed in the city with smiling faces and good manners by the guards.

*All songs and poems begin to breathe in front of your eyes. You feel as if Khayyam himself is reading the mesmerizing verses in your ears. The wind carries stories of beauty, prosperity, and wealth from ancient times. The hustle and bustle of the streets, the laughter of children, the noise of merchants, and the sight of people dressed in colorful clothes wandering in gardens that seem plucked from paradise or at least remind you of Babylon of myth, Atlantis as described by Plato, the palace gardens of Shahriyar in One Thousand and One Nights, or the stars ripped from the sky by The God Ülgen.*

*Everywhere you look, you notice the city is preparing for a festival. Tents are being set up, benches and chairs are being arranged, and large pots are cooking delicious food, causing every passerby's mouth to water. People are in a hurry and everyone seems to have found something to do, even if it is reciting a poem, wandering around beautiful women to be able to hold their hands and make them laugh, or carrying water jugs along the colorful streets.*

*You notice golden and marble combined in the city with harmony and magnificence. Buildings, squares and streets carry the signs of wealth and beauty. However, this is nothing more than a masquerade. When you look carefully, other parts of the city and most of its people are around the rich, but they don't share the wealth. When your eyes adjust to the brightness of the city, you realize the darkness in its core. You feel the imbalance between the sunlight and the shadows cast over the walls. The beggars, the sick, the poor catch your attention and this sight will never leave your mind while you wander the streets of Merv.*

The guard Salih accompanies them to a building near the walls, apparently used by the local garrison. There is an official waiting in the building from the palace with clothes made of the finest silk. He presents the adventurers with an official paper.

The paper states that Ibn Sina owes 150 gp debt to the city of Merv and its emir Hur-Shah. They demand that the adventurers pay it up or else they will be banished from the city. They may pay an equal worth of jewelry and other possible goods.

If the adventurers don't use the papers handed by Ibn Sina, they may try other alternatives:

- ❧ A merchant is looking for a group to protect himself. If the adventurers consist of proper combatants (such as strong fighters, barbarians, rangers, and similar), the merchant can help them get in, in exchange for protection. He is named Halil bin Basri and uses the stats of a noble.
- ❧ The guards can be bribed with a total of 50 gp payment.
- ❧ If there are highborn among the adventurers, they may attempt a persuasion. The Difficulty Class may increase if their nobility comes from enemy states, or it is an insignificant house or they are nobility of very distant lands. However, nobility from a particular respected or powerful family, such as being from the Song Dynasty, may decrease the DC.

❧ If there are adventurers with military background tied with the Sultanate or a famous commander (such as Saladin's commanders, Bohemund V's knights, Kilij Arslan's cavalry, or someone similar) they are respected among the military of the Sultanate and, thus, allowed in by the guards.

❧ If there are merchants, architects, antiquarians, alchemists, or scientists among the adventurers, they may attempt a persuasion. They can attempt a DC 10 CHA (Persuasion) check, or they could prove they have such talents by using other tools (Such as alchemist's supplies).

### The Festival

The GM can start the festival right away or give the players a week to gather information and establish contacts. If you allow them to spend a week, they may attempt to carouse around Merv. In order to succeed, they must spend money in the taverns and markets (see below) and succeed on a Charisma check (a skill may be applied depending on the methods the adventurers describe). The maximum number of contacts is up to you, but it is recommended that the adventurers establish not more than 2 contacts during the week.

Possible Contacts	Carousing Cost	DC	Descriptions
Emir Yaqut al-Hamawi	150 gp	17	One of the most renowned scientists of Merv and a powerful figure in the city. He is actually one of the Satraps.
Emir Ahmad Munzevi	100 gp	15	One of the most influential relatives of the Hur-Shah through marriage. He is actually loyal to Hasan Sabbah and the Hashashins.
Emir Yustuf Tegin	100 gp	15	One of the richest merchant lords and nobles around, Yusuf Tegin comes from the Seljuk bloodline.
Emir Erboz	100 gp	14	One of the richest merchant lords of the city. He comes from no noble lineage and has built his empire through hard times and hard work.
Emir Inel-Pars	100 gp	14	One of the richest merchant lords of the city. Emir Inel-Pars is a patron of scientists, physicians and similar craftsmen and funds them in their works. He was actually killed days ago, and there's an imposter in his place.
Salih b. Abbas	55 gp	13	One of the city guards, and influential. He is respected among the armed forces of the city and the locals.
Rasim	40 gp	12	An elderly city guard who is respected among the city and its locals thanks to his morality and strong sense of honesty.

*Note: The information about Yaqut and Ahmad are not to be revealed to the adventurers in this phase. If they somehow manage to learn enough pieces of this information, they can be rewarded with an early opportunity to strike a blow to Hasan Sabbah's plans.*

Emir Ahmad Munzevi has recently had his very first son and heir with his wife Zehra, and Yaqut al-Hamawi is leading the efforts to build a new observatory funded by Emir Ahmad and other emirs in the city. Both these occasions led to the festival that will last 10 days and 10 nights. The whole city is preparing for the festival. Its first three days coincide with Ramadan festival, Eid al-Fitr, known as the Festival of Sweets. It is also the first ten days of the month Shawwal.

*If the adventurers wish to stay at an inn, you can check out the Merv section in EotSR for detailed information on the inns called Al Ganima, Bayt al Bilal and Al Ghurab.*

### The First Day of the Festival

The celebrations start in the earlier hours of the day with a morning prayer which almost all individuals attend. It is called **Salat al Eid**. It is practiced only on the two Eids of Islamic culture. After the practice, attendees congratulate each others' Eid with the famous phrase: "Eid mubarak!"

The table below shows some traditions and other practices the adventurers may encounter or even join in:

Giving some coins and distributing sweets to the children of the community.

Buying clothes and other similar necessities for the poor.

Listen to the Meddahs (Storytellers) as they gather people and tell stories that are both entertaining and insightful.

The Turkish Shadow Game is being played in the streets. Karagoz and Hacivat entertain people.

The birth of the son of Ahmad Munzevi is celebrated with a flourish of trumpets.

Turkish delights and other sweets with sherbet are distributed in the name of the heir of Ahmad Munzevi and the opening of the observatory. The ones that eat the free sweets are asked to pray for the health of the heir and the future of Merv.

Many dancers, theater troops and other entertainers gather and perform in the streets.

Two missionaries from Europe named Julian and Hector. They are trying to reach the Kurultai in Ordu-Baliq.



At noon, Emir Ahmad announces that, in the evening, he expects all residents to gather in the city center and celebrate this holy day as a whole city and that everyone will feast together. If anyone investigates the city center, they will notice cauldrons of food that are enough for an army being prepared and rows and rows of benches and tables have been assembled to host a great feast.

In the evening many delicious foods are served and hundreds of people join to celebrate. Meat, bread, fruits, sweets, sherbert, yogurt drinks, and juices fly around, and music brings life to the city. On a large platform, all the emirs slowly arrive after the evening prayers and take their places one by one:

*Yusuf Teg'in exudes confidence as he enters the square, despite his shorter stature and stocky build. His dark, striking features and vibrant clothing draw the eye, and his deep, commanding voice speaks with kindness.*

*You can share this pieces of information with your players:*

*Yusuf Teg'in's family, once the most prominent in Merv, was among the first settlers of the region during the Seljuk rule. Their wealth and power were legendary, but as Merv transformed into a bustling commerce hub, they slowly lost their holdings to incoming merchants and the drawing power of the new dynasty. Despite this, Yusuf Teg'in is respected by his peers for his family's legacy, and longs for the days when his lineage owned every building and store in Merv. It is said that he is a descendent of Sultan Sanjar himself, and his line began when his grandsire Gokalp Teg'in was born here. Thus, Yusuf Teg'in has a prideful attitude.*

After Yusuf Teg'in, Inel-Pars arrives with his guards.

*Inel-pars is a middle-aged man with broad, light features that might initially trick the eye into thinking he is handsome. However, upon closer inspection, one might be struck by the sinister cast of his features. His eyes search for clues everywhere, his steps are stern and cautious.*

Note: As it is revealed in the upcoming pages, instead of Inel-Pars an imposter stands in his place.

*You can share this information with your players:*

*Inel-pars began his journey as a simple potion dealer, but his travels along the Silk Road led him to discover new recipes from other scientists he met along the way and earn a reputation among the Merv locals. As his business flourished, he converted a remote family house into a campus for aspiring scientists who lacked the funding and resources to bring their ideas to fruition.*

*If the adventurers wishes to investigate further, these pieces of information can be gained at your discretion:*

*He provided scientists a place to live and a laboratory to work in, but also issues a stern warning: if any of them revealed that Inel-Pars's products were created by them, they would lose their heads. His inventory of medicines expanded, and though he lost a few scientists along the way to the business end of a sword, they were easily replaced in his quest for success.*

Emir Erboz comes next:

*Erboz's humble beginnings are still evident in his tall, slender frame. But his dark, expensive clothing exudes the power he holds, and his long, dark hair cascading over his shoulders, veiled by a small cloth, adds to his mysterious aura.*

*You can reveal this information to your players:*

*Erboz, the youngest of twelve siblings, had to carve his own path to prosperity. From a young age, he worked with local caravan owners, eventually taking over the business from a trusted mentor. To the citizens of Merv, Erboz is a respected member of society and a businessman of whom his family can be proud.*

*Further investigation may reveal these pieces of information:*

*Erboz had a secret source of wealth and power: he trafficked humans. When his caravan stopped near poor villages, he would convince some villagers to join them, and when the Mongols attacked and refugees fled their lands, Erboz saw an opportunity to profit off their desperation, selling poor souls to brothels and men to the service industry as indentured servants.*

The feast lasts for six hours and Ahmad Munzevi announces that his son will be named Halis. A large number of pouches filled with coins are distributed among the common folk and city guards maintain the order and prevent an uproar among the common folk.

The only strange thing is that his son is not around. If the adventurers ask more influential contacts or city guards, with the right Persuasion (DC 13) or bribe (25 gp) they will learn that Ahmad Munzevi has sent his son and wife to his mother in Herat; no one knows why, but mostly it is speculated that the Emir is afraid of a sudden attack by the Khaganate.

If the adventurers have built a good reputation for themselves and have been successful in Samarkand,

the stories of them may have reached Merv through refugees and/or merchants, such as their attempt to find the source of the disease and aiding Ibn Sina's cure. If you deem the stories to have reached the emirs, they may bestow additional rewards and welcoming gifts, such as fine clothes, special trinkets and other goods as well as inviting them in the coming days to their houses.

d6

### Trinket

- 1 A brooch with the letter "ع" carved on it.
- 2 A compass that points to the city of Beijing.
- 3 A small flute that attracts birds.
- 4 A dreamcatcher of Indian origin marked with silver carvings.
- 5 A golden goblet that shows an image of horsemen defeating a terrible beast.
- 6 A traveler's cloak of Italian design.

*After the feast is over, the great plan of Hasan Sabbah begins to weave itself onto the fabric of the world. His Harbinger, Hashashin Kafender Japeth, will attempt to haunt the hearts of the people of Merv. They will begin a delicate plan of assassinating the important emirs of Merv by declaring the time they would die. Their first move is to declare the death of an already fallen emir: Emir Nasir. His body will be hung with three nails from a notice board in the city center with a note attached to it. It indicates the names and the times of their death. All are respected emirs among the city.*

*When the adventurers go to sleep, wake them up with the sound of three nails being hammered in at dawn or if they are far away, they can wake up due to voices of panic and disorder among the city.*

*Kafender Japeth will not execute all assassinations on the same day. There will be one assassination attempt per day at the designated time. Due to the Hashashin Order's ways and doctrines, Kafender will not stray from the list but if necessary use their powers to overcome the obstacles in the way: possibly the greatest being the adventurers.*

*Kafender is not the only Hashashin in the city. However, other Hashashins are not named and only there to extract information and help Kafender if needed. Some of them will keep an eye on the adventurers and make them feel like they are being watched. It will be on purpose. Due to their actions in Samarkand, Hasan Sabbah will want them to feel uneasy and will try to make them feel uncomfortable most of the time.*

*If the adventurers become aware that the Hashashins are watching them, they may trail them to their HQ. Check out the Hashashins section for their statblocks. There are no more than 1 Hashashin Fedayee, 2 Hashashin Devotee and 4 Hashashin Disciples.*

### Hashashin HQ

*The Hashashin HQ is located in the poor part of the city, between three landmarks that were destroyed during an earthquake two years ago: a small church that is damaged and abandoned, a dead herbalist's shop now empty and ruined and an artisan's shop where tombstones and other funeral arrangements are made.*

The Hashashin HQ resembles a courtyard with a partial dome. It can only be accessed through the ruins of the church and the secret entrance can be found by DC 15 WIS (Perception) check. The door is enchanted and only opens when two conditions are met:

1. The password must be written in blood. It changes every dawn and appears in the small pond at the northern edge of the garden, appearing as icy lines on it.
2. Whoever writes the password must be affected by Elixir of Alamut.
3. Even if one condition is not met a magical trap will activate. Each creature within 15 ft. of the door must succeed on a Constitution saving throw. On a failed save they take 8d6 poison damage and are poisoned for 1 hour or only half damage on a successful save. Any Hashashin inside the HQ will hear a bell meaning "intruders."

There are three rooms on the west side of the garden. There's a tree in the center that produces apples and a pond in the northern edge. The only entrance door is located at the south of the garden.

The rooms have:

1. The first room is 10 x 20 feet and contains supplies and weapons. Many mundane items can be found in it. Weapons, ammunition, food, tools, gemstones, ropes, basic poisons and the like.
2. The second room is a sleeping quarters that is 30 x 30 feet. There are ten bunk beds and thus twenty people can sleep in it.



- The third room is 25 x 15 feet. It has a giant lock on it (DC 20 Thieves Tools) and the door contains an alarm and arcane lock spells. If anyone wants to break the door it has 20 AC and 36 HP with a 12 damage threshold because of the arcane lock spell. The door contains many documents and a note about "a special deployment to Isfahan." There's another magical mirror that Hashashins use for communicating with Castle Alamut.

### The Eve of Chaos

*The sun had not yet greeted the new day and the second day of Eid al-Fitr. The people who had been working all day were exhausted and drifting into a happy and deep sleep. They took shelter in the tents they had set up in the city squares or slept in their hopes, wandering in safe dreams within the beautiful clouds and shiny days of their memories and hopes. Neither the rising sun nor the city's intolerant sky with its gathering clouds were on their minds. This time, the harbinger of the new day was not the sun. It was the sound of a hammer striking on a metal nail three times that woke them up.*

*In the center of Merv, in the middle of the giant board where the announcements of Emir Ahmad and the poetry of the city's leaders were hung, there was a leather letter on a bloodied body. It was standing upright, facing the wind at dawn, with a look of despair and terror, and the words written on it pulled the people of Merv out of their dreams and dragged them into unforgettable nightmares.*

Six names were written with a designated time:

**Emir Nasir > Arefe (Eid's Eve)**  
**Ahmad Munzevi > Sabah (Morning)**  
**Erboz > Öğle (Noon)**  
**Yaqt al Hamawi > İkindi (Afternoon)**  
**Yusuf Tegin > Akşam (Evening)**  
**Inel-Pars > Yatsı (Night)**

The note has been hung by Kafender Japeth, an assassin with the ability to change their face and voice with the help of Elixir of Alamut. They are aiming to hunt the Satrap in the city and make Ahmad Munzevi the sole ruler and man in power of the city of Merv. Kafender is not sure which of these men (Erboz, Yaqt al Hamawi and Yusuf Tegin) is the Satrap. By removing them they are attempting to do exactly what Hasan Sabbah wants.

*The crowd was in a frozen state. The image of the violence in front of their eyes would linger in all the viewers' minds for a long time. Fearfully looking behind the city walls and worrying about the terrible riders of the Khaqanate, they suddenly saw the threat within the city, behind the walls, with their own eyes. There was a hero lying there. He fought outside the city walls for the safety of those inside and protected his people from the disaster brought by the riders. Some of the crowd whispered that it was done by rival orders, but the statement of a child holding his mother's hand, "Did these terrible hashashins do this, Mom? Weren't they gone?" caught the attention of only a few.*

*However, someone from the crowd, a noble one, Emir Ahmad Munzevi stood up and ordered his men to take the dead man down.*

*Emir Nasir was one of the lesser emirs that commanded a cavalry unit during the wars of Sultan Jalal. He was known for his chivalry and skill in combat. His body will be carried to the Great Mosque for a funeral.*

Kafender actually killed **Inel-Pars** days ago. Kafender is using their disguise to complete their plans and wants to deal a blow to the hopes and happiness of the residents of Merv. They will follow these steps and attempt each assassination in turn. If they fail to make a kill, they will not try again, but move onto the next one:

- ☞ Kafender will attempt to kill Ahmad Munzevi and will wound him, but Kafender's and Ahmad's original plan is for Ahmad Munzevi to survive and make it look like the list is nothing to be scared of. Ahmad Munzevi will try to deceive the adventurers away from Kafender and will try to misguide others.
- ☞ In the second phase, Kafender will do his best to assassinate Erboz. Kafender has already killed one of Erboz's guards, Dumrul, weeks ago and disguises themselves as the guard from time to time. This act will slowly sow the root of terror among the civilians.
- ☞ In the third phase, Kafender will attempt to assassinate Yaqut al-Hamawi, disguised as one of the scientists from the new observatory named Bahri. If Yaqut dies, the adventurers (or others that search his body) will discover a chess piece in his pockets.
- ☞ In the fourth phase, Kafender will attempt to assassinate Yusuf Tegin as one of the maids called Melike. Yusuf is a descendent from the Seljuk dynasty and is a serious threat to Ahmad Munzevi's power.
- ☞ In the final phase, Kafender will be disguised as Inel-Pars. By this time all of the city's forces and probably the adventurers will attempt to guard him as best as they can. Ahmad Munzevi will also rally all his forces to the protection of Inel-Pars and will play the innocent. In the midst of protection and the safety circle around him, Inel Pars will slit his own throat and drive the city into a state of chaos and fear.

*If the adventurers somehow manage to use Ahmad Munzevi's or anyone else's blood on the lantern, they will find out that it only works on those infected with the elixir.*

You can use the Noble stat block for Ahmad Munzevi, Erboz, and Yusuf Tegin. Consider their Hit Points as 20 (4d8).

### The Personas of Kafender

Kafender has many personas in their arsenal. It is

not limited to this list, as your game may need many personas for Kafender.

Name	Description
Inel-Pars	Emir of Merv. His wife died years ago and his only daughter resides in Bukhara, married to another emir.
Dumrul	Guard of Erboz. Known for his cruelty and heavy drinking.
Melike	Maid of Yusuf Tegin. Known for her beauty and silence.
Bahri	A scientist in a newly found observatory. Known for his search for solitude and carnal pleasures.
Harun Zeyd	A hodja serves as the Gassal of the Great Mosque. A Gassal is a religious figure who bathes the dead before the funeral according to Islamic traditions.
Emre	A local homeless beggar.
Necmiye	A little girl. One of earlier personas of Kafender. They use this disguise in order to blend in. Kafender becomes Small.
Okan	A man with a simple and easy-to-forget face. Kafender uses this disguise to become the "common man of the city."
Serhat	One of the city guards and a man not loved by his peers.

*Bathing the dead before the funeral is an important aspect in funerary traditions of Islam. Usually each mosque has a place called Gasilhane, and there's an expert hodja on the subject that usually washes the dead body and prepares it for the funeral. A gassal is considered a weird but respected profession in society. You can compare them with undertakers in the western cultures.*

*Kafender took the place of one of the Gassals, Harun Zeyd, after killing Inel-Pars. They are using this position to control and check on the dead after killing them. Kafender's main goal is to identify the Satrap by finding a chess piece on him. Satraps carry a piece of their era's famous mind games, such as ancient satraps carried a piece from Royal Game of Ur, a Mancala piece, a Go piece, or a Cathuranga piece in Asia.*

### Main Story Moment: Assassination Attempt on Ahmad Munzevi (Second Day of Festival)

The festival's fire has been put out by the Hashashins. All emirs except Inel-Pars gather around the list in the town square to try and calm the spreading chaos. Ahmad Munzevi takes a high place and announces that there is nothing to be scared of.

Kafender Japeth uses one of their potions of greater invisibility and throws a dagger at Ahmad Munzevi from the crowd and deals 13 points of piercing damage, hitting him in the heart. Using the advantage of the potion they drank, Kafender immediately finds a safe place to turn back visible and into a regular person from the city.

If the adventurers are nearby you can have them roll a DC 15 WIS (Perception) check. On a successful roll, they realize the dagger was thrown by an invisible being.

Ahmad Munzevi will bleed for 3 turns, and he loses 1 hit point each turn. If any of the adventurers succeed on a DC 12 WIS (Medicine) check, they will stop the bleeding, and you can inform them that they have saved him from certain death. If any kind of magical healing is used,

or a creature with the Healer feat intervenes with a healer's kit, the bleeding stops, and Ahmad Munzevi restores a number of hit points depending on the method.

After the bleeding stops, Ahmad Munzevi will announce he is alive and well, the dagger hit the mirror in his pockets and the blade missed his heart. He is alive thanks to the will of Allah. Whoever is behind this attack will face consequences. All those involved will be found and punished. After the incident, he will be placed in his house with guards swarming around and physicians tending his wound.

If the adventurers helped the emir before, they are let into his house and Ahmad Munzevi wants to talk to them.

*As you enter the garden a mesmerizing aura welcomes you. Shades of green and other beauties of the spring catch your eyes as you realize how rich this man is. A pond and an arbor inlaid with gold and silver grab all the attention. The house hails the morning sun as if wearing the daybreak as a golden crown.*

*You are escorted by two armed men with helmets covering their faces. They have giant axes that you can feel yearning for a crimson ending. Their metallic armor is not common, but Emir Ahmad Munzevi wants his men to be protected from harm.*

*The house shows the emir's riches at their best. Carvings and miniature illustrations cover the walls and silk carpets guide you to the emir's chambers.*



Before the adventurers enter the chamber, they meet Salih b. Abbas at the door. He questions them by stating that it is interesting that all these events started when the adventurers arrived in the city. He is not necessarily suspicious of the adventurers but will point that out and ask a few more questions:

- ❧ Have they been followed by any enemies? They may have brought something bigger to the city.
- ❧ They seem to know things beyond their station. Do they have any pieces of information valuable to the emirs and the city?
- ❧ Do they have access to more powerful friends among other emirs or in other cities?

After these small queries, he lets them into the chamber.

Ahmad Munzevi looks healthy and refreshed. He asks for the adventurers to join him by sitting down in the diwans as he makes himself comfortable in a crimson diwan facing them. It is clear that he has bandages and ointments over the wounds. On a coffee table between them, the emir puts down the blade the assassin had thrown and the mirror it broke. "You can see for yourselves if you wish."

The blade appears to be a well-made but simple dagger. It has no carvings, bears no special emblems or anything else that might indicate the smith. A smith's tools check or a history check (DC 15) will reveal that the craftsman of the blade was local from its curves. A detect magic or a similar feature also reveals that the blade holds no magic.

Ahmad Munzevi will speak about these:

- ❧ If the adventurers mention Hashashins or Hasan Sabbah, Ahmad Munzevi will show a slight facial expression with a trace of worry. It can only be detected by the adventurers with a passive Insight score of 15 or higher. If they'd like to roll for Insight after revealing the information, the DC is 18.
- ❧ Ahmad Munzevi will share information about the city (you can check out the Merv section at EotSR) and will say that he suspects the Mongolians, and he fears that this is an act to weaken the defenses of Merv. There's a man called Aybars among the mercenaries of the city.
- ❧ He will agree that he has a rivalry with Yusuf Tegin and Inel-Pars over the control of the city, but since they are targets as well, he will do anything within his power to protect the other emirs and is not suspicious of them.
- ❧ Last night, due to excessive consumption of sweets, Inel-Pars became sick in his house and thus did not attend the morning fuss.
- ❧ If asked, Ahmad Munzevi will tell that his wife

and daughters took the road to Herat. He will admit he fears the forces of the Khaganate. (DC 15 Insight check will reveal that he is lying.)

- ❧ Ahmad Munzevi's guard, Kutlubars (Ghulam Guard), will help them out in the city if they wish to pursue or investigate Aybars.

Unbeknownst to the adventurers they have time until the next day's noon to conduct their investigations. Aybars is the clue they gained through the emir. Kutlubars will escort them until they reach Bayt al Bilal, as it is known that Aybars is a guard of that place.

*Aybars claims to be from Khazaria and appears to be Turkic or perhaps Mongolian. He is actually from the Khaganate and was banished by Batu Khan from the country. Batu Khan's territories included Khazaria, so Aybars is technically telling the truth, but when asked he lies about his ancestry and claims it can be traced to the Khazarian Empire.*

*He couldn't marry the woman he wanted, as she was betrothed to someone else. Aybars stole their horses during their wedding day and was captured by Khan's guards. Due to his previous service to the Khaganate, he wasn't executed for his crime.*

*Years later, the woman he loved (Aysu) came looking for him, but she was ambushed in the outskirts of the city by some bandits. Her body was found by the city's hunters and scouts. She carried a letter in Uyghur script indicating to Aybars himself. They found him and delivered the letter and the body. Aybars buried her in the city behind the Green Mosque and has mourned her loss ever since.*

**Aybars (Kün Guard)** usually hangs out near Bayt al Bilal (You can check out the Merv section in EotSR for further information about this inn) and usually sells his sword in exchange for guarding highborns or escorting merchant caravans.

If not interrupted, he usually follows these steps in a day:

- ❧ He wakes up at the inn and checks out if the customers want to hire him.
- ❧ He usually spends the day at the inn if there are no jobs and drinks in silence.
- ❧ Around midday he finds a florist and buys wild roses.
- ❧ After the sun is set, he travels to Green Mosque's graveyard and puts the roses on his lover's graveyard. In Mongolian (using Orkhon script to deceive others) it is written: "Brightest color in the heavens." There's no name.
- ❧ He travels to a remote street and enters a suspicious building. It is a small gambling house run by banished Mongolians. The owner is

Aybars's relative, **Batsaikhan (Steppe Raider)**, who left the army after losing his good eye.

- ☞ The banished Mongolians only gather here to play games and while away the day. They do not work for the Khaganate anymore and usually resent the ones that serve it.
- ☞ They play a game of knives for money. Aybars is accurate enough to win some bets.

If the adventurers wish to confront Aybars immediately, he will not act violently towards them unless provoked. The only exception being if a direct servant of the Khaganate comes up to him. If the adventurers tail him and get caught, Aybars will laugh at the situation and ask directly what they want. In the end, he will try to convince adventurers he has got nothing to do with these assassination attempts and the list, as sneaking and stabbing from the shadows is not the way he fights, he is a warrior after all.

If the adventurers come to good terms with Aybars, he will point out this:

"Ask yourself, why does an emir send his heir and family away on a day of the Eid and blame it on the Mongolians?"

After their clue ends in nothing, the adventurers may want to confront the emir himself, or just want to report to him. Ahmad Munzevi will greet them in his chamber with four of his men. Two of which are **Ghulam Guards** (one being Kutlubars), and other two are **Guards**® (with 3d8+3 or 16 hit points). Depending on the attitude of the adventurers, his reactions may vary:

- ☞ If confronted about the misdirection and potential lies about his family, Ahmad Munzevi might fear that his loyalty to Hasan Sabbah may be revealed. He will panic and order his men to deal with the adventurers. This condition will initiate combat.
- ☞ If the adventurers behave like they want Ahmad Munzevi's further help, he will try to misguide them toward Yusuf Tegin.

If combat breaks out, and Ahmad Munzevi is killed or incapacitated, the adventurers may search the house. They will find 1,000 gp worth of jewelry and the **magical mirror** they encountered in the Orphanage.

If the adventurers have time left to reach out to other emirs, follow the table below:

Name	Result
Yusuf Tegin	He is building up defenses around his house, especially building a door with metallic features inside the house and having it fortified. If the adventurers suspect a shapechanger somehow and ask if anyone's been missing recently, roll a History check for Yusuf Tegin (with +3 bonus) against a DC 14. On a success, he will realize Melike has not been around for sometime.
Yaqt al-Hamawi	He is glad to have met the adventurers and is strangely calm and fearless in the face of the situation, as he is working on a scientific study. If talked about, he will point out the inconsistent behaviors of Ahmad Munzevi. He will share an anecdote of Ahmad Munzevi's earlier cowardice and find his current bravery a little suspicious. If the shapechanger suspicion is present as above, roll a History check (with +7 bonus) against DC 14 for Yaqt al-Hamawi; he will notice Bahri's disappearances became more frequent than usual.
Erboz	He is nowhere to be found. Many suspect that he is seeking refuge in brothels or other underground businesses. He is actually to be found in a brothel of his own, hiding with his personal guards, which include Dumrul, Kafender himself.
Inel-Pars	He is in bed due to an illness (though, actually not there at the house). If the right people are asked (such as Salih or other city guards), the players will learn that Inel-Pars's daughter Selma came to the city with her husband and children, but the guards didn't let them into the city on orders from the emir himself.  Inel-Pars's house has 4 guards and 2 veterans guarding it. If the adventurers come inside the house by using magic or hiding well, they realize his bed is empty.

*After the first assassination attempt the adventurers advance to Level 4.*

*Around this time, the adventurers may require allies to help them get around the city, and Rasim is one of the solid choices. He possesses general knowledge of the city and its emirs. If the adventurers prove that they are trustworthy, Rasim may offer help in times of need, such as offering safe places, finding their simple needs, giving advice and answering their questions to the best of his ability about the city and other aspects.*

### Third Day of Festival: Assassination Attempt of Emir Erboz

If the adventurers wishes to find Erboz, there are a number of steps they must take; the pacing of these events depend on your preferences and the players:

Case	Roll/ DC
They must convince the six <b>guards</b> outside his house to let them meet Erboz's family. On a success, at least two of them will escort the adventurers through the house. If they have Rasim with them, or have his greetings, they have advantage on this roll.	Persuasion / 11
They must convince his wife, <b>Nadia (Noble)</b> , that they are looking for Erboz to ensure his safety.	Persuasion / 13
They may try to carouse around the underground individuals of the city. The adventurers may spend 25 gp and 1 hour to collect rumors about Erboz.	Persuasion / 10
To find his room in the brothel, they must convince the workers there.*	Persuasion or Intimidation / 14

\*Searching for the brothel may take 2d10 minutes.

*You can consult for the Merv section of EotSR to determine criminals, smugglers, illegal guilds and other nefarious characters the adventurers may encounter to gain information or can come up with your own to best fit your narrative and pacing of the story of Merv.*

Erboz is at a brothel called The Phoenix Wings. Check out the Merv section in EotSR for further information about the brothel.

At noon of the third day, Kafender will wait for the activation of the elixir he put in Erboz's drinks two days ago. It contains Elixir of Alamut; thus, its compounds are amplified.

Elixir of Tamag. It takes effect on the drinker's body after 48 hours. It can be detected with a DC 21 WIS (Medicine) check. It can only be delayed 24 hours with the Elixir of Alamut or requires a greater restoration spell. After the activation, the drinker takes 4d8 + 8 necrotic damage each turn until the drinker dies or is freed from the elixir. It takes a year and 2,500 gp to produce this elixir. It looks like water but smells like a daisy.

If the adventurers are around and fail to rescue him, read:

*He clutches his chest and cries out in agony. His breathing becomes labored and you see his eyes start to roll back as he begins to shake. Blood flows from his eyes and ears, streaming into the crevices of the white sheets. You see an unnatural color in the veins under his eyes. The curse of all the innocents he once took from manifests like a black misfortune in his veins. His cries subside, silent moans escape from his open mouth but will reach no one except those present. He will die at the feet of his killer, taking his last breath while thinking of a terrible fate.*

Kafender, disguised as Dumrul, immediately flees the location when he is sure the emir is dead and will drink a potion of invisibility if necessary. If the adventurers aren't around, the body will be transferred to the Great Mosque. If they bring the body to an official, they will be asked to take it to the mosque.

After the officials learn of the emir's death, they will declare mourning throughout the city and martial law will be applied.

When they reach the Great Mosque, an imam will lead them to the Gasilhane and they will meet Harun Zeyd (who is actually Kafender). If the adventurers pursued Kafender, or they were with the emir when he died, he will show a little shock when they see the adventurers that can only be traced with a passive Insight of 18 or an active Insight check (DC 21). After Kafender receives the body, take the following choices into account:

- ❧ Disguised as Harun Zeyd, Kafender will ask them to leave if they are not relatives or imply a simple bribe will be required for them to remain at the ceremony.

- ☞ Kafender will act as a religious person and fulfill the bathing process to the best of his capacity. Only a DC 21 Insight or Religion check will reveal little flaws of Kafender as a Gassal. For example, they might mix up the surah's orders, starting from the left hand instead of right hand, or a similar simple mistake.

If the adventurers wish to examine the other parts of the gasilhane, there's a cold room downstairs where the bodies of the orphans and outcasts are held. This is the room where Kafender holds his latest victims such as Emre or Melike in there with white sheets on their faces. If the adventurers reach this room without alerting Kafender and check out the bodies, you can remind them later about the bodies they saw and point out the bizarreness of the situation. You can have them roll a History check to recall the faces in the cold room. The DC is at your discretion, but is recommended to be higher from 10.

The Gassal Harun Zeyd's life can be investigated if the adventurers are suspicious and there are important pieces of knowledge:

- ☞ Kafender killed Harun Zeyd about a year ago, and this disguise is a long used one.
- ☞ Harun Zeyd lived in a small cottage near the mosque and was granted the house by the older emirs of the city.
- ☞ As Gassals are considered social outcasts, Harun Zeyd had few friends and was seen as a silent type.
- ☞ From time to time Harun Zeyd visited country parts and villages outside the city walls to inspect the mosques and similar holy sites on the orders of the emirate. Kafender now uses this as an explanation of Harun Zeyd's absence.

As Harun Zeyd, Kafender follows this daily routine:

- ☞ Wakes up early and tends to his little garden.
- ☞ Prepares breakfast for his wife and himself.
- ☞ Dresses up and goes to the mosque.
- ☞ Harun Zeyd had a reputation for writing poems about the sky, celestial events and similar topics, so Kafender is usually seen working on a piece of poem or reading the newly written ones.
- ☞ Sometimes the imam of the Great Mosque, Said b. Asr, visits Harun Zeyd to talk about recent deaths or other events.





- ☞ Sometimes Rasim of the city guard stops by and asks what he has been up to. He and Harun Zeyd are childhood friends. Rasim also stops by for official duties, such as asking about the victims of a murder in order to find the killer behind it.
- ☞ After the evening prayers, he stops by the bazaar and buys daily stuff and chats with the local merchants. His conversations are usually brief and considered small talk.
- ☞ At night, he spends time in the garden with his wife accompanied by hot sherbert or similar drinks.

*The most important aspect of Harun Zeyd's life was his wife: Zeynep. She is a blind commoner and has been married to Harun Zeyd for years. She is about thirty years old.*

- ☞ Zeynep is happily married to Harun Zeyd and seems to enjoy her life and daily routines.
- ☞ She has a weak constitution and gets sick easily.
- ☞ If the neighbors are convinced to share information, they will tell that Zeynep was not happy with her marriage in earlier years. Only last year, she and her husband seemed to be on good terms.
- ☞ As she and her husband get along better now, she wants to have his child but is afraid due to her lack of sight and that it can be transferred to children she might have in the future.
- ☞ She won't easily admit the struggles of her earlier

life with Harun Zeyd. A DC 12 WIS (Insight) check will reveal her bitterness about the past years.

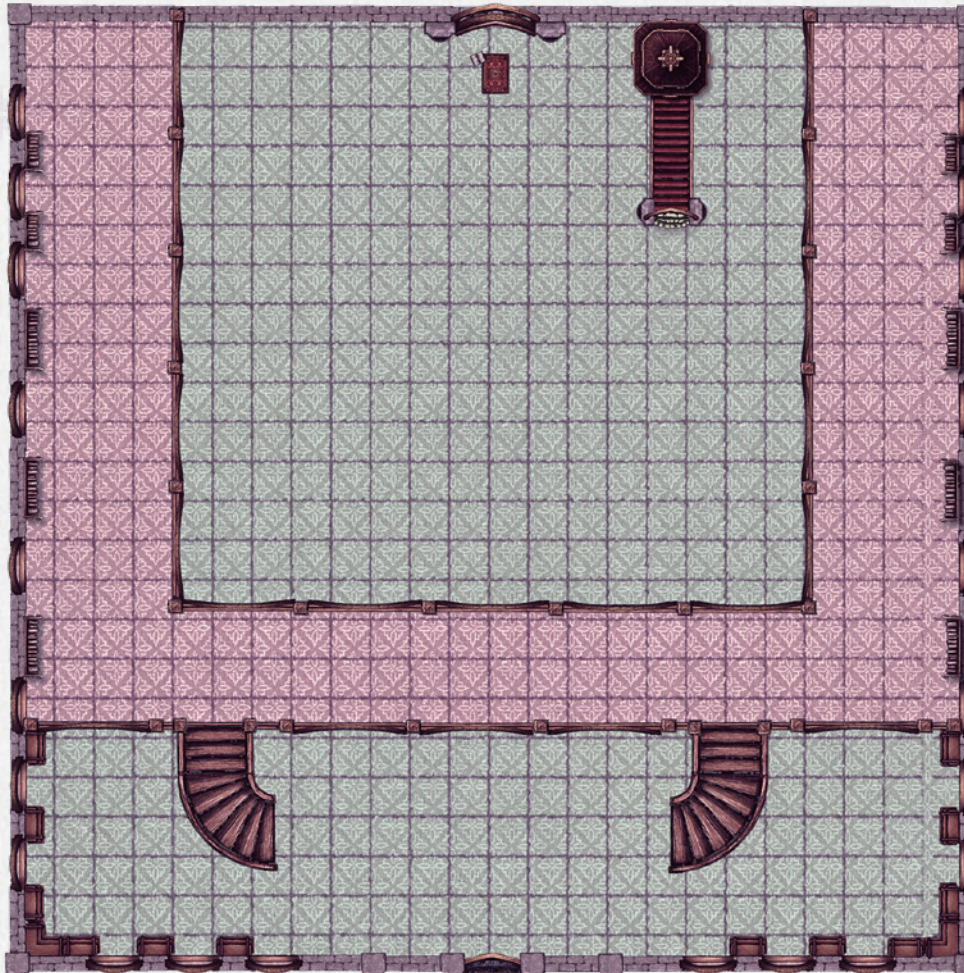
*There are two important notes on Harun Zeyd/Kafender and Zeynep:*

1. *Kafender actually cares for Zeynep and sometimes acts without his disguise around Harun Zeyd's wife. Apparently Harun Zeyd and Zeynep didn't get along as Harun Zeyd never ended up with the woman of his dreams and was not kind to Zeynep, usually acting cold and distant. When Kafender gained their disguise as Harun Zeyd, they treated Zeynep differently and the two started to get along well.*
2. *Kafender, as Harun Zeyd, gave İmam Said b. Asr instructions on how to find his secret stash full of gold coins. The imam knows that this amount is too much for a gassal but out of respect never questioned how he got it. Kafender instructed the imam that if somehow he dies all these gold pieces should be Zeynep's.*

#### **Fourth Day of Festival: The Assassination Attempt of Yaqut al-Hamawi**

If the adventurers don't reach out, Yaqut al-Hamawi will remain in his house to confront the assassin, as he is sure that Hasan Sabbah is coming for him on the fourth day. He will be reluctant to share these pieces of information to the adventurers, but if he is saved by them, he will share bits of knowledge with them. If the adventurers come to the aid of Yaqut al-Hamawi, he will want to lure the assassin out into the open and make it easier for the adventurers to protect him. He will attend the İkindi Namazı (afternoon prayers) at the Great Mosque.

## The Mosque



If the adventurers are not with him, he will die among his peers and guards.

Among the crowd there are 3 Hashashin Fedayee and will place themselves 30 ft. away from Yaqut. There are two floors in the mosque; the second floor is smaller and has a balcony facing the ground floor. Kafender will place themselves on the balcony and will fire arrows at Yaqut while “secde” (when all the attendants of the prayer kneel before God) is being performed. Kafender will attempt to fire six arrows at Yaqut and then will flee the mosque. Their arrows will be shot from a hand crossbow, and each of them will be tipped with wyvern poison.

If Yaqut doesn’t survive, a chess piece can be found on Yaqut’s body and a book called Mishlei, Book of Proverbs, a legendary part of the biblical canon written by Solomon. This copy is scribed by Muhammad Aufi in the city of Isfahan.

### *Mishlei - Book of Proverbs*

*Spending seven days (6 hours each day) reading this book will allow you to learn one of these spells and cast them innately once a day. Anyone using this book can only learn one spell from this book.*

*Healing word, command, goodberry, longstrider, speak with animals*

*The book can’t be used again for six months.*

If Yaqut survives, he will want to talk about certain topics with the adventurers in a private place where no unwanted ears can hear.

- ☞ Hasan Sabbah’s orders to hunt down Yaqut and other indicators mean that Hasan Sabbah will attempt something terrible including an otherworldly threat.
- ☞ Yaqut is a member of a society called “The Satraps,” an ancient organization that teaches its disciples to banish and seal otherworldly threats. Their roots reach archaic depths: to Solomon himself and his ability to achieve greatness. Satraps only mimicked his power through

many rituals and combining many sages' might together. You can check out the Satraps section for further information.

- ☞ Yaqut believes that there's a Satrap in Isfahan, but he doesn't know the identity of the individual. His former guide in the Satraps, Ibn Abi, also guided the Satrap in Isfahan. Ibn Abi died years ago and Yaqut's only knowledge about the person in Isfahan is that they must be a person "who is looking for an impossible land across the seas."
- ☞ The hashashin will probably follow the list as their primary objective is to cause discord among the realm. If they want to stop this, they could protect Yusuf Tegin.

Yusuf Tegin has become a little paranoid and won't trust others easily. He will even suspect the loyalty of Rasim.

- ☞ If the adventurers have saved either Emir Erboz or Yaqut al-Hamawi, they may receive an advantage on Charisma checks to interact with Yusuf Tegin.
- ☞ If the adventurers have successfully uncovered

### Fifth Day of Festival: Assassination Attempt on Yusuf Tegin

Yusuf Tegin has many guards around his house and has become paranoid over the course of the last four days. He only trusts his personal ghulam **Jaffar (Ghulam Guard)** and no one else. He spends his days in his private room with a giant lock (DC 20) on the fortified door with Jaffar standing guard near it. The room is on the second floor of his house, and the windows are locked shut by huge stones and seals.

If Kafender's disguise as Melike isn't revealed by the adventurers or by other means, they will attempt to start a fire in the house by using goose feathers as kindling, especially near the room. Kafender will attempt to steal the key from Jaffar and let Yusuf Tegin burn to death in his private chambers.

The door has 15 AC and 20 hit points with a 7 damage threshold (resistance to piercing and slashing damage) and damages the one's touching it with 2d4 fire damage. It was fortified in the previous days. Once the fire starts and the flames rise enough (it will coincide with Akşam Namazi, the evening prayers), due to smoke Yusuf Tegin will take 5 (2d4) poison damage each turn.

If Kafender's disguise as Melike is broken, they will start the fire in a remote place in the house, lie in ambush and will wait for the residents to free Yusuf Tegin and loose two poisoned arrows at him. If they are able, they will spend another round shooting arrows at Yusuf Tegin and flee.

There are some important aspects of this assassination attempt:

- ☞ It is important to take into consideration that





the secrets of either Ahmad Munzevi or Inel-pars and inform Yusuf Tegin on the subject, Yusuf Tegin may not require a Charisma roll to trust the adventurers.

If Yusuf Tegin survives this attempt, he will reward the adventurers with 250 gp and give them two uncommon weapons at your discretion, such as +1 yatagans, +1 bows, or similar.

If Yusuf Tegin dies during this attempt, his body will be taken to the Gasilhane like the others and Kafender will check the body to find the chess piece. You may apply the rolls above if the adventurers wish to watch the process.

If the adventurers were present during all assassination attempts and none of the emirs have survived so far, the city guards will want to arrest and question the adventurers. If Ahmad Munzevi is still in power, he will try to put the blame on them or at least accuse them of incompetence.

### The Final Curtain

During the sixth day's Yatsı Namazı (Night Prayers), Kafender's last steps will be about Inel-Pars if his disguise as the emir has not been discovered. Kafender's main goal is to find and kill the Satrap. Putting Ahmad Munzevi in power is more like a secondary goal.

- ☞ If the disguise is broken and Yaqut is alive, Kafender will attempt to target Yaqut. They believe he is the closest one to being a Satrap.
- ☞ If the disguise is broken and none of the targeted emirs are still alive, they will flee to Alamut.
- ☞ If Ahmad Munzevi's secret is safe and at least one emir is living, they will attempt to assassinate the remaining ones.
- ☞ If the disguise is intact, they will proceed with the original plan to unleash terror in Merv.

If the disguise is intact, Kafender will attend Yusuf Tegin's funeral as Inel-Pars if he is dead or near the Great Mosque at night to give "morale" to the public if Yusuf Tegin is alive. He will invite people outside and relax the martial law as he makes his way to the city's center.

Inel-Pars will give a short speech about hope and determination and will announce that no foul enemy or an evil killer may put their hands on Merv, then will unsheath a well made and painfully sharp dagger and lift it to the sky. For a moment Kafender will let the people think this is an oath to take down the enemies of Merv. When the crowd gets excited, he will quickly "slit" his own throat. With a Passive Perception of 15 or higher, or a DC 18 WIS (Perception) check, the adventurers may realize that it was a sleight of hand and use their action to portray a form of Inel-Pars wounded on his neck. This will cause terror and dismay among the people of Merv.

Kafender will feign death and has ordered some men to take their body immediately to the Gasilhane. The adventurers can make a DC WIS (Medicine) or DC 18 WIS (Perception) check to see through the ruse. If the adventurers arrive just after Kafender is put on the mortuary slab, they will notice no dead body on the table and see Harun Zeyd next to it, wearing Inel-pars's clothes. This is where the adventurers can actually fight Kafender Japeth.

Through all these events, Kafender has had many opportunities to talk about or investigate the abilities of the adventurers. They may want to take out healers or crowd controller spellcasters with arcane abilities that can cause problems first. If Kafender believes that they can't take them out, they may attempt to flee,

but Kafender knows that they must not leave loose ends on their quest, so it may be best to take out the adventurers or die trying.

*The adventurers advance to Level 5.*

**Consequences**

There are several alternative outcomes in Merv and thus may have many results at your discretion:

Variables	Result
Ahmad Munzevi's treachery remains hidden.	Hashashins of the Castle Alamut gain +1 bonus to their attack rolls and damage rolls, due to Ahmad Munzevi's distribution of quality weapons.  If the treachery is revealed, the remaining authority figures in Merv will reward the adventurers with a total of 1,000 gp worth of jewelry.
Emir Erboz lives.	When the adventurers set out to leave Merv, Emir Erboz will give them his personal seal. This seal will give advantage to the adventurers on rolls regarding bureaucracy, internal struggles, city guards, officers, the Sultanate's military and similar rolls as the GM sees fit.
Yaqut al-Hamawi lives.	Yaqut will give the adventurers a magic item called <i>The Thief's Best Friend</i> . Look below for further details of the item.
Yusuf Tegin lives.	When the adventurers set out to leave Merv, Yusuf Tegin will improve their armor, weapons, mounts and other mundane items at your discretion.
Kafender lives.	They set out for Castle Alamut and will attempt to deceive the adventurers during their raid on the fort. If Kafender managed to kill someone the adventurers cared about and performed the ritual during the story of Merv, they may attempt to disguise themselves as one of those individuals at a later date.
Kafender dies/captured.	The adventurers can use Kafender's blood on the lantern and confiscate the useful items such as Bag of Holding, Shifter Weapon and potions of invisibility they have on them.

**The Thief's Best Friend**  
*wondrous item*

This piece of cloth resembles a Persian carpet and is said to have been used by Keloglan and thieves that dealt with Ali Baba in legends. It has three uses left. When placed upon a surface or a wall, an action is needed to activate it and a use is expended. It turns black and for 1 minute, anyone who goes inside it can go right behind that surface.

If the adventurers manage to capture or kill Kafender and use Kafender's blood on the lantern, they will witness this scene:

*A shadow walks among the whispers within the training grounds. The stone corridors seem to be filled by mournful songs of ancient times. The shadow seems to have its own mournful melody as if to light its fate. No one is looking at or seeing the shadow, it slips by like a ghost, unnoticed and unseen. If anybody is aware of its presence, they give no sign. The shadow, however, knows the truth: no one wants to look it in the face. It doesn't have to hide its face while walking in Paradise, but not a single angel or an apostle can look it in the eye. The shadow is aware of how ugly it is. Its existence reeks. Its own shape is foul.*

*It stops under a beautiful tree. All you can see are the other ghosts, all hews of black and gray and by their side: faceless shades. There is only one face that is very clear in that crowd: the face of Hasan Sabbah, smiling and looking at the unloved face with affection, it seems. He puts his hand on the shadow's shoulder and embraces it as a whole, with all its ugliness and reality. "I am proud of you."*

*"I am grateful, Sayyidina," replies the shadow. You know who the shadow is: the person who caused terror in Merv.*

*"Man is not born innocent; you know this, Kafender Japeth."*

*"I know Sayyidina."*

*"What have you done to be forgiven of these sins?"*

*"I followed your path, Sayyidina."*

*"What is your goal?"*

*"Paradise." The shadow lowers its head, but does not keep it down for long, adding to its answer: "Family."*

*"Your family is here." says Hasan Sabbah. "I will have a request for you."*

*"Your request is a command for me, Sayyidina."*

*"Few people are capable of bending the wrist of your sibling who will go to Isfahan, as you know. Yet still there has to be one of them among the snakes, in the Pharaoh's council, and among the vile secrets and terrible catacombs of the city. No one can do it as well as you. I want you to teach. You must be your siblings' guide this time."*

*"What will I teach?"*

*"Lying. I don't trust your older brother Sefir as much as I trust you in this, Kafender Japeth. As Noah trusted Japeth when he was building his ark, I gave you this name because I trust you. Be my most trustworthy child and help your sibling for me."*

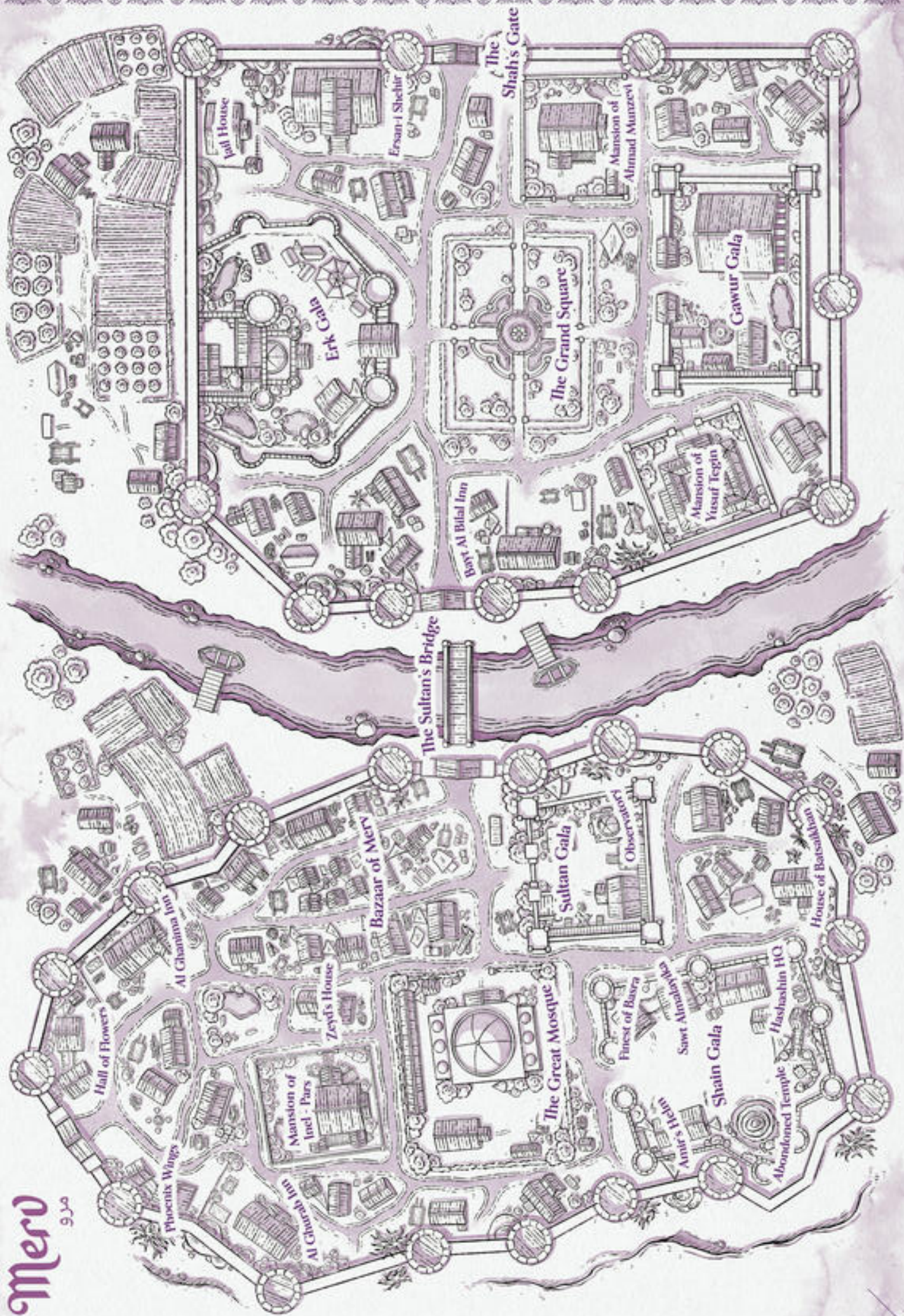
*The shadows disappear. All the smoke and faceless shades disappear in front of your eyes.*

The adventurers next destination is Isfahan. Depending on the results of Merv, they have some clues to follow to Isfahan:

- ☞ The vision they saw in the lantern mentions a Hashashin in Isfahan.
- ☞ Yaqut al-Hamawi mentions a **Satrap** in Isfahan.
- ☞ The book on Yaqut al-Hamawi was written in Isfahan.

# Mero

9.30



# Act III: The Resonating Storm

## The Hunter's Moon Shines Bright

**T**he way from Merv to Isfahan is longer than the Samarkand-Merv route. After departing for Isfahan, the adventurers may face the dangers of the wild, as stated in the **Wilderness** section and following the quests mentioned in the chapter.

During the journey to Isfahan, in addition to the normal dangers of the road, the players will face


another critical battle with the dreaded Hashashins. Kannas Adam, the Hunter Among the Mist, will try to ambush and finish them off. Kannas will trail them when they set off from Merv and prepare his ambush when the Silk Road takes a turn over the mountains after the steppes end.

If the pacing of your game enables it, you can apply some of the aspects below while the adventurers travel along the road to make them feel uneasy and watched:

d8

### Trinket

- 1 The road seems unusually misty. A particular thick bank of fog seems to manifest in the distance, drawing closer. It gives the chills to anyone who stares at it.
- 2 A strange and dark howling is heard from far away, and its source is undetectable. If an adventurer succeeds on a DC 12 WIS (Nature) check, this information is revealed: it does not come from a wolf or other natural predator.
- 3 Frequently, fast predators, like foxes or raptors, are seen running or flying away after being detected by the adventurers. They can't shake the feeling that they are watching and following them.
- 4 They encounter a body restrained with a bola.
- 5 They notice some tree tops and caves have been used as campsites and shelters by someone. This person seems to use neither modern tools nor any of the normal gear Silk Road travelers usually carry.
- 6 They encounter some long-abandoned villages. A DC 12 INT (Investigation) check on the wells reveals that they were recently closed. That causes some concern as these villages were abandoned years ago.
- 7 They encounter deserted and pillaged merchant carts and similar vehicles. There are claw marks and other clues that indicate a very physical fight occurred near the vehicles. However, the wounds indicate that no weapons were used.
- 8 They encounter the dead body of a hermit from India and notice immediately that his upper body has been torn apart. A closer check reveals that his heart has been taken out.



While on the road, they reach a caravanserai, and even from afar, it can be detected that a disaster has befallen it.

*The scorching sand scours your cheeks as you traverse the rolling hills of sand. Wanderers along the path eagerly point towards a nearby oasis, the caravanserai, promising respite and rejuvenation. The winds pick up, carrying with them not only grains of sand, but also a haze of ash. As you approach, splintered pieces of wood, out of place amidst the dunes, come into view, carried by the gusting winds. And then, like a mirage, the caravanserai emerges from behind a towering dune.*

*The once tranquil haven you sought has been forever marred by violence and death. The scent of smoke lingers in the air, remnants of the smoldering fire that has been doused. The grounds of the caravanserai are littered with the bodies of the fallen, each one bearing the marks of a brutal struggle. A handful of camels, freed from their confines, wander across the dunes. Survivors move amongst the wreckage, dutifully removing the deceased. A lone woman, lost in shock and disbelief, sits frozen, her gaze fixed upon the desolate scene. The once proud doors bear the scars of the attack, and the once elegant furnishings are now blackened by soot and ash.*

*What surprises you the most is the body of a dead elephant. Its giant tusks are missing: it looks like they have been ripped off.*

*The only noise that breaks the stillness is the muted shuffling of those tasked with removing the fallen. Not a whisper is spoken, as if the very air is hushed in reverence for the departed. The silence is oppressive, ringing in your ears like a mournful dirge.*

This caravanserai has actually been torn apart by Kannas Adam himself. It was ordered by Hasan Sabbah to act as a message to the adventurers. Also, Kannas Adam is searching for a satrap among the refugees and has checks each victim's pockets for a chess piece.

If the adventurers investigate the area (DC 8), they will find these results:

- ❧ It appears there are many claw marks that do not belong to any beast that the players know of.
- ❧ No coinage or similar stuff has been taken. This does not look like a raid for plunder.
- ❧ Many refugees took shelter here, and after being killed, their belongings were searched and their pockets were turned out. Whoever attacked here was looking for something among the refugees.

The rest of the road takes them to a bridge between two hills that stands upon a valley. The bridge is 60 feet long and above a terraced valley. Each terrace under the bridge is 30 ft. higher than the one below it. The bridge is 120 ft. high from the ground.

This is where Kannas is waiting to confront the adventurers. He is standing in the middle of the bridge escorted by **2 dire wolves** and **2 giant eagles**. Kannas will mostly try to throw the players off the bridge by grappling them and using *enlarge/reduce* on himself.

*The game's nature and pacing may vary, as well as its tone and preferences of combat. The battle ground Kannas chooses may be different and, depending on your choice, deadlier.*

If Kannas cannot be defeated here and somehow the adventurers fail to capture him, he will confront them in front of Alamut. If he is defeated, only a key can be found on him: Kannas' Key, which opens a secret passage leading to Castle Alamut.

If adventurers use his blood on the lantern, they will witness this vision:

*The night was rank with the smell of rain.*

*You realize the clouds above the sky are suffocating the light that the stars and the moon bestow upon the earth. It is designed to terrify all below. However, you realize it does not terrify you. You know what lies in the darkness. It is you. Night has surrounded you, but now you are the monster. You move forward, unable to think of anything but the smell of the rain that will pour down as you merge with the soul of the monster. A crimson veil has fallen before your eyes, and even though it's dark, you can see. You have never before distinguished colors so well, and crimson has never been your sole reality.*

*These are more than just images; it's as if you can taste the crimson on your tongue and begin to understand the meaning of hunting, sharing your soul with a monster. As you follow the scent of rain and come across a man between the trees, all your primal instincts kick in. That man is prey, and you are the predator. The only color you know is crimson, and you must see the shades of crimson on the man. You approach your prey as if you are the leader of a pack, standing above the chiefs of the monsters, all powerful beasts. Your favorite sight is the fear in the eyes of your prey. When they see the beast and try to flee, their crimson hues are always the most beautiful shade. You're searching for that shade. That shade is your life.*

*You can't see it in the man.*

*The man is not afraid. There's an expression on his face that should not be shown to a monster. Monsters don't understand this expression. The man is smiling. He stands there fearlessly, beneath the rain clouds, with his beard, his robe, and a dagger hanging from his waist.*

*The man speaks. But how can a monster understand speech? He speaks with kindness, gentleness, and a soft tone of voice. "What are you doing here, my child, in this eerie forest at this time of night?"*

*You no longer see through the eyes of the monster. Instead, you see the person you fought and managed to see the crimson shade of, standing before the very Hasan Sabbah himself. He speaks to Kannas, the creature you thought was a monster, as if he were a human being. With kindness, love, and compassion. For the first time, someone is treating Kannas like a human being, rather than a monster. For the first time, you see a soul that truly desires to be spoken to rather than being noticed as a pile of muscles and an angry beast desiring to spill blood.*

*The scene changes before your eyes. You see Kannas and Hasan Sabbah walking beside a waterfall. As they climb the hill, you witness one of those rare moments where Kannas beside Hasan Sabbah looks more like a human than a beast.*

*"When you are in Eden, I want you to be what you exactly want to be, my son," Hasan Sabbah pauses and points around him, indicating the entire Silk Road and even the world itself. "There are many infidels who are our enemies. When you are outside your home, I want you to show them who the monster is. Kannas Adam, you will show those who do not feel safe behind the city walls that the outside is just as unsafe. Where Hasan Sabbah reigns, all who stand before him will know that his loyal children will come for them wherever they are. Only you can do this my son."*

*The scene points to where the flowing waterfall comes from. A natural tunnel through narrow paths. It leads directly towards the heart of the Castle Alamut.*

If the adventurers are able to get this vision, they will have a chance to enter Castle Alamut through the passage that is shown in the vision. It is advised to take a look at the Check List at the beginning of Castle Alamut. This passage can be found in the "Ways to Enter Castle Alamut" part, under the "Secret Passage" section.

## Isfahan: Over the Blighted Throne

*Ah, Moon of my Delight who know'st no wane,  
The Moon of Heav'n is rising once again:  
How oft hereafter rising shall she look  
Through this same Garden after me—in vain!  
-Khayyam*

The jewel of the Silk Road lies amongst the oldest mountains of the world, near the cradle of civilization. The descendants of the Ashina blood combined their nomadic might with the flag of the crescent in the past centuries and created an empire under the name of Seljuk. Now the throne has been inherited by the Khwarazmians, and their bravest sultan ever sits upon the throne: Sultan Jalal ad-Din Menguberdi "God-given" Khwarazm-Shah.

*The Lands of the Sultanate faced the Khaganate's conquests at their worst: they awakened the wrath of **Genghis Khan** by killing his messengers. Sultan Jalal's father was responsible for this and the following bloodbath. Sultan **Ala ad-Din Muhammad II** ordered his troops to man the city walls and defend against the Mongols. This resulted in a disaster and The Sultanate was extinguished like a flame caught in a storm.*

*Sultan Jalal took over a fallen throne and rallied an army capable of fighting the Mongols, and through impossible battles they took back some parts of their lands and moved their center to Isfahan, where the Seljuk Empire's magnificent ruler Malik-shah I had ruled for twenty years.*

*The Sultanate's rise from its ashes was thanks to Sultan Jalal's leadership, and the talent of his most trusted general: Timur Malik. They rallied the people of the Silk Road against the Khaganate's rule, and rekindled the Sultanate's fire and restored some of the lost lands when the Khaganate and other newly formed states were vulnerable during Ogedei's ascension to the throne.*

The refugees are accepted into the city if they are capable of fighting and are directly taken under the wings of the military. As the refugees bring news from Merv, the adventurers will be let into the city without a problem.

**Origins from the Khağanate**

*If the adventurers have roots in the lands of Khağanate, they may face obstacles, as the people from the Khağanate are seen as enemies. Unless they prove they are not from the Khağanate, they will be banned from entering the city. The city guards have been commanded to prevent any agents from entering and to prevent any other covert actions or espionage attempts.*

*However, unless the name they give to the city guard is clearly a Mongolian name, they can pass themselves off as Turkomans, Uyghurs, or other Turkic tribes from Central Asia using a DC 10 CHA (Deception) check (or another, related check at the GM's discretion).*

*The howling of the winds leads you to a chamber nestled among rocks that plead for rain. The prayer for rain that began in Samarkand is on the verge of turning into a storm, ready to strike with lightning at the heart of civilization. You realize that the heavens have accepted the prayer when the rain starts to fall and will not stop until all the prayers have been fully answered.*

*The jewel of the Sultanate, Isfahan, stretches before your eyes with a splendor unlike anything you've ever seen in Merv or anywhere else. You see strong soldiers atop high walls wearing traditional Seljuk scaled armor and pointed helmets. They are the only hopeful sight in Isfahan where lightning is about to strike. They watch the horizon with tense eyes, waiting for danger. None of them really knows what that threat may be.*

*As you enter the city, the words "A Sultan lives here" come to mind. The magnificent combination of marble, stone, and wood enchants your eyes. You are greeted by the sight of silk sold by merchants, the smell of spices, the sound of soldiers practicing with their bows, and the hustle and bustle of the city, along with tense faces. The only thing preventing you from being completely enchanted is the refugees with weapons in their hands and the terrified expressions on their faces. They have fled from war, the lords of the steppes, and deadly plagues, only to be delivered back into the cruel arms of death.*

*There are many war tents and Turkomans in the gardens and squares, preparing for battle. The horses surround the encampments and even as a newcomer, you feel the tension between the Sultanate's organized army and the warriors from the steppes.*

*For further information, NPCs, some optional quests and a unique story-line about Isfahan check out the **Isfahan** and **Running a Story in the Silk Road** sections in EotSR.*

The adventurers are greeted and escorted into the city by Ismail Tugrul, a city guard with a tall figure, long dark hair and a silver plate armor that is not commonly seen in these lands.

*As a young boy, Ismail Tugrul was plucked from his village and transformed into a soldier. Despite being one of many youths like him, the Emir Abu Farhad saw something special in Ismail Tugrul and took him under his wings. The Emir lavished attention on Ismail Tugrul, teaching him about politics, finance, and the ways of the world. He even referred to Ismail Tugrul as "son" in private, a term of endearment he never used with his own offspring. Tragically, the Emir's own son squandered his opportunity, getting mixed up with an underground organization and landing himself in jail. In response, the Emir sent him away and confided in Ismail Tugrul, telling him repeatedly that if there was to be an heir, it would be him. Determined to live up to the Emir's high expectations, Ismail Tugrul worked tirelessly to become a respected and high-ranking officer. As the Emir grew older and sicker, it became clear that the day of his passing was fast approaching. One small illness was enough to end him, so he was locked behind a closed door in a sanitary environment and his orders were delivered only by Ismail Tugrul and his caregiver.*



Ismail Tugrul will want to talk about these topics while escorting the adventurers, if you deem the refugees have brought stories with them, he may ask about their adventures as well:

- ☞ Did they encounter any warbands, raiding parties or similar threats from the Khaganate?
- ☞ Do they know anything about the condition of Hur-Shah, grand emir of Merv? (If the adventurers successfully completed the quest-line about Hur-Shah in the Merv section of EotSR, the sultan will want to see them immediately)
- ☞ Are they interested in staying in Isfahan?
- ☞ Are there any healers or physicians among them?

The adventurers observe a gathering near the military tents of the Turkomans, where soldiers from the Sultanate, nomadic warriors, and other mercenaries have formed a circle around a square, as if awaiting a spectacle. Ismail Tugrul furrows his brows and hastens to the area, coming to a halt only when he comprehends what is taking place in the square.

*You notice silk clothes and expensive metalwork in the center of all the attention. Your attention is drawn to a bearded man on the left, standing proudly in armor adorned with bronze coatings and valuable jewels. As his two attendants step away after assisting him with his armor, a third one presents him with a curved, shiny sword. The man exudes wealth and power, but his bloodlust is evident from the look in his eyes. His gaze is fixed on a woman standing nearby, and he stares at her with quiet bitterness, like a predator. The gleam of hatred in his eyes perfectly complements his thirst for blood.*

*The serenity on the woman's face reminds you of the still clouds in the sky and the gentle breeze on the steppes. You cannot see any expression on her face except peace. Experienced warriors can recognize the woman's preparations, sharpening her mind before her sword and summoning her willpower before her muscles. The leather armor she is wearing carries no extravagance or exaggeration, but it is expertly made to protect a warrior while also keeping her movements unimpeded. A man wearing the same black and purple transitional colors as the woman wears, approaches her with deep respect, not as a slave or attendant, but as a commander. He presents her with a slender sword, and as she takes it, you can see that it completes her, as if she had regained a long-lost limb. She is already prepared to break down any obstacle in front of her. Furthermore, she is always ready to demolish anything that may come her way.*

Ismail Tugrul learns what is happening from some of his subordinates and shares with the adventurers:

- ☞ The man is called Abdul Hadi, a general that worked for the late sultan Muhammad II.
- ☞ The woman is called **Bengü Inara**, a trusted mercenary and the fierce leader of the Warband from the steppes called The **Külberen**, which means The Ashbringers in Turkish.

- ☞ Abdul Hadi insulted Bengü Inara about her origins and her gender. Abdul Hadi is a “traditionalist” man and believes that women and infidels have no place in the battlefield, or among the city. When he voiced these thoughts, Bengü Inara immediately challenged him.

***Bengü Inara**, is a Harbinger serving the Order of the Hashashins and her goal is to find and execute the Satrap located in Isfahan and, if she is able, to assassinate Sultan Jalal when the timing is right. She formed a warband years ago, adapting her birth name and slowly gained the trust of Sultan Jalal and eventually rose the steps of being one of his most trusted advisors. Check out the Harbingers section for more information about Bengü Inara.*

The fight begins after a few minutes. If any of the adventurers have 15 Passive Perception or higher, they realize an individual from a building's balcony is paying close attention to the fight. If they point that out, Ismail Tugrul will identify the person as **Timur Malik**, the most trusted general of Sultan Jalal and the leader of his cavalry units.

Bengü Inara ultimately takes the advantage against Abdul Hadi. The adventurers who are proficient at least one martial weapon will realize that Bengü Inara is really an expert in sword fighting and has incredible control over her body.

*Check out **Harbingers** section in **Characters** chapter for the necessary information about Bengü Inara.*

Bengü Inara defeats and kills Abdul Hadi with a swift sword movement of your choosing after an entertaining fight. Abdul Hadi's body hits the ground, and then a silence fills the square. Until Bengü Inara cleans her sword and sheathes it, the crowd remains silent. After the sword's metal finishes echoing around the square and beyond, the crowd roars. She salutes the crowd and returns to her tent. Ismail Tugrul quickly takes control of the situation and makes his men dispose of the body.

After the fight, the following events may happen throughout the day at your discretion:

- ☞ They will be invited to meet Timur Malik in the **Garden of Serenity**.
- ☞ If they want to meet Bengü Inara, she will host them in her tent and ask about their endeavors outside Isfahan. She won't be able to stay with them long.
- ☞ If the adventurers are invited by the Sultan Jalal himself, they will receive an invitation to attend the dinner set by the Sultan.
- ☞ If the adventurers want to investigate the city, focus on their personal stories that take place in Isfahan, they may face encounters at your discretion.

- ☞ You may kick off the questline “**The Hand of the Princess**” (Check out the Isfahan section in EotSR for the questline), the story about **Turkan**, daughter of Sultan Jalal.

### Garden of Serenity

*Near the Seljuk Citadel, where Ghulam Veterans protect the gates, a beautiful garden greets your eyes. In the midst of the oldest mountains of the world, the most beautiful shades of all colors salute the rising Sultan of the Silk Road. Even the armed and fierce ghulam warriors fit within the colors and give a sensation of safety.*

*Among the wooden seats, where the greatest Seljuk emperors once sat, you see two men chatting and enjoying the beautiful sunlight. One of the men is Timur Malik, standing tall like a veteran warrior, his one hand is always on his curved sword.*

*The other man is a surprise for you. He wears no crown and doesn't clad himself in finery, but you recognize him immediately: **Sultan Jalal Menguberdi** himself. His clothes seem practical, his eyes are filled with wisdom and vast experience although he is still young. His shoulders carry the fate of his people, and even where you stand, you feel his sense of responsibility. He is responsible for every soul in Isfahan, every child born here, every drop of blood spilled on the ground. When Timur Malik notices you, he greets and makes a gesture to the ghulams to stand where they are.*

*Now, you stand before the blood of Ashina, shah of the Silk Road, descendants of Seljuks, heir of the great sultans of the Turks.*

## Timur Malik

Medium humanoid, lawful neutral

**Armor Class** 18 (Chain Mail, Shield)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	15 (+2)	13 (+1)	16 (+3)

**Saving Throws** Str +7, Dex +5

**Skills** Athletics +7, Insight +4, History +5

**Senses** Passive Perception 11

**Languages** Turkish, Persian, Arabic, Mongolian

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Military Tactics.** Timur Malik has advantage on attack rolls when a creature he can see is within 5 ft. of him. Timur Malik can forgo this advantage as a bonus action and give another ally within 30 ft.

### Actions

**Multiattack.** Timur Malik makes three Khwarazmian Yatagan attacks.

**Khwarazmian Yatagan.** Melee Weapon Attack: +7 to hit, one target, reach 5 ft. Hit: 8 (1d8 + 4) slashing damage.

### Reactions

**Interception.** When a creature Timur Malik can see hits a target other than Timur Malik, within 5 feet of it with an attack, Timur Malik can use his reaction to reduce the damage the target takes by 15 (2d10 + 4). Timur Malik must be wielding a shield or a simple or martial weapon to use this reaction.

**Protection.** When a creature Timur Malik can see attacks a target other than Timur Malik that is within 5 feet of it, Timur Malik can use its reaction to impose disadvantage on the attack roll. Timur Malik must be wielding a shield.



### **Story of Timur Malik and Suggestions on Role-playing as Him**

*Timur Malik is a middle-aged war-veteran known for his remarkable fortitude in withstanding the forces of the Khaganate during a two year-long siege at Khujan. He is considered a hero by the people of the Sultanate for his unwavering determination in defending the city against starvation, a massive enemy army at the gates, and harsh illnesses. Despite the odds against him, he refused to surrender.*

*At the end of two years, one day Timur Malik used the night as a cover and carefully abandoned the city secretly with most of his troops and riches when he learned about a potential assault on the city gates on the morrow. Only a handful of brave and loyal soldiers decided to stay behind to cover their general's escape. Timur carries a trinket from each of them, mostly simple brass rings, wristbands, keychains, and other similar items that once belonged to the soldiers.*

*Timur Malik is a reasonable yet stubborn man who believes in careful planning and swift actions. He trusts himself as a soldier and the Sultan for his leadership and judgment, making him one of the most loyal men in all of Silk Road. Despite his stubbornness, he speaks in a warm voice and never without thinking. He dislikes politics and internal conflicts, despises flattery, hypocrisy and those who wax eloquence. He can be considered a man of action, and will want to act accordingly depending on the actions and suggestions of the adventurers.*

The adventurers are greeted by Timur Malik and then introduced to the Sultan himself. After the brief introduction and depending on the earlier achievements by the adventurers, these topics may be discussed:

- ☞ The coming invasion of the Khaganate and the adventurers' potential knowledge on the subject.
- ☞ The activities of the Hashashins and the potential threats they cause.
- ☞ The situation of the refugees and their fate. Sultan Jalal feels sorry that they can't let them all in due to food shortage and danger of the Khaganate's espionage. That's why city guards only let in those who are capable of fighting.
- ☞ If the adventurers mention that Hasan Sabbah is alive and plotting, Sultan Jalal will mention putting Bengü Inara to the task of finding Hashashins and bringing them to justice immediately.
- ☞ If the adventurers show proof of their struggles and successes against Hashashins, the Sultan may be more inclined to trust them—especially if they can show him the vision through the lantern.

Sultan Jalal is not sure that he can trust the adventurers and wants them to prove themselves, and if they accept, there is a task suited to their adventuring methods that they will be given. Outside

the city walls an ancient Zoroastrian temple's ruins can be found, named **Atashgah, House of Fire**. It has been reported by many scouts and merchants that there are shadowy figures and unusual lights near the hill where Atashgah stands. Sultan wants it investigated. If they return with a detailed report and the elimination of possible threats, they will be rewarded with golden coins and the Sultan's trust.

### Atashgah - The House of Fire

*Atashgah is an ancient Zoroastrian Temple, deserted and ruined by time itself. It is now used by a local magician named **Ali Rustam** (uses **Mage** stat block), actually working for Sultan Jalal Menguberti. After the conquest of Isfahan by the Sultanate, Ali Rustam saved the life of the sultan's little brother, Anush.*

*He guards the end of a tunnel that leads to the Seljuk Citadel for the Sultan. He is informed of the adventurers' arrival and will act as a "loner necromancer" that sneaks refugees into the city and conducts interesting experiments on the dead. His objective is to evaluate the adventurers by attempting to bribe, persuade, intimidate or plead with (depending on how he encounters the adventurers) them to not tell anyone about his operations here and leave him be.*

*If the adventurers decide to keep this knowledge from the Sultan, Sultan Jalal will not trust the adventurers any longer. If the adventurers decide to tell the Sultan about him and his operations, the Sultan will begin to trust them.*

*Ali Rustam will defend his life against the adventurers if they ever attack him but will use his abilities to escape or stop the fighting to initiate the test. He has placed invisible sensors all over Atashgah to screen movements of anyone entering. These sensors can only be detected with see invisibility or a stronger detection spell. They can't be destroyed unless they take 10 or more bludgeoning damage.*

*Ali Rustam also carries a bag of holding. In it, there are 500 gp worth of jewelry, and four uncommon or rare magic items at your discretion. Ali Rustam may use these jewelry and items to make a deal with the adventurers.*

*The winds carry foul whispers from the hill where Atashgah lies in ruins. The hill is surrounded by high walls, but they might have faded away with centuries. You feel as though the ancient spirits wander within the walls and you can almost envision the grandeur of days gone by, where the fire priests conducted rituals and believers praised holy fire. Zoroaster's divine name echoes through the corridors and Achaemenid's banner flies freely under the eternal sky that once ruled over the Silk Road.*

Unless the adventurers use unconventional transportation, such as flying or teleporting, the House of Fire sits upon a hill that has a pathway up. If they choose not to use the path to reach the walls from the outside, they must succeed on a DC 15 STR (Athletics), or DEX (Acrobatics) check, they must use proper equipment.

If the adventurers land on the walls via using this method or methods like flying, they notice the building in the courtyard with magic circles around them (named **Magic Circle 1-2-3-4** below), and you can read:

*The courtyard seems to invite the extinguished flames that have lost their war to the winds and harsh winters long ago. Once, the fire that sparked hope all along the Silk Road now lies lamenting within sorrowful, cold, and unmerciful walls. Your gaze stumbles upon the courtyard's center: a building with four entrances that guard an ancient altar and four magical circles drawn in each corner. The circles do not belong here. They do not cherish the memories belonging to Zoroaster; they do not call upon you to join the centuries old lament. They only give you the chills—the sense of danger that the dead are near, watching.*

#### Entrance

*Only dust and ancient stones greet you. To the right, boulders and huge pieces torn from the walls block the way. All the windows seem to have disappeared or never been built in the first place. You notice a huge lock on a wooden door on the left side.*

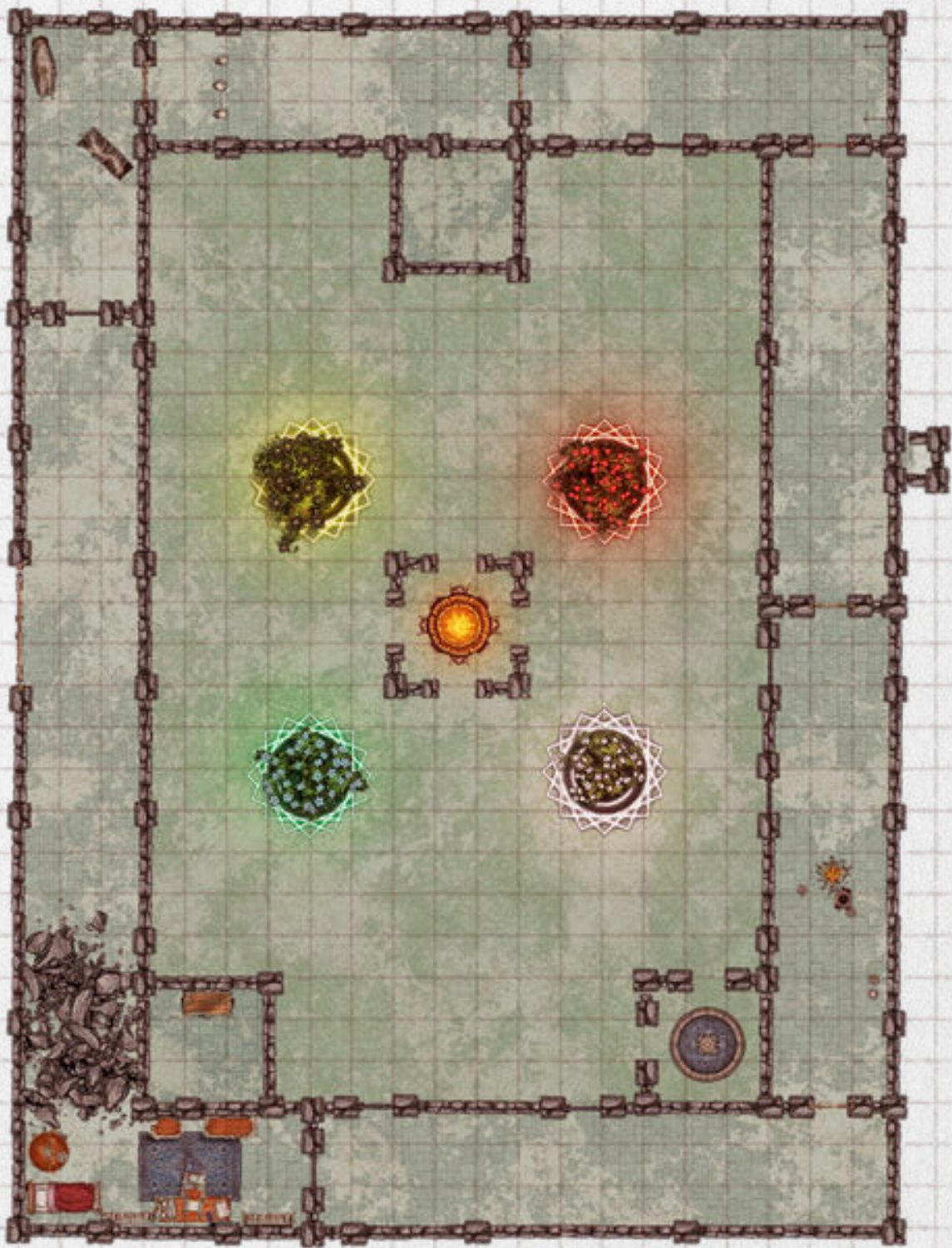
The door is enchanted with an *arcane lock* and *alarm* spell. The lock on the door can be opened with a DC 24 DEX (Thieves' Tools) check (due to *arcane lock*), or the door can be forced open with a DC 25 STR (Athletics) check (also due to *arcane lock*). With a DC 12 INT (Arcana) check, the presence of an *arcane lock* can be ascertained. To detect the *alarm* spell, a *detect magic* spell must be cast.

Through the boulders, a small creature can squeeze through and reach the wall that has a secret door (SO) on it. This secret door can be detected with a DC 15 WIS (Perception) check and can be forced open with a DC 15 STR (Athletics) check. It leads to the **Southern Room**.

Due to the adventurers' ability of Sight of the Ghaib, they notice two torn cocoons that seem to be from the Al-Ghaib. The three butterflies that left the cocoon are encircling the door with irregular movements. With a DC 10 WIS (Perception) check, the adventurers realize they move within the shape of three runes that are Turkic: ↓>1 which is read as "yashar." It is a part of a common phrase in Old Turkic: **"God of time does not fly, only humankind is doomed to die."** This is the password for the *arcane lock*: "Öd tengri yashar, kishi ogli kop ölgeli torumush."

# Atashgah

بيت النار



*"To fly" is a phrase in Turkish that is used for "death."*

### Room 1

*Two dead bodies without heads greet you. Nothing else but you breathes in the room. Only a door is ahead of you. This time, there are no locks.*

The smell coming from the bodies indicate that they have been here for a long time. Their bodies have started to rot. With a DC 12 WIS (Medicine) check, they realize that the bodies were not killed on this spot but rather were placed here, and they have likely been dead for at least a few weeks.

### Room 2

Three bodies are hung from the ceiling in the center of the room. They have no heads, and the ropes are tied around their bellies. There are no blood stains on the ground.

The adventurers with a Passive Perception of 15, or an active INT (Investigation) check against a DC of 15, can detect the trap Ts in the first tile in the room.

**Ts (Sleep Trap):** If a creature steps on the tile, the trap is activated and a sleep spell of level 3 is cast in the room. If a creature falls asleep, it takes 10 minutes, rather than 1, to wake up.

S1 is a secret passage that leads to the **Hatch Room**. It can be detected via detect magic or an ability that lets an adventurer see through illusions. It is enchanted with an alarm spell.

### Room 3

*You notice a note in Turkish (using Arabic script) written in blood on the wall:*

*RUN FOR YOUR LIVES! DEATH IS HERE*

The third tile in the room contains the trap Tc and if pressed on, it will be activated. Creatures with a Passive Perception of 15, or an active INT (Investigation) or WIS (Perception) check against a DC of 15, can detect the tile is trapped: there are two shafts in the wall that are ready to launch nets.

**Tc (Catching Trap):** If a creature steps on the tile, two nets will be fired on two of the adventurers that are closest to. The nets are made of quality rope and are hard to break free, requiring a DC 20 STR (Athletics) check.

### Room 4

*Foul winds reach the room through two wooden doors sealed with wax. You hear winds striking at the doors to enter the room, but the strong seals don't let them in. This is the same wax you encountered in Samarkand's catacombs. The only way to dissolve it is with the **Zoroastrian Fire**.*

*The other door has another giant lock on it and apparently protects something very valuable.*

In this room, there is a secret compartment embedded in the wall that can be detected with a DC 15 INT (Investigation) or WIS (Perception) check. It has a trap on it that can only be deactivated with a dispel magic spell. Unless broken, this magical spell casts a fireball spell (3rd-level) at the room. There's a lever behind the compartment that deactivates the traps: T1, T2, T3.

The doors have T1 traps on them from left to right and they lead to the **Courtyard**. They are sealed by the wax the adventurers encountered in the catacombs after Shah-i Zinda. The wax seals can be melted with Zoroastrian Fire, dispel magic, or magical fire that is created with at least a 3rd level spell.

**T1:** On the floor, there's a wire that activates a net on the ceiling, and the mechanism there triggers the net. The net is fired upon the creatures that are within a 5 ft. cube of the tile. A successful Dexterity saving throw (DC 12) saves the adventurers from the net. Those who fail are restrained and take 7 (2d6) fire damage each turn they spend under the net. Creatures that are restrained can be freed by other creatures that use their actions or with a DC 15 STR (Athletics) check. The mechanism can be deactivated with a DC 13 DEX (Thieves' Tools) check.

### Developments

If the adventurers receive considerable damage from the traps, Ali Rustam may choose to attack and ambush the adventurers from Room 5.

### Room 5

*You encounter what you least expect, four refugees: an elf, a gnome and two half elves, apparently twins. They are crouching down at the far edge of the room, terrified of you. They don't bear any arms, and it looks like they have been traveling for a long time. You notice a small fire and a pot with boiling water, vegetables, and meat in it.*

These refugees use Commoner stat blocks. They are not willing to fight and will try to run away if their lives are in danger. If spoken to, they will share information like this:

DC 10 CHA (Persuasion)	They are desperate to go into the city. A mysterious man near the city walls approached them and told them he could sneak them into the city and that it was free. A successful DC 10 WIS (Insight) will reveal that this is a lie). They were all part of the same refugee caravan, but it was destroyed by bandits.
DC 10 CHA (Intimidation)	They are desperate to go into the city. The mysterious man indeed came to them and told them he could offer a way to the city, but he also met with other “mysterious types” and bought some interesting goods. He wants them to deliver these things into the city as the price of helping him.
Mind Reading (Alternatively, if the adventurers treat the refugees well and make them believe that they can protect the refugees against the mysterious man, they can share this information).	<p>-The elf was scared of the guards and wanted a quiet way in. She is looking for a new life on the Silk Road. She saw the man with an interesting cubic object.</p> <p>-The gnome was banished from Samarkand for using illusion magic. He is looking for a job in Isfahan, but because of his height, the guards didn't let him in. He saw the man talking to the fire.</p> <p>-The twins are looking for their father, a man among the Sultanate's military as far as they know. They saw the mysterious man taking other refugees through the hatch.</p>

*Ali Rustam is attempting to create a narrative for the adventurers in which he portrays himself as a mysterious figure, secretly bringing refugees into the area.*

There are two doors that lead to the **Courtyard**. They have T2 traps on them.

**T2:** Anyone who tries to open this door must succeed on a DC 14 Wisdom saving throw or fall under the *hold person* spell. These traps can be deactivated with a dispel magic spell.

**Developments**

If at least 2 of the adventurers fall for the trap at the same time, Ali Rustam may choose to attack the adventurers. However, he won't try to kill them; he will only act as if he is protecting his business and headquarters.

**Room 6**

This room contains two doors with T3 traps that are leading to the **Courtyard**. There's a secret door at the edge of the room. It can be detected via detect magic. It leads to the Personal Chamber of Ali Rustam.

**T3:** Anyone who tries to open this door must succeed on a DC 14 Wisdom saving throw or fall under the effects of the bane spell. These traps can be deactivated with a dispel magic spell.

**Developments**

If at least two adventurers fall for the trap, Ali Rustam may choose to attack the adventurers.

**Personal Chamber of Ali Rustam**

There's a bed, a desk, and a chair in the chamber with a huge amount of scrolls in the room. Adventurers can find 1d4 wizard spell scrolls (maximum of 3rd-level) and a burning **Incense of Zoroaster**. If they deeply investigate the room, have them roll a DC 15 (INT) Investigation or WIS (Perception) check; on a success, they find a piece of paper written in Turkish using Arabic script (the signature is made with runic letters):

*Observe their movement, memorize their powers, and test their heart. See if they are worthy of our trust.*  
 -ՋԻԿԻՋԻԿԻՋԻՆ

The word in Old Turkic script says “Bengübirti” which can be identified as “Menguberdi” in modern Turkish with a DC 12 INT (History) or a similar check. If characters know Turkish as a native tongue, they have advantage on the ability check. Menguberdi is one of the names of the Sultan Jalal. He uses this script as a measure of security.



## Courtyard

*A fire blazes bright in front of your eyes, right at the center of the courtyard. You notice that it ignited when you entered the courtyard. The only thing that is alive is the fire at the altar and you. It smells like centuries, memories, and resentments. A faint whisper makes you shiver, and you suddenly feel an earthquake starting to shake the very foundation of the temple. A fire blazes bright in front of your eyes, right at the center of the courtyard. You notice that it ignited when you entered the courtyard. The only thing that is alive is the fire at the altar and you. It smells like centuries, memories, and resentments. A faint whisper makes you shiver, and you suddenly feel an earthquake starting to shake the very foundation of the temple.*

*Roll for initiative when the first adventurer sets foot in the Courtyard.*

**Earthquake:** Plays at initiative count 20. All creatures within the temple must succeed on a Dexterity saving throw (DC 15) or be knocked prone when it's the Earthquake's turn.

The fire at the center is a **Cursed Zoroastrian Fire** and fuels the power to four magic circles around it and creates the Earthquake; a DC 15 INT (Arcana) check is required to understand it. The squares made by the magic circles are considered difficult terrain. The altar that the Fire stands on has a keyhole on the northern side. It can only be opened with the right key or with a knock spell that is cast at a 3rd level or higher spell slot. If the crystal inside the altar is removed, the fire will cease to exist. Otherwise, the fire cannot be extinguished.

After two rounds, the fire changes to blue and a

**Gravekeeper** appears (Check out the **Appendix** section for its statblock) is summoned in one of the magic circles with the only thing that can extinguish the flame at the center and stop the earthquake: A magic **key**.

*At the start of each of its rounds, roll a 1d4 for the Gravekeeper. It will be summoned inside the magic circle that matches the result number. For example, if you roll a 1, it will instantly appear on 1.*

**Magic Circle 1:** Its edges appear as crimson roses with magically shimmering vines encircling the area. Creatures within 5 ft. of the area take 2d4 fire damage at the end of each of their turns. Attack rolls outside of the area have disadvantage if they aim inside or pass through this circle.

**Magic Circle 2:** Its edges appear as silver flowers with dark roots forming a circle. Creatures that start their turn or enter the first time within 5 ft. of the area must succeed on a Wisdom saving throw or receive disadvantage on their next attack roll, ability check or saving throw.

**Magic Circle 3:** Its edges appear as dozens of gray clover-like plants forming a circle. Whenever a creature enters the circle, it must succeed on a DC 14 Constitution saving throw or be blinded due to the gas the plants produce. The blindness lasts for 1 minute. A creature can repeat the saving throw at the end of each of its turns.

**Magic Circle 4:** Its edges resemble plants with a large amount of salt on them. This circle's inside works as if an *antimagic field* spell is cast in it.



## Gravekeeper

Medium undead, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	11 (+0)	16 (+3)	19 (+4)

**Saving Throws** Wis +6, Cha +7

**Damage immunities** poison, necrotic, fire

**Damage resistances** fire

**Condition immunities** prone, charmed

**Senses** darkvision 60 ft., passive perception 13

**Languages** all languages it knew in life

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Ethereal Sight.** The gravekeeper can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The gravekeeper can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Turn Immunity.** The avatar is immune to features that turn undead.

### Actions

**Multiattack.** The gravekeeper makes two attacks with its Reaping Scythe.

**Reaping Scythe.** Melee Weapon Attack: +7 to hit, one target, reach 10 ft. Hit: 11 (2d6 + 4) psychic damage plus 3 (1d6) necrotic damage. If there's another creature within 5 ft. of the target, it can forgo its other attack by sweeping its scythe to that creature. The creature takes half the damage.

### Developments

If the adventurers have already dealt with Ali Rustam, the gravekeeper will vanish, and the earthquake will not happen.

If the adventurers haven't encountered Ali Rustam, the following events may occur:

- ☞ If the adventurers are put in a bad condition, Ali Rustam may want to help them, as he is constructed NOT to kill them. This condition can be reversed if they mistreat the refugees, hurt them intentionally, or Ali Rustam judges them as no-good people.
- ☞ If the adventurers do well during the fight, he will greet them enthusiastically and not in a threatening way.
- ☞ If the adventurers are swiftly defeated, Ali Rustam will dismiss the gravekeeper and keep them alive.

### Fountain Room

In the room there's an ancient fountain. It is enchanted. Anyone who drinks from it gains fire resistance for 10 minutes and regains 1 hit point. A creature can benefit from this fountain only once a day.

### Chest Room

There's a chest in the room. It is medium in size and has a huge and complex lock on it, which requires a successful DC 21 DEX (Thieves' Tools) check to open. If it is forced open with brute strength, the mechanism destroys whatever's inside (DC 12 WIS Perception or INT Investigation is needed to detect the mechanism and that the items will be destroyed).

If properly opened, the chest contains: *armor of fire resistance* (You determine which type of armor), *driftglobe*, *eyes of the eagle*, 300 gp worth of jewelry, a tiny black cube that cast *spare the dying* and *cure wounds* at the cost of 1d4 hit points to the caster (3 uses and then vanishes).

### Hatch Room

There is a hatch with a series of locks on them, a total of 33. They are tied to Ali Rustam by magical means. Ali Rustam can use an action to open all of them or lock all of them. A dispel magic spell only deactivates one of the locks. Unless all are open, the hatch can't be used. It leads to an underground tunnel that leads to Seljuk Citadel in Isfahan.

### Ali Rustam's Test

At an appropriate time, Ali Rustam will intervene in the adventurers' quest. He may try one of the approaches below depending on the adventurers' alignment and actions:

If the adventurers treated the refugees nicely. (Good act)

Ali Rustam will confront them in a defeated manner, with humility: explaining that he is only delivering some magic items to the city and sneaking in the people who need help. He will beg the adventurers not to tell this to the Sultan. He only put those bodies and traps to keep people away from here.

If the adventurers declare they are coming on behalf of the Sultan himself and want him to surrender. (Lawful act)

Ali Rustam will explain that he lets no harmful people into the city, and he needs money to keep his operations going. He'll offer no bribes if he deems the adventurers lawful people. He will try to convince them that he is a pragmatic and reasonable man.

If the adventurers treat the refugees badly and even cruelly to get information. (Evil act)

Ali Rustam will offer magic items and money (at your discretion, depending on the adventurers' desires) at the cost of their silence. If provoked, he may attack the adventurers if he deems them not appropriate to serve the Sultan. (He had four magic items and 500 gp worth of jewelry in his **bag of holding**, as stated above)

The adventurers acted neutrally or pragmatically to the situations (such as dealing with the refugees in a cautious way)

Ali Rustam will act as a cautious and reasonable man, and will offer bribes if needed. He will share that his operations here are not harmful to anyone. He only put those bodies and traps to keep people away from here.

The adventurers advance to Level 6.



## Seljuk Citadel

After Atashgah, the adventurers can go directly to the Citadel to inform the Sultan or take their time in the city. For further information about Isfahan and its own story-line (“The Hand of the Princess”), check out the **Isfahan** section at EotSR.

*As you approach the Citadel once built by the great sultans of the Seljuk Empire, you can feel the weight of a glorious but fallen empire bearing down on you. The citadel is a towering structure, made of sand-colored brick and stone that seems to have emerged naturally from the earth. Its walls are high and thick, with towers rising up at each corner, and the gate is a massive wooden door reinforced with iron bands.*

*As you enter the citadel, you find yourself in a spacious courtyard. The ground is made of smooth, polished stone, and there are gardens and fountains scattered throughout. You can hear the sound of birds singing and water flowing, and the scent of fragrant flowers fills the air. The Khwazmian flag takes your attention, roaring high and mighty to the sky and all enemies of the Sultanate. You still feel its lament. Every corner you look, you notice the tension of the soldiers, officials, and ghulams. Everyone is scared of the threats closing in. They fear the Khaganate, Hulagu, and they still feel the threat of the Hashashins, even though they believe Hasan Sabbah to be dead.*

*But you know the truth, and you know what you are bringing to these halls.*

*Despite the beauty of the citadel, there is an air of mystery and danger lurking beneath the surface. You can't shake the feeling that there are secrets hidden within its walls, and that danger could be lurking around any corner. You don't know if Hasan Sabbah has already placed his closest allies within these walls.*

The adventurers are escorted to the main courtyard of the citadel.

*There are many **Ghulam Warriors** around, looking suspiciously in your direction. Some eyes feel threatened by you, some plead for help and see you as the hope for the future of the Sultanate.*

When the adventurers reach the courtyard, they notice Bengü Inara and Timur Malik are at his side. The Sultan sits on a bench, and the other two are standing near him with respect. The Sultan sees the adventurers and immediately speaks: “Merv has fallen! My beloved brother surrendered the city to Hulagu!” He seems furious.

“Hulagu and his horsemasters will waste no time if they took the city without bloodshed.” Timur Malik says.

If the adventurers have successfully kept Yaqut al-Hamawi alive, Timur Malik will hand them a letter by him. “This one's for you. Came just about an hour ago.”

*Dear friends, I regret to inform you that I have to leave Merv and head to Baghdad, which I believe to be the safest place for me. I fear only the Sultan in Isfahan and the Caliph in Baghdad can be trusted from this point on. That's why I didn't risk this letter to send to you directly and made sure Timur Malik will be the one who receives it. Hope to see you in the House of Wisdom.*

If the adventurers saved Yusuf Tegin and kept him alive while being on good terms with him, the letter will read:



*Emir Yusuf Tegin also rides with me and he's planning on joining forces with the Sultan himself.*

The Sultan will want to know what happened in Atashgah:

- ❧ If the adventurers tell them about Ali Rustam, the Sultan's face will brighten up and will congratulate them. "I am sorry to have deceived you. Ali Rustam actually took his orders from me, and I had to see if you were faithful to this cause."
- ❧ If the adventurers don't tell them about Ali Rustam, a disappointed expression will cover the Sultan's face, and he will shake his head. "I believe you forgot to tell me something. I am disappointed in you and can no longer trust you being this near to me." If this happens, Timur Malik will ask on their behalf to give them another chance, "Let them prove their worth by finding the Hashashin inside the city walls."
- ❧ If the adventurers manage to learn the deception through Ali Rustam and uncover the Sultan's involvement in these illegal activities, the Sultan will commend them for their intelligence and resourcefulness. He will trust them more but still keep his caution.

*The Sultan introduces Bengü: "My trusted commander, Bengü Inara of Astrakhan." Bengü gives a respectful nod to you and a simple but warm smile. It appears that she has heard your deeds in other cities and already respects you as warriors. "I believe she, you and I have a goal in common: Finding the bane of our city and the plague in our minds. Bengü has leads and clues about an important matter: A member of the Order of Hashashins, not just a mere one, but a leader, is in the city and plotting against the fate of the Sultanate." He stops for a moment to let that information sink in. "We need experts like you for this task."*

If the adventurers have shared the information about Hasan Sabbah's well-being and other incidents at Samarkand and Merv, the Sultan will be extra serious about this situation and even give the adventurers access to his personal blacksmith and arm them with magical swords if he trusts them. While sharing the information about Hasan Sabbah, an adventurer may want to check out the reactions of Timur Malik and Bengü Inara. DC 19 WIS (Insight) check is required to feel something is off about Bengü's reaction. As Timur Malik's loyalty and side is unquestionable, the adventurers realize nothing is wrong with him.

The Sultan will head to his quarters and leave the others by themselves. This is where the adventurers' interactions will begin with Bengü Inara.

*Bengü Inara is aware of a satrap in Isfahan, who possesses some sort of magical powers, but has limited information about the individual. She has three potential leads to uncover their identity, but her top priority is to ensure that the adventurers do not discover that she is the Hashashin they seek.*

*Bengü Inara knows that she cannot locate the satrap alone, given their arcane and unknown abilities. Furthermore, she believes it is crucial to keep the adventurers close to her, as they have the potential to pose a significant threat to the Order.*

They will walk together outside of the citadel while Bengü introduces herself and explains the situation they encountered at the square. She believes that the Hashashin they are looking for is a magician. In the past month an emir, Suleiman of Tarsus from Anatolia, who just came to join forces with the Sultan, was murdered by magical means.

*Bengü Inara had one of her Hashashin subordinates that is talented in arcane matters kill Emir Sulieman using a necromancy spell scroll to make it appear as if he was slain by a magician. His body was sent back to Tarsus.*

*What Bengü knows about the Satrap is information he received from Hasan Sabbah: The satrap is a magician.*

### Main Story Moment: The Herald Declares War

This is where Hasan Sabbah will announce that he is alive and is responsible for the death of Ogedei, late leader of the Khaganate.

*Make sure that the adventurers can't reach Hasan Sabbah during the speech. Timur Malik may stop them, the crowd may not let them, or any other way you deem appropriate.*

*As you descend the stairs of the Citadel, you notice the clouds merging with the somber sky in awe-inspiring harmony but with a promise of chaos looming over Isfahan. People's gazes slowly shift towards the city square, and you feel the hairs on your arm stand up. A storm, unlike any seen in Isfahan for a long time, begins its unstoppable cacophony. Then you notice the eye of the storm: a black-robed herald has climbed to a place where almost everyone can see him. He is the herald of rain, the harbinger of the violent storm, and the messenger of the ensuing deluge. You see the man who will change the world, the Old Man of the Mountain, the central figure of the scary stories told to children and the nightmares seen at night. He is the reason why the shahs, in their mighty walls, feel insecure and the man who discovered how to instill fear in empires by killing just one person. He is the inventor of the word "assassination": Hasan Sabbah.*

*There are many Hashashins with him, their faces entirely in the shadows. They have come to witness the herald's message. They have come to see the announcement in the midst of hundreds, thousands of people. Hasan Sabbah is holding a head in his hands as a trophy, and he begins to speak:*

*"Many times, I have been told that I am the bane of these lands! My name has been cursed, and my enemies have rejoiced in singing victory songs over my grave! However, I, who know all the threats and understand that order cannot be achieved through wars, intended to put an end to the fighting and discord that the Silk Road has been experiencing for centuries! I still do. Rather than killing each other like savage animal packs in the cradle of civilization, I did what was right, and I did whatever it took!*

*Now turn and ask your beloved sultan if his father could stop the Khaganate. Ask Muhammad Khwarazmshah why he did not accept my help when his cities were falling and led his people to misery and disaster. Ask the Seljuk Empire why it was destroyed, and ask Sultan Sanjar himself, who now lies dead in Merv! I have done what needed to be done; I have protected the Silk Road. Here is the evidence: the father of nightmares, the bringer of disaster, the harbinger of the apocalypse, Ogedei Khan, the son of Genghis Khan, his head is here!*

*My name is Hasan Sabbah! My comrades, whom I trained, strengthened, and created, took his head and took the first step to bring peace! Now it's time for more. Whoever wants to turn the Silk Road into a battlefield, I will stand against them. I am not dead! I came to warn you about the rain that will fall and the deluge that will come! You know where I am and what I am doing. My home is on the sacred hill of Alamut, and its gates are open to anyone who wants to escape the flood!"*

Bengü İlnara immediately draws her sword and seems to be ready to strike like a sudden storm. Timur Malik stops her: "It is too dangerous!"

If any of the adventurers are suspicious, they can ask for a WIS (Insight) roll, the Difficulty is 23 to determine that she is relieved when Timur Malik stops her.

The crowd begins to cheer, and the Hashashins lift crystal orbs above their heads, and a sudden and strong light flashes before everyone's eyes. Each creature that can see the light must succeed on a DC 15 Constitution saving throw or be blinded for the next 3 turns. When the flash is gone, Hasan Sabbah and his Hashashins are already gone, and a sudden earthquake hits the city and shakes it for about 10 seconds. The head of the khan is left behind.

*The item the Hashashins used can be identified with a DC 15 INT (Arcana) check.*

**Bright Crystal**

*Wondrous item - very rare*

*These orb-like crystals can be shattered with an action and force each creature that can see the light to succeed against a DC 15 Constitution saving throw or be blinded for 1d4 turns. Once shattered, the crystals are useless.*

This event will trigger a small riot among the refugees, who are mostly on the run because of the Khaganate and their fierce riders. Ismail Tughrul and his men will swiftly stop it and take control of the streets, and Timur Malik will quickly organize martial law that bans people from leaving their houses or tents after the sun has set. Sultan Jalal arranges an emergency council meeting where Bengü and Timur Malik attend. If Sultan Jalal trusts the adventurers, he will summon them, too.

If the adventurers look for clues where Hasan Sabbah gave the speech, have them roll for a DC 15 INT (Arcana or Investigation) check. On a success, these conclusions can be made:

- ☞ **Arcana:** They probably used some sort of teleportation. This must've caused the earthquake: a spell rebound effect.
- ☞ **Investigation:** If the adventurers are the first ones to investigate the area, the head of the khan can still be found there. Its facial features match descriptions of the khan and the headpiece is indeed adorned with the correct jewels and feathers, indicating royalty. This may indeed be the head of the Ogedei Khan himself. Other than that, the Hashashins left no other clue.

**The Council of Isfahan**

When the events cool down and the riots have been stopped, the adventurers make their way to the

council. If the Sultan doesn't trust them, they will be summoned later by Timur Malik.

The council includes **Timur Malik** and **Bengü İlnara**, as well as Sultan's eldest daughter **Turkan Banu** (see the **Hand of the Princess** quest line in EotSR's **Isfahan** section for her stat block), his wife and the sultan-consort Sulafa Khatun (**Noble**), one of the scientists and emirs Ibn al-Hatir (**Noble**), and viziers of the Sultan: Alp al-Haravi (**Knight** with 14 INT) and Cihan Pehlivan (**Knight** with 12 INT).

**Historical Background**

*Sulafa Khatun (30 years old) was one of the female emirs in the Islamic world who lost a war against Sultan Jalal and later married him. Although they began as enemies, Sulafa Khatun admires Sultan Jalal's bravery and believes he can unite the lands of Islam. She also serves as a mother figure for the Sultan's children, as their mother died in the Battle of the Indus.*

*Ibn al-Hatir (60 years old) is a hadith expert and a renowned scholar of the Quran. He strongly believes that the Sultan should not look for an open battle and stay behind the walls. He and Sulafa Khatun are quarreling, as Ibn al-Hatir doesn't think that a woman is appropriate for ruling and doesn't want her at council meetings. He has become quieter since Bengü İlnara's rising power.*

*Alp al-Haravi (55 years old) is a trusted vizier and commander of the Sultanate since the days of the late Sultan Muhammad. He advised Sultan Muhammad that he should stay behind the walls, he advised the same to Sultan Jalal as well. He believes Sultan Muhammad's fall was due to other incompetent commanders that defended the walls, and the walls of Otrar (Muhammad's capital) wasn't as strong as Isfahan.*

*Cihan Pehlivan (45 years old) is a governor and general of Sultan Jalal and ruled in his stead during their exile in India. He strongly believes that the forces of the Khaganate can be defeated on an open battlefield. The Army of the Sultanate is the only army that is capable of doing that.*

*A historical note: During earlier days of his reign, Sultan Jalal defeated two Mongolian commanders and faced Genghis Khan himself at the Battle of the Indus and survived the battle and lost almost all his troops, his wife and sons. There's even a rumor saying that the Sultan personally led a charge to the main lines of the Khaganate and almost succeeded in killing Genghis Khan. However, the battle was lost. He then rode his horse off the edge of the 30-foot cliff, but managed to reach the opposite shore and escape. Genghis, witnessing the feat, forbade his archers to shoot the Shah, and called his sons to witness, saying "Fortunate should be the father of such a son."*

If the adventurers attend from the beginning, they will witness these discussions, at which point they can contribute their own arguments and ideas:

- ☞ With the fall of Merv, what should be done against the impending danger of the Khaganate? Timur Malik, Bengü İlnara, Sulafa Khatun and

Cihan Pehlivan think they should meet them on a battlefield.

- ☞ The Caliph Al-Zahir has recently announced that he was gathering an army to face the Khaganate and invited all residents in the Silk Road to join forces with him.
- ☞ Hasan Sabbah is alive! What can be done against him? What danger lies ahead for Isfahan? Since the adventurers are the ones who encountered at least three high-ranking Hashashins, most questions will be directed towards them. Bengü Inara will state that one of them is in the city, and that one is dealing with arcane businesses and that's why she needs people who know what they are doing. Ibn al-Hatir will declare his strong disagreement on the subject, as magic is a forbidden thing and they must never meddle with it.

If the adventurers become suspicious of Ibn al-Hatir or other viziers, Bengü Inara may want to feed these suspicions to put pressure on the fissures inside the Sultanate by declaring Ibn al-Hatir is not a good man. If you don't want your players to meddle with the political side of this, Bengü may share the information that she already investigated them and they can not be Hashashins. If the adventurers want to find their vices, check out the table below:

**Ibn al-Hatir:** He is secretly a heavy drinker of alcoholic beverages, and partakes in carnal desires, which is heavily frowned upon for a Muslim scientist. In the end, he is no Hashashin.

**Alp Haravi:** He is secretly in love with Turkan Banu and wants to marry her. Sometimes, he has his men follow her. Other than that, he is sincere about his opinions about the defense of the Sultanate.

After the council, the adventurers are tasked by Bengü Inara to find this Hashashin quickly and put an end to their days.

*If the adventurers share information about the Satraps and want to see the expression of anyone in the room, have them roll a DC 22 WIS (Insight) check. This will reveal that Bengü recognizes the name. If confronted, she will share information that seems as to be an extremely personal confession. She tells them that she was a prostitute and heard that the Satraps were a secret organization. A DC 20 WIS (Insight) check determines that the prostitution part was true, but the satrap part was a lie. If you don't want the adventurers to find out Bengü is a Hashashin this early, you may grant a disadvantage on the WIS Insight check since she's using true bits of information from her background or make the DC 25 to mirror the disadvantage without giving it.*

### The Hunt for the Hashashin

Bengü Inara shares her information about the Hashashin in the city: she will take the adventurers to a tent where the wounded soldiers are being treated and have them meet two of her soldiers (named Ayhan and Tulu, **Steppe Riders**) that were seriously wounded but healing. She also takes them to a Gasilhané and shows two dead bodies, also two of her soldiers. A DC 10 WIS (Medicine) or INT (Arcana) will reveal these information:

- ☞ **Medicine:** The men were not injured normally. The scars don't match with known weapons, burn scars and other means that are encountered usually.
- ☞ **Arcana:** The men were injured by a necromancy spell or have taken necrotic damage from a source. They will notice that the spell is chill touch if the result was higher than 15 or one of the adventurers has chill touch as a prepared or a known spell (or seen the results of it before). The dead soldiers may have suffered other spells or similar effects that deal necrotic damage.

Bengü Inara, Ayhan and Tulu will all give the same information when asked about when, where and how this happened:

- ☞ Since Bengü came into Sultan Jalal's service, he was always paranoid about the Hashashins, even when he thought Hasan Sabbah was dead. Thus, he made his subordinates investigate the city often. Bengü once heard strange rumors in a remote alley and had her soldiers investigate it.
- ☞ When the soldiers entered the alley, they noticed an abandoned building with a pitch darkness inside it. When they entered, they heard screams, whispers and other things and felt the effects of the chill touch spell. Ayhan and Tulu got away but the other two didn't. When they went back there an hour later with Bengü Inara, they discovered the bodies and found no clue.
- ☞ It might be a good idea to start there, according to Bengü, as she's no expert in detecting the

trails of a magician. She also wants to investigate other strange folks within the refugees and local residents of Isfahan. The Hashashin may have been located here for a long time.

### The Foul Summoner

The person who attacked Bengü Inara's soldiers was a man called Naim b. Kartal. What happened that day is listed below with proper Difficulties given to reach the information. The adventurers will start to investigate from the bottom of the list.

- ☞ Naim b. Kartal is originally an **arcane researcher** of Bukharan origin. He came to Isfahan when the Khaganate's forces started to invade the Silk Road. This record can be found in the archives of the Seljuk Citadel - DC 10 INT (Investigation check), according to the archives, his wife died on the road and was buried near a hill in Atashgah. This is his place now.
- ☞ He became interested in the djinnkind and conducted research about them in the medrese of the Friday Mosque of Isfahan. This is known by the Imam Taha of the mosque—a **commoner** with 14 WIS - DC 10 CHA (Persuasion or Intimidation) check.

He had a quarrel with a fellow researcher. This led to a competition between them. The researcher was found dead a few days later. This can be learned from the headmaster of the medrese, another **arcane researcher** named Luay - DC 10 CHA (Persuasion or Intimidation) check.

Naim has been expelled due to allegations of murder, and he has sworn revenge. He then rented a place in the remote alley after the events that happened. The house belonged to an elderly lady called Nesibe - DC 7 CHA (Persuasion) check.

Naim then tried to summon a djinni to take his revenge, but the djinn took control of him. He killed many residents of the streets and the spell rebound caused damage around. That was when Bengü's soldiers went to investigate. DC 10 INT (Arcana or Investigation) check will confirm this. Naim's handwriting has changed due to possession and there are some notes in djinn speak.

At the grave, Naim will seem as if he came to his senses and there is no sign of the djinn. He managed to control it but after witnessing the massacre he felt shame and regret. He didn't kill his fellow researcher and was so angry to be blamed for this. If he is provoked, the djinn (a **Shamhuresh** with the ability to cast chill touch at will) will take control again and attack the adventurers.

It turns out that Naim is not the Hashashin (or Satrap). If killed, they will find a note from a "seer" in the city called Rana: "To find peace, you must find yourself." If not killed and willing to talk to the adventurers about fellow magicians, he will give them the note.

If the adventurers want to investigate the medrese in the Friday Mosque, there are 4 **arcane researchers**, including the headmaster Luay. They only know the basics of an arcane and magical world; thus, they are not Hashashins (or Satraps).

### The Blind Seer

A seer named Rana (**fortune-teller**) is seen around the city, but she's never in the same place twice. Locals don't know much about her, except that her predictions often come true and when she sees your death, it is usually followed by a very violent, bloody and harmful end such as bleeding through the eyes, darkening of the veins and rotting of the flesh. A DC 10 INT (Arcana) check will connect these symptoms to necrotic spells.

Rana and Raif (**Mage**® with a *chill touch* cantrip and *blight* spell prepared) are working together in this fortune-telling business. When Rana sees someone's death, Raif kills them to prove her right. Rana has no knowledge about this situation. Raif was a banished member of the House of Wisdom for his obsession with damaging spells and pursuit of power and, during his exile, he fell in love with Rana, but she doesn't love him back. She doesn't know about Raif's actual power hungry personality, and he acts as a weaker street magician as if he only knew basic illusion spells.

This is how they operate their business if not interrupted:

- ☞ They travel at nights, Raif casts them an *invisibility* spell (from his 3rd-level spell slot) and they travel without being seen.
- ☞ They set up camp at random locations with a small amount of simple equipment. Since Rana has true powers, she doesn't need what other seers see. If Rana sees no one's death, Raif quickly makes them invisible and they flee the scene.
- ☞ If a death has been seen, Raif makes Rana comfortable at their place and then pursues the one who is going to die.
- ☞ They usually hang out in richer neighborhoods and near the Seljuk Citadel to avoid being seen by their regular customers and continue this mystery.
- ☞ Since the curfew, they have become invisible and joined in secret clubs, meetings and similar organizations. They recently got an invitation by a local tradesmen gathering for gambling.

The adventurers can quickly investigate their last spot—DC 10 INT (Investigation or WIS (Perception)—and notice a bronze ring with an Arabic kef (ك) letter. Bengü Inara informs them that this is from a trade guild in lower neighborhoods called "**Kevser of the Land**," the letter is the first letter of Kevser, meaning eternal prosperity.



If Bengü Inara is spotted by the guild members, the meeting will be adjourned and quickly dissolve, so she will suggest that they infiltrate the meeting in disguise. If the adventurers can offer magical means, Bengü will point out that this is a dangerous ability. A DC 19 WIS (Insight) check (if demanded by the players) will yield that Bengü has seen shape changing abilities before. However, she will insist that she finds this dangerous because she fears for the well-being of the sultan.

The meeting is held in a back alley, protected only by 2 **Thugs**® at the gate. They can be bribed for 10 gp each to be allowed in.

Inside, there are many people gambling with dice, mangala, knife throwing and playing cards. Bengü will hint that she is furious and disappointed to see the law being overlooked like this. Rana will be reading fortunes behind a closed wooden door, where Raif stands guard. A man with a half plate, apparently a soldier of the Sultanate, will leave soon after with a devastated face. When asked, he will mumble things about last wishes and quickly get out. A DC 14 WIS (Perception) check will reveal that, while he is leaving, Raif will take a tiny object from his pockets, either a silver coin, a key or a similar object at your discretion. He will use this to track down the man.

If the adventurers are caught while following Rana and Raif, Raif will try his best to not reveal his true self and powers.

If Raif is caught after he settles Rana in their safe place, he will try his best to eliminate the threats. If defeated, he will try to resist confessing his crimes to the best of his ability.

Unless shown solid proof, Rana will refuse to believe Raif could've done anything like this. If she can be convinced—DC 10 CHA Persuasion—and stay on good terms with the adventurers, she will reveal that: “Once an old man came to her and wanted his fate to be seen, I only saw his death in misery. He was the only one that didn’t die.” If Raif is alive and can be compelled to speak, he will admit that he was unable to locate that man. However, he did possess a staff adorned with ornaments and carvings that depicted flames encircling the head of the staff. A DC 12 INT (History or Religion) check reveals that this is a ceremonial staff used by Zoroastrian priests.

### **The Old Man Prays to Seven Seas**

Bengü Inara knows of three places in Isfahan that can be traced to Zoroastrians. One of these is Atashgah, which is located outside the city. The other two options are: **The Ahgera, Tongue of Fire** near the citadel and the **Tomb of Patizeithes**. Patizeithes was an ancient magus of the Zoroastrian religion who lived centuries ago. The Tomb of Patizeithes was mostly torn to pieces and a mosque was built on it, the Ali Mosque.



### The Ahgera - Tongue of Fire

Ahgera is an outdoor shrine for the Zoroastrians. It is just an hour walk from the city walls. When they set out for the place, some of Bengü's soldiers will warn the adventurers that scouts have discovered villagers fleeing from the area. When questioned, the villagers will share this information:

- ☞ Children were going missing near Ahgera, so some villagers went to see if they could find them.
- ☞ Some invisible creature is tearing people apart. There are many witnesses to this claiming an unseen monster was on the rampage, growling, throwing people around and tearing them apart.
- ☞ The survivors barely escaped with their lives. They live in a village near the Ahgera.
- ☞ None of them are hurt or have scars.

When they arrive at the village, it is being terrorized by a creature called **Unseen Terror**, an aberration, the result of spell rebound. It can only be defeated with iron, flame or salt. Only those who have the **Sight of the Ghaib** or truesight can see the creature.

At Ahgera they witness the remains of a failed ritual. Two orcs lie dead and a broken magic circle is found between them. A DC 10 INT (Arcana) check reveals that they tried to channel the shrine's ancient power into them but have failed due to the shrine bearing no real power. However, they were able to open the shrine, causing the unseen terror to appear. Inside it, an insignia with flame carvings can be seen. A DC 13 INT (Arcana) check or detect magic reveals that it is a key of some sorts.

### Tomb of Patizeithes

*This is where the Satrap resides, known as **Al-Istakhri**, a renowned cartographer of the Silk Road. His intense curiosity about ancient lore led him to discover a library within the tomb where he has studied for nearly five years. His primary quest is to uncover the secrets of a mysterious land beyond the Atlantic Ocean, which he learned about from a book in the House of Wisdom.*

When the adventurers reach the mosque, a DC 13 WIS (Perception) check or searching for 1 hour will reveal where the Zoroastrian tomb lies. Under one of the carpets, a pale painting can be detected. If the insignia is with the adventurers, a hatch reveals itself as if the painting comes to life and becomes carvings rather than just two dimensional colors.

When opened, it reveals a staircase that goes down. If they spend 1 hour searching for it, the Satrap will realize that they are coming and will be prepared. Although he will not strike first, he will ready his most powerful spell.

At the door, there's an *alarm* spell cast by Al Istakhri.

Depending on the adventurers' actions, there may be different alternatives here:

- ☞ If the adventurers quickly find the library, Al Istakhri will cast detect thoughts to understand their intentions; thus, he will find out that Bengü is in fact a Hashashin.
- ☞ If they immediately attack, Al-Istakhri will try to run away by using his spells.
- ☞ If the Satrap deems the adventurers can be

trusted and mention Yaqut al-Hamawi, he will reveal that he is a satrap as well. They share the same master. If they mention Ibn Ali he will reveal that he is indeed his master.

- ☞ Bengü Ilnara will vehemently deny and refuse the man's claims to the best of her ability. She will try to convince the adventurers to attack the satrap. However, she won't like to get caught in a crossfire, if both the adventurers and the satrap attack her.

### Conclusions

- ☞ If the Satrap dies and the adventurers do not notice Bengü's betrayal, Bengü may attack the adventurers if she is above half of her hit point maximum, and the adventurers receive considerable damage. You can consider the adventurers as surprised at this moment. The chess piece on the Satrap will reveal he's telling the truth.
- ☞ If the Satrap dies and Bengü's lies are revealed, she will fight them immediately, unless her hit point is below half her maximum.
- ☞ If Satrap lives and Bengü runs away, she will hastily try to return to Alamut.
- ☞ If the Satrap lives and Bengü dies, this is the best outcome for the adventurers. In cases of the Satrap's survival, he will share information about Baghdad's importance.

If the adventurers use Bengü Ilnara's blood on the lantern, they will witness this vision:

*You witness the darkness descending upon the shadows before your eyes. Smoke brings the vision to you, appealing not only to your eyes but also to all your senses. It touches your soul with a piercing pain, one that can only be recognized by those who have felt the paralyzing ache of heartbreak.*

*Before your eyes stands Bengü Ilnara, a woman you have known for a long time as a friend and ally. This time, she looks at a familiar face: Hasan Sabbah. You feel that the source of the pain in your heart is Hasan Sabbah.*

*"Come, Zulayhka," Sabbah calls. You learn Bengü Ilnara's true name this way. A Zulayhka, just like the Zulayhka who unrequitedly loved Yusuf, enters Hasan Sabbah's room, unrequitedly in love with Hasan Sabbah.*

*"They noticed one of our brothers in Baghdad. I don't think he'll disrupt our plans, but I want you to take care of something before you go to Isfahan."*

*"For our future caliph, Sayyidina?"*

*"For himself, Zulayhka. For himself!"*

*"Do you trust him?"*

*"I don't trust anyone other than my children, Zulayhka. I trust in the ambition and power of our future caliph. No other sorcerer as powerful as he has been seen for a long time."*

*"Not even you?"*

*Hasan Sabbah chuckles lightly. "Warriors like you have not been seen for a long time, too, my dear Zulayhka."*

*"Thanks to you, Sayyidina. You are the one who lifted me from hell to heaven. I owe you everything."*

*As the vision fades away, Sabbah's victorious smile remains etched in your mind.*

If the adventurers are on good terms with the Sultan and Bengü is defeated, they will be invited over for dinner at the Seljuk Citadel, where they will have a chance to speak with the royal family and Timur Malik:

- ☞ Sultan Jalal expresses his gratitude and offers to reward the adventurers in any way they desire. For characters of Turkic or Muslim descent, he is willing to bestow titles such as emir or beg, along with commanding positions and wealthy lands. If there are religious characters with the ability to harness divine powers, they may be granted religious titles such as "The Sage of the Seljuk Citadel" as well as generous monthly payments. The Sultan is also willing to provide the characters with magic items that suit their abilities. Additionally, he presents them with silver rings engraved with a two-headed eagle, symbolizing their authority and responsibility as ambassadors of the Sultan.
- ☞ Timur Malik will give them bronze rings as a token of their friendship. These are magical

rings, and when a creature finishes a long rest while wearing them, it gains 1d4 temporary hit points.

- ☞ Sultan Jalal will mention that he received a letter from a dear and wise man from his past. In Muslim culture, it is a common practice for the baby's name to be recited by an elder and respected figure of their community, such as a Hodja, an Imam, a Dervish or a similar figure. This man read Jalal's name to his ear when he was born. They also share the same name: Jalal ad-Din. "Have you ever heard of him? Jalal ad-Din Muhammad Rumi, they call him." A DC 10 INT (History or Religion) check will reveal that the mentioned man is the Rumi: the famous poet, theologian and Sufi mystic.
- ☞ Sultan Jalal will march for Castle Alamut to besiege the castle and put an end to Hasan Sabbah's order.

*Rumi may play an important part in Baghdad depending on the player's choices, so it is important not to leave him out of this conversation. If the adventurers are on bad terms with the Sultan, Timur Malik, Turkan Banu, or even the sultan-consort may mention him.*

*The adventurers advance to Level 7.*



# Isfahan

اصفهان





# Act IV: The Deluge of Desolation

## The Healer's Bane

**T**he road from Isfahan to Baghdad is considerably shorter compared to the Merv-Isfahan road. Depending on your and the story's pacing, the adventurers may encounter stronger enemies on the way, including hostile warbands found in the **Wilderness** section of the **Empires of the Silk Road**. However, most of these warbands would be no match against the adventurers' current level of experience and power, as they can now be considered the most powerful adventurers in the area. You can check out the **Bestiary** in EotSR or Appendix section in this book for more powerful monsters and potential enemies.

*You see an oak tree, magnificent and framed by the oldest mountains of the world. Its leaves are fighting against the great storms that roll over the Silk Road. You notice its beauty has been defiled. A very dissonant red has spread all over its leaves and roots.*

*A woman is hanging from it with a serene expression on her face. The blood doesn't come from her. There are footprints that lead to the east.*

During their journey, they encounter a horrible sight: If the adventurers have the ability to speak with the dead through spells or other magical means, they can learn these things at your discretion:

- ☞ She comes from a nearby, small village named Hazel. Her name is Asiya.
- ☞ She had healing powers for about a year.
- ☞ She saved the village's leader Burhan from a deadly disease.
- ☞ Burhan's brother Muhsin plotted against her; he was jealous of her new status and powers.
- ☞ He convinced villagers that Asiya was a witch.
- ☞ Burhan personally hung her from this place.

If there are no such spells at the adventurers' disposal, you can let the adventurers learn these pieces of information at the village by spreading them around the local NPCs.

The footprints lead to the Village Hazel.

The village seems to be one of the most pleasant in the Silk Road. The locals seem happy, there are numerous children playing around. People are hospitable to the newcomers, offering them their food, beds, and even money with great generosity.

*After Asiya's death, the entire village was cursed. They were all killed by a monster called **Muntakim, Innocent's Wail** (check out the **Appendix** section for its stat block), an avenger spirit that appears when an innocent person is killed. The villagers' spirits possessed their own bodies. It happened almost two days ago. Muntakim forced them to live as Asiya desired, and now the village has become a manifestation of her dreams.*

*If the adventurers spend two more days at the village without noticing anything, they will realize that the villagers' bodies are starting to rot, though they can still walk, talk and look seemingly alive.*

*Muntakim can be found in a small grove, possessing an oak tree. It can be either convinced or defeated to end the curse. On a successful DC 12 CHA (Persuasion) check made by an innocent party member, or a DC 17 CHA (Persuasion) check, the Muntakim will be persuaded to leave.*

**Local Villagers (Commoner<sup>o</sup>, any alignment you desire):** There are about 70 houses in the village. Most of the villagers suppressed the memories of the hanging, although only a couple of hours have passed. As they can sense the power of the adventurers, they will do anything in their power to hide the situation from them. For example, they won't like the idea of the adventurers doing a WIS (Medicine) check up close. If the adventurers are suspicious, A DC 10 WIS (Medicine or Perception) check can be made to determine that the villagers are not breathing. The request for this roll must come from the adventurers. You can check out **Running a Story in the Silk Road**

section of EotSR for general names (Arabic or Persian) for the local area. Some examples are: Gaffur, Kasim, Fevzi, Nejmi, Halit for masculine names; Fatima, Aysha, Serpil, Gülten, Esmâ for feminine names.

**The Innkeeper Sadık (Masquereding Merchant, CN):** Sadık is a middle aged man who owns the only inn in this small village. Like the rest of the villagers, he smiles often and loves making apple and cherry pies. Sadık is actually a half elf and has long hair to disguise his pointy ears. He has very limited spellcasting (check out the Appendix section for Masquereding Merchant) due to his journeys and frequently uses the disguise self spell to make his ears look normal on certain occasions. Sadık's Inn is one of the places adventurers may realize that the people of this village are not consuming any food or drink.

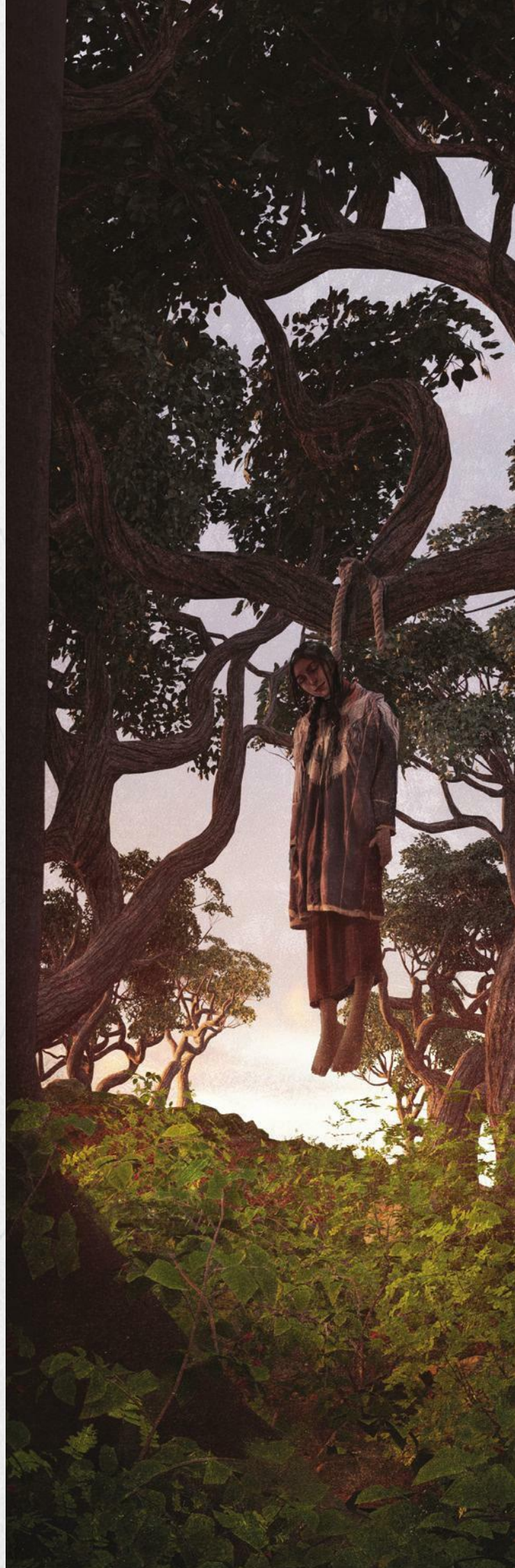
**Hunters Fazil and Nesli (Scout<sup>®</sup>, N):** Fazil is an energetic young man, and Nesli is a gloomy young woman. They have been hunting together for a long time and make their living out of it. They are the only ones who travel near to Muntakim, Innocent Wail, and they try to hide their trails while doing so; a DC 15 WIS (Survival) check will uncover this.

**Muhsin (Ghulam Guard, CN):** Muhsin is an elderly man with a military background. He and Burhan were slaves when they were little. Muhsin was enlisted in the Sultanate's army and trained as a ghulam, and he eventually saved his brother Burhan, thanks to Jalal ad-Din Muhammad Rumi, from the slave owners in the eastern parts of Samarkand. They moved here eventually to try and have peaceful lives. Muhsin got jealous of Asiya and manipulated his brother into hanging her. Because of Muntakim's effect, Muhsin acts like he is the chivalric knight of the village that wants to protect it.

**Burhan (N):** You can use the Noble<sup>®</sup> stat block for Burhan. He was saved from slavery by his brother Muhsin. He was chosen as the leader of the village because of the higher education he received during Muhsin's service as a ghulam. He became incredibly sick a few weeks ago and was cured by Asiya when his situation got worse. The villagers and Burhan respected her abilities and gave her a position in the village.

If the adventurers are able to defeat Muntakim and make the curse go away, the villagers' spirits will leave their bodies and vanish into the unknown, possibly going to an after-life.

*To align with the story "The Vizier and the Sage" from One Thousand and One Nights, we suggest that even though they save the village from the Muntakim's influence, Burhan will remain unable to cross the border and will continue to haunt the village, plagued by regret for not trusting the woman that saved his life. You can check out the Meddahs section in EotSR for the story of The Vizier and the Sage.*





### Treasures:

At Burhan's house there is 150 gp worth of jewelry, and two documents titled **Freedom Granted** and **A Note to Burhan**.

At Muhsin's house, there are two potions of healing, 25 gp worth of gold coins, and a document titled **Retirement**.

#### Freedom Granted

*This man named Burhan, bought from **Abu Farhad al-Najd** by **Jalal ad-Din Muhammad**, hereby is released by Jalal ad-Din Muhammad. He is now a free man by the order of the Sultanate, his freedom shall not be restricted unless he is found guilty of a terrible crime.*

#### Retirement

*He, Muhsin, served under Sultan Muhammad II for years with loyalty and determination, and is hereby granted the right to be free, away from the quarrels of war and conflict. May Allah guide his way to light.*

#### A Note to Burhan

*I believe that your village is in danger. That bastard who once held your chains is now after you. Never forget the day that Sufi saved your life. He has been following the Sufi's trail since, and has now made his way to your village. He knows that Sufi went to Baghdad, and he is eventually trying to reach Anatolia. Take care of yourselves.*

*Your dearest friend in Nishapur*

*Abu Farhad al-Najd* (DC 10 INT History check) is an emir living between Merv and Samarkand. He is known for his cruelty, arrogance, and grievance. *Jalal ad-Din* Muhammad is the famous Rumi mentioned by Sultan Jalal himself. No roll is required for this information.

## The Marching Crescent

Near Baghdad, the adventurers notice a whole army leaving Baghdad:

*You see an army marching on, disregarding any darkness and shadows, strengthening storms, and terrifying enemies. They have raised the banners of Baghdad high up in the sky, and even from this distance, you admire their defiance against the darkness. The banner belongs to the Caliph Al-Zahir himself, who has gathered the army he promised to raise against Hulaqu. Thousands of soldiers are leaving their fortified cities for the great unknown of the Silk Road to break free from the enslavement of the shadows and draw their weapons against the night terrors that have haunted their dreams for years.*

If the adventurers continue on their way without altering it, the army passes them in about a few kilometers. If they wish to, they can meet with the scouting forces of the Caliph's army and gain some insights about the situation with a DC 10 CHA (Persuasion) check:

- ☞ The Caliph has announced that all those who want to fight against the Khaganate should join forces with him.
- ☞ (If Sultan Jalal lives) Sultan Jalal has set out to besiege Alamut. The Sultanate and the Caliphate have formed an alliance and the Caliph's objective being to provide Jalal with an opening to penetrate Alamut, while Sultan Jalal is engaged in the siege, the Caliph will attempt to delay the Khaganate.
- ☞ The armies contain at least ten thousand soldiers to meet against the at least same number of cavalry from the Khaganate as the vanguard forces. Hulagu himself is leading the forces. Caliph Al-Zahir's main goal is to delay him until Sultan Jalal hits the army from the rear.

*If they want to meet the Caliph Al-Zahir, the adventurers must already be on good terms with the Sultan so that the Caliph has heard of them. Only then will the Caliph agree to meet them.*

The Caliph Al-Zahir is one of the **satraps**. Check out the **Satraps** section in **Characters** chapter for further information about Caliph Al-Zahir.

Consider these during the conversation of Al Zahir and the adventurers:

- ☞ Unless magical means are used, Al-Zahir won't even consider abandoning his war.
- ☞ If the adventurers successfully captured or killed at least one Harbinger and saved at least one Satrap, the Caliph won't hide the fact that he is a Satrap. Sultan Jalal's attempt to besiege Alamut will probably be cut off by Hulagu; that's why he must hurry.
- ☞ Al-Zahir will want to listen to the tidings about the Hashashins, Hasan Sabbah, and Isfahan. He will also share his concerns about a man in Baghdad as a threat: a sage named **Al-Jarrah**. He desires to become the caliph and Al-Zahir is worried that he will use any means necessary. If the adventurers are heading towards Baghdad, they should be very careful when dealing with him.
- ☞ He also asks the adventurers to look for the other satrap in Baghdad. However, he refuses to mention their name and identity and will let that satrap decide if they want to meet with the adventurers.

*Al-Jarrah is one of the powerful individuals in the Silk Road who has sworn his loyalty to Hasan Sabbah, like Ahmad Munvezi, but he is also a powerful mage of the House of Wisdom (if not the most powerful), and his ambitions to be a Caliph (as a descendent of the Prophet) make him one of the most powerful **Harbingers** that Hasan Sabbah uses for his end goal. Check out the **Harbingers** section for further information about Al-Jarrah, as he is considered to be the main antagonist of Baghdad.*

If the Caliph deems the adventurers to be trustworthy and capable, he will talk about the importance of Baghdad and will ask these questions beforehand:

- ☞ Have they ever heard of Solomon? The great king of Israel, son of David. He also holds a very important place in Islam.
- ☞ Do they know how and why Baghdad is shaped like a circle?
- ☞ Have any of them had any dealings with the djinnkind?

*"Baghdad is a city of great sanctity located in the heart of the Silk Road. You may have heard of other holy cities, such as Mecca, Medina, and Jerusalem, and Baghdad is no different except for the fact that it was constructed just four hundred years ago by my predecessor, Muhammad al-Mansur, the second Caliphate of the Abbasids. According to legend, it is said that the great King Solomon once bound a terrible creature from the Al-Ghaib to the very heart of Baghdad, but no physical evidence of this event remains. When al-Mansur became aware of the situation, he discovered that the djinni, which had been bound thousands of years ago, was on the verge of being released. In response, one thousand and one sages were called upon to come together and rebind the djinni, this time ensuring that it would be a permanent binding. Though their words and power could only mimic a fraction of Solomon's might, their combined strength was enough to safeguard the city's future. Their words and power are now entrusted to the safety of the House of Wisdom's walls for the protection of future generations."*

*He pauses a bit to see if the adventurers understood all that.*

*"Not long after that, another djinn was bound not too far from here, in Castle Alamut. This ominous castle shares a common feature with Baghdad: they were built using the same stones. Surely Sabbah knows too much of this, as he studied in the House. I have a feeling he has plans for Baghdad as well, otherwise he wouldn't have chosen Alamut as his headquarters. I fear that for the past century, the Caliphs have lost their influence, power, and competence, and were unable to stop Sabbah. When I was chosen, I did everything in my power to diminish his influence in my city, but everyone thought he was dead. I never wanted to leave the city to his hands, but Hulagu forced my hand."*



## Baghdad: One Thousand and One Nimbus

*With them the Seed of Wisdom did I sow,  
And with my own hand labour'd it to grow:  
And this was all the Harvest that I reap'd –  
"I came like Water and like Wind I go."  
-Khayyam*

You are fleeing from the deluge. Your journey towards the eye of the storm brings you to the walls of the most magnificent city in the cradle of civilization. The wind accompanying you reminds your soul to feel grim and your heart to move with haste. This is the crossroads where the fate of the world is determined. This is where Alexander the Great rode his horse, where Ramses and Mutawalli competed for the rule of the known world, and where Gilgamesh reached for the skies. This crossroads is where the east meets the west, and the north meets the south. It is where the wheels of destiny are greased with the dreams, passions, and efforts of the people of the Silk Road.

The wind that brought you here crashes into the walls of the city and disappears. The circular walls proclaim a power that you have never seen before anywhere in the world. This is not just a simple place like a political capital of a kingdom, an empire, or a throne of shah; this is the spirit, heart, conscience, and living memory of the Silk Road.

As you step into the circular city, a stunning blend of marble and stone greets your eyes. The gates are throng with refugees, all of whom are welcomed with open arms. While some of these refugees may be heading towards far-off lands, you know that they do so by choice, for Baghdad is a city that welcomes all. The squares are bustling with activity, with people being served warm meals and freshwater. You don't see the Caliph's banner fluttering everywhere, announcing their presence with pomp and splendor. Instead, the city's beauty itself speaks volumes about the Caliph's generosity and hospitality.

Of course, the most breathtaking place is the House of Wisdom. The harmony of the rising minarets dazzles your eyes. The combination of marble and silver reminds you that the heart of civilization beats here in the glass windows, rounded domes, and courtyards where hundreds of scholars roam.

You do not see bandits on the streets of Baghdad, nor do you see thieves roaming freely. There are no soldiers staring at you with malevolent eyes; everyone is doing their job with dedication. The rising voices are only those of the merchants and rushing children. The gloomy feelings you had in other cities are left at the gate here.

You awaken from your dream with a gentleman in a sarik and stylish clothing greeting you, "Welcome to Baghdad, House of Wisdom!"

If the adventurers managed to save Yaqut al-Hamawi, he would be the one to welcome them as they enter the circular city. Otherwise, a sage from the House of Wisdom, Al-Nadim, would be the one to greet them. Al-Nadim had already heard about the adventurers' arrival from refugees or a letter sent by a friend in Isfahan, such as Timur Malik. You can choose any method that better suits your campaign.

For additional information about Baghdad, locations, and unique NPCs, check out the **Baghdad** section in EotSR.

*Ibn Ishaq al-Nadim (arcane researcher) is a scientist in the House of Wisdom that excels in cartography, bibliography, and biography. He is in charge of classification and sorting of the documents, books, and similar written texts in the grand library. He has a sharp mind, a sarcastic attitude, and a very talkative side. His alignment is lawful good.*

Through Yaqut or al-Nadim the adventurers may discuss these topics:

Baghdad has opened its arms to all kinds of refugees and welcomes them with food, water, and shelter. However, there may be spies, warmongers, and even Hashashins among them.

The absence of Caliph Al-Zahir may pose a problem in the city, as one of the sages from the House of Wisdom is voicing concerns about the Caliph's incompetence. His name is **Al-Jarrah Nur ad-Din al-lim**.

Among the refugees, there is a rumor circulating about an eccentric man who is sharing his wisdom and speaking out against earthly possessions, pride, sins, and selfishness of those who rule over the Silk Road and beyond. However, his outspokenness has made him a wanted man by the authorities. DC 14 WIS (Insight) check reveals that this is **Rumi** himself.

The arrival of new refugees has also brought along various individuals, such as merchants, craftsmen, soldiers, and even emirs from different cities. One such emir is Abu Farhad al-Najd, who seems to be in search of a particular individual.

The adventurers can investigate these clues in certain places. They can visit the places in any order according to their desires; however, some places may have their own prerequisites as stated below.



## Mausoleum of the Vizier Barmakid

*An astonishing mausoleum welcomes you with high walls and a huge garden. One of the founding families in Baghdad, the Barmakids, rests here in peace. The garden houses large trees for anyone looking to avoid the heat of a raging sun, and the wells offer fresh water to anyone who needs it. There are cooking pots, wooden chairs filled with refugees, and many officials from the state governing the area.*

*The building's entrance is blocked by two armed men, waiting in silence. They do not wish to disturb the dead and emanate a subtle warning to their surroundings that all should do the same. Behind them a huge gate adorned with bronze carvings and amber jewelry awaits.*

The mausoleum, built by the wealthy Barmakid family, stands as a testament to their charitable spirit. They wished for those in need to have access to food and water while they peacefully waited for paradise. The family's wealth was generously donated to the nearby Abu Hanifa Mosque, where it is spent on providing food for those in need. However, with the recent influx of refugees fleeing the Khaganate's invasion, the garden of the mausoleum has become overcrowded, highlighting the pressing need for aid and assistance in the city.

**Caliphate Officials (Commoners® with 12 INT and 13 WIS, most of them are LN and N):** There are many officials from the palace and from the Abu Hanifa Mosque. Most of them are distributing the food, organizing the shelters and cleaning. For names, you can use Rushtu, Zahed, Yasser, Zaki or Sidqi as masculine names, and Noura, Nehal, Layal or Zineb as feminine names. They are mostly friendly towards strangers, but they tend to stay away from trouble. With a DC 10 CHA (Persuasion) check, they may share these pieces of information if asked:

- ☞ There isn't anyone that looks suspicious or is acting in a strange way.
- ☞ The eccentric man stopped by yesterday and announced that he will visit the mosque tomorrow. He usually passes down a password for the gathering, and only those who know it are able to see and talk to him.
- ☞ A man named Ghur (Ghulam Guard, LE) working for al-Najd came here around midnight and asked about the eccentric man. Most people didn't want to tell him anything and he was asked to leave. However, some people, out of fear, mentioned the mosque he was going to visit.

*The eccentric man is Rumi, and he casts a unique version of the telepathic bond spell. Unlike the traditional version, Rumi can add new individuals to the bond during the casting, with no limit on the number of participants. However, only Rumi can communicate telepathically with the others, as they can only listen and cannot send their own thoughts. Additionally, Rumi grants permission to only one other creature to communicate telepathically with him.*

**Refugees (Commoners®, most of them are CG, CN and N):** Most refugees that arrived in Baghdad are in a state of fatigue, hunger, and desperation. Even a small amount of coins (5 sp) is enough to gather information around refugees:

- ☞ The eccentric man has a companion who claims to be a merchant "for those who cannot understand."
- ☞ There was another man dressed like a merchant asking interesting questions, such as: "What happens to the moon when the sun is afraid?" or "When will the rain start to pour, if the clouds haven't met?"

**Fadil Ciwan (Hashashin Fedayee, NE):** Disguised as a ghulam, Fadil has been stationed in Baghdad for a long time. He was appointed by the Caliphate to govern the area. However, his true job is to make sure the information flows to Alamut; a task he carries out well. Unless using some sort of mind reading, his secret identity is very hard to uncover or exploit. He will inform the adventurers about Ghur's equipment. He detected vials and glass bottles filled with interesting liquids. If the adventurers somehow suspect Fadil, the Difficulty for their WIS (Insight) check is 18.

**Asaf Hamza (Ghulam Veteran, LN):** A tall and muscular man in his thirties. The main official appointed by the Caliphate. He is one of the five veterans in the city and frequently visits and checks out the well-being of the refugees. He is the one who asked Ghur to leave. He didn't like his attitude and tone. However, Asaf Hamza has not seen the eccentric man everyone's talking about. A DC 15 WIS (Insight) check reveals that he is lying to protect Rumi because Rumi is wanted by the officials.

**Yasmin Farah (Steppe Shaman, NG):** A woman in her twenties, she doesn't use her magical powers out in the open but acts as the physician of this mausoleum. She and Rumi shared a few moments together to talk about how the world works. If she deems the adventurers to be trustworthy and mean no harm towards Rumi, she may be persuaded by a DC 12 CHA (Persuasion) check to share the following information:

- ☞ Ghur probably went back to the district near Bab-al-Sham. Al-Najd could be staying there.
- ☞ Rumi is a spellcaster and tells important



messages only to those he deems worthy. It is important to answer his first question correctly. He may ask different questions to different people. He usually does this while in disguise.

**Rezan and Habil (2 Ghulam Guards, LN):** The gates of the mausoleum are guarded by a group of soldiers who take turns to keep watch. They have vowed to maintain silence during their duty. Their ancestors were chosen to guard the gates of the Barmakid House, and they continue to uphold this tradition even in death. They allow only high-ranking officers of the Caliphate and the imam of Abu Hanifa Mosque to enter. Rezan stands guard at night, while Habil takes over during the day. The gate is secured by a massive lock, and only the imam of Abu Hanifa Mosque holds its key.

**The Mausoleum:** The hall is vast (30 x 80 ft.) and has twenty tombs covered with green cloth, adorned with golden edges. All the tombs face south-south west towards the city of Mecca. At the far edge of the hall, there is a secret door hidden by an illusion spell. It can be detected with a DC 18 INT (Investigation) check or a detect magic spell. At the door, an Arabic phrase is carved:

*“Sleep, delicious and profound, the very counterfeit of death.”*

A DC 10 INT (History or Religion) check reveals that this is a translation from *The Odyssey* by Homer. When Baghdad was built, a translation movement was initiated by al-Mansur; many Greek, Latin and Persian works were translated into Arabic. It lasted for two centuries.

The following acts will result in the door being opened successfully:

- ☞ A sleep spell is cast on a creature, and the creature falls asleep thanks to the spell.
- ☞ A death ward spell is cast on a creature.
- ☞ A quote about death from the Quran or some Muslim poetry that accepts the reality of death, surrendering oneself to it and being at peace with it. Examples are: “Every soul shall taste death.”; “But to the Angel of Death, you’re just another name on the list.”; “In the end, it’s just me, my lord and my deeds.”
- ☞ Another creative feat pulled off by the adventurers concerning the topics of death, sleep and similar concepts. This is entirely up to you as the GM.

After the door opens, the treasury of the Barmakids is revealed. There are 2,000 gp worth of jewelry and four uncommon or rare items, magic weapons and items that strengthen the spellcasters are recommended. When an adventurer touches any of the items, an avatar of death is summoned to protect it. If other adventurers strike the avatar, an avatar is summoned for each of them. This outcome can be predicted and understood beforehand with a DC 15 INT (Arcana) check, a detect magic spell or a similar effect that can detect cursed or hollow places.

### Abu Hanifa Mosque

Abu Hanifa is one of the greatest scholars in Islamic literature, founder of the Hanafi School and a renowned theologian. This mosque was built to honor his name.

*The humble mosque stands before you with a sincere and welcoming sight. It is built in a way that captures the beauties of Baghdad and the tales told among the winds. People come here to see their friends, find a little peace and listen to their souls.*

*The garden is filled with beautiful flowers and fountains. Scholars and dervishes are helping out the refugees and you see them building up tents, infirmaries, cooking areas and similar places. Locals are also bringing equipment and supplies while leading the refugees into the garden.*

**Imam al-Safari (Acolyte<sup>®</sup>, LG):** He is the imam of Abu Hanifa Mosque and has a keen interest in the arcane. He eagerly awaits Rumi's arrival and has been given the password to the meeting. However, after sunset, Ghur will attempt to intimidate the imam into putting men in disguise as mosque staff to spy on Rumi's meeting and identify him. The imam adamantly refuses this proposal, and as a result, Ghur will abduct him. If the adventurers happen to be present during the abduction and choose to help the imam, he will reward them with the password: "When it doesn't avoid the night."

**Muezzin Fasih (Commoner<sup>®</sup>, N):** The Muezzin is the person responsible for reciting the azan, the Islamic call to prayer, five times a day. In addition to this duty, they are also responsible for cleaning the mosque. Fasih, a war veteran who lost an eye in a battle against the Ayyubids twenty years ago, is the Muezzin of Abu Hanifa Mosque. He has no family and usually sleeps in a small hut near the mosque. If the adventurers persuade him (DC 10), Fasih will share that he remembers Rumi's scent to be that of the River Tigris.

**Developments:** On the following day, which is a Friday, Rumi plans to arrive here in disguise as a young poet who migrated from Samarkand, named Ruh ad-Din. After the Friday prayers, which are held at midday, it is customary for Muslims to gather in the mosque's courtyard to chat, share news, and meet new people. Some of the local shop owners and artisans bring sweets and Turkish delights to distribute among the attendees. A poet named Talal takes the elevated platform and recites a war poem he wrote himself.

Then, Ruh ad-Din takes the stage and recites a poem about darkness, the sun, stars, and the moon. In the last verse of his poem, he chooses the sentence: "When does the moon shine bright?" At that moment, he subtly casts detect thoughts and begins to walk around the courtyard as if he is meeting people and asking how they are doing. He touches the surface thoughts of people without probing deeper and selects those who know the password, even if they give a partial answer. If the adventurers didn't receive

the password from the imam, they must roll a DC 10 Intelligence check to guess the answer. They can add their proficiency if they have a background in highborn, academic, or entertainment fields, or if they have an interest and talent in poetry. Bards can roll with advantage.

If the adventurers can come up with answers that are quite close to the correct phrase, succeed in guessing it, or think of something interesting, they will be let into the ceremony. Otherwise, Rumi may want to speak with them afterwards. Rumi starts his ceremony as a subtle ritual, only seeming to concentrate in a corner, sitting on a wooden bench and looks like doing nothing else.

If they are able to join with Rumi's telepathic bond, read:

*The moon shines brightly when it doesn't shy away from the darkness of the night. Though the night can bring fear and malevolence, there is always light to be found if one knows where to look. Sadly, I must bid you farewell, for I cannot remain in Baghdad much longer. My heart is calling me to Anatolia, where I belong. I seek companions who would journey with me, but I fear that evil men may be pursuing me. Tomorrow, I will depart from the city through a tunnel located beneath the Public Library of Al-Mahdi. Legend holds that this tunnel was constructed by Al-Mahdi's wife, **Al-Khayzuran bint Atta**, who was said to be a nymph from the Hejaz and an exceedingly influential woman. It is rumored that a library rests beneath the River Tigris, just outside of Baghdad. If anyone can visit me there and help me navigate the hazards of the tunnel, there will be a reward at the end. I seek only one specific item.*

After this, he shares a story about Solomon and the binding of a djinni. This results in the adventurers gaining *inspiration*.

If the adventurers aren't able to join Rumi, they will be able to track him, as Rumi will let them follow or accompany him. Unless interrupted, he will do these things:

- ☞ He will visit many places in Bab-al Sham and acquire many goods, apparently for the road (See below for Bab-al Sham and the shops there).
- ☞ He will meet his merchant friend, who is actually Shams al-Tabrizi, his dear friend and mentor.
- ☞ He will tell a story to some urchins he encounters along the way and at the end, he will give them one silver coin each. The children are considered inspired.
- ☞ He will stop near a street food seller and eat some treats while chatting with him.
- ☞ He will be ambushed by Ghur and al-Najd. Al-Najd uses the knight stat block. Consider his HP to be 71 (11d8 +22). They are accompanied by two Ghulam Guards.



If the adventurers do not interfere, Rumi will be taken prisoner and Shams al-Tabrizi will be killed.

If the adventurers escort Rumi while the attack happens, al-Najd will be cautious about the situation, even offering the adventurers rewards and payment if they let Rumi go with him and Ghur.

*Information about **Shams al-Tabrizi** can be found in the **Baghdad** section of EotSR, as he appears as an important NPC in the quests.*

The district is overflowing with refugees building up tents; however, this time the tents appear to be shops and merchant counters with lots of goods on them.

**The Wonders of Beijing:** It looks like an antique's shop from the outside, but Zhong Hui's shop is actually a shop for magical items and interesting goods. Zhong Hui (an **arcane researcher** with the ability to cast magic missile, detect magic, identify and sleep once a day, innately) usually doesn't negotiate the prices of magical items.

### Bab-al Sham (Gate of Damascus)

*The Bab-al Sham district is truly a marvel to behold. Here is where the heart of the city beats, with a bustling market filled with merchants, salesmen, and shops selling all manner of goods, from tomes and ink to paper, quills, books, and poetry. The houses are arranged in a neat and orderly fashion, as if someone had meticulously placed them with care and precision. It is clear that al-Mansur's vision and ambition for the city can be seen in the design of the streets: a place where everyone can live and thrive in peace.*

Item	Price*	Quantity*
Cantrip scrolls	35 gp	More than 10
1st-level spell scrolls	100-150 gp	3d20
2nd-level spell scrolls	250-300 gp	4d8
3rd-level spell scrolls	450-600 gp	4d6
4th-level spell scrolls	650-800 gp	4d4
Potion of healing	45 gp	More than 10
Greater potion of healing	100 gp	2d10
Vial of Sleep	250 gp	2d4
Potion of Resistance	400 gp	3d6
Goggles of Night	500 gp	1d6
Weed of Tigris	250 gp	1d6

The GM determines if the spells asked for by the adventurers exist or not. For example, spells for druids, clerics or paladins may not be encountered that often (such as *revivify*, *branding smite* and *call lightning* spells) and some utility and arcane spells may be more common in the shop (such as *jump*, *detect magic*, *expeditious retreat*, *grease*).

\*The GM can decide that the quantities and prices are different from this table, whatever suits the campaign, the tone and availability of the magic of the current game best.

**The Steels of Qaf:** This is a blacksmith run by an African man from Mali named Maghan (**Half-Red**

**Dragon Veteran**<sup>®</sup>, **NG**). Maghan is actually a half-dragon, but his face hasn't changed. He uses an amulet (**Talisman of Ajdakhan**) to make his body look like a normal human's to avoid detection. He can forge new weapons for adventurers according to their desire or improve their existing weapons. Detecting the magical nature of this shop should not be easy. To normal eyes, he looks like a normal smithy. Either Maghan decides that they can be trusted, or adventurers may realize there is more to the shop than meets the eye: Through thieves cant, DC 14 WIS (Insight), DC 14 INT (Arcana) or some other method the DM deems appropriate.

Item/Improvement	Price	Quantity/Time
+1 weapon	1000 gp	Minimum of 5, maximum 2d6
+1 ammunition	50 gp	Minimum of 20, maximum 50
+1 shield	1500 gp	2d4
+1 light armor	2000 gp	1d4
+1 medium armor	2500 gp	1d4
+1 heavy armor	5000 - 6500 gp	1d4 -1
+1 plate armor	8500 gp	1d3 -1
Weapon deals +1 fire damage	1500 gp	1 hour
Weapon deals +1 poison damage	1500 gp	1 hour
Weapon lets you cast <i>light</i> cantrip at will, thus becoming a magical weapon.	750 gp	2 hours
You can cast <i>shocking grasp</i> spell at will through the runes engraved in the shield.	650 gp	2 hours
The shield you own lets you cast <i>shield</i> spell once a day through runes carved on it.	2500 gp	4 hours
Through the weapon you can cast <i>find traps</i> spell once a day.	3500 gp	4 hours
Through the shield and runes engraved on it, you can cast <i>hellish rebuke</i> spell once a short rest.	3500 gp	4 hours



Maghan also can repair their weapons and armor and sell several for fair prices.

Check out EotSR's **Baghdad** section for more locations, shops and similar locations, as they are more suited for generic needs.

**The Evening Star:** This place is al-Najd's base of operations. It is actually a coffee house run by a distant cousin of Al-Najd's, a man named Zabit. There are three **Ghulam Guards**, five **thugs**°, and two **spies**° working as al-Najd's men. The three Ghulams include Ghur. Other than its hall (50 x 80 ft.) and garden (20 x 30 ft.), there's a room (15 x 15 ft.) behind the hall that serves as the chamber for Al-Najd, and there's a kitchen (10 x 20 ft.) next to it. Al-Najd is usually in the chamber and guarded by two of his Ghulam Guards. Thugs usually hang around and protect the grounds while spies act as the eyes of Al-Najd in the nearby neighborhoods. Ghur is not there at the specified times above, other than when he is reporting to Al-Najd. If the adventurers didn't intervene with the imam, he would be held prisoner in Al Najd's chamber.

If the adventurers weren't there when Rumi was attacked, he is also held prisoner, and the Imam will be found dead. Rumi will also be killed after a day.

**Treasure:** Al-Najd brought 500 gp worth of jewelry with him to use as bribes and pay his mercenary thugs.

### Public Library of Al-Mahdi

*The scent of parchments carried on the winds draws your attention, evoking memories of poems, stories, and books. Scholars are scattered throughout the library, hunched over desks, poring over tomes, wielding quills and inks with precision. It's clear that their work is vital to the preservation and advancement of knowledge. This is where civilization takes root, standing firm to be delivered to future generations. You overhear two men reading the original Greek and an Arabic translation of the Iliad, and nearby, a group of students sits attentively as an elderly man speaks about the marvels of the human body, teaching them the names of bones. Across the room, maps and navigation devices cover tables, and three men are locked in a heated debate about the measurement of the Earth's circumference. This is a place of enlightenment, and you feel it deep in your soul.*

The library was established by Al-Mahdi, a former caliph of Baghdad, with the intention of making knowledge easily accessible to the local people. Situated in the heart of central Baghdad, surrounded by mosques, it was designed for the convenience of students studying in madrasas and mekteps who required literary works for their education.

### Head Librarian Haldun Jiwani (Lala):

The adventurers may convene with Rumi at this location to embark on their journey to **Below River Tigris**, as he



had previously promised. Additionally, it is possible that word of the adventurers' heroic feats may have reached Rumi, prompting him to enlist their aid in a mission beyond the city walls.

If adventurers use the detect magic spell inside the library, they sense a magical trace that leads to the secret hatch, it is in an out of sight corner of the library, where no usual scholars and students visit: A corner dedicated to Chinese, Japanese and similarly distant civilizations' texts. The hatch marks the start of Below River Tigris. The marks that lead to the hatch can also be detected with a DC 15 INT (Investigation or Arcana) check. The physical marks are engraved with a small trace of magic into the edges of shelves.

### Below River Tigris

*After descending through the hatch, Rumi and the adventurers have an opportunity to speak in private and without interruption. Rumi reveals that he is actually an elf and a Satrap. He genuinely congratulates the adventurers on their courage and defiance against Hasan Sabbah.*

*Rumi explains that although he wishes to assist the adventurers in Alamut, he received a prophecy in his dreams as a Satrap, revealing a terrible disaster in the heart of Anatolia that he must attend to. As he is not an appointed Satrap in Baghdad, he knows who are: Al-Zahir and his wife Hayat Jawhar Khatun. Caliph Al Zahir chose Hayat as his wife because they met during a tragic event some decades ago, and they both agreed that Baghdad needed two Satraps. Hayat Jawhar Khatun gradually climbed the steps of the House of Wisdom, where the most crucial ritual of all is kept hidden, and the only way to become a Satrap is inscribed there - at least the only known way from Europe to the Altaic Mountains.*

*He ties the story together by adding these points to the speech:*

☞ *"You have been facing opposition from the Hashashins since the beginning. You have dealt with their most important agents, known as Harbingers, the vile mongers of the storm that Hasan Sabbah brings. Sefir was their mightiest. You met with Kafender at Merv and Bengü Ilnara at Isfahan. Kannas attacked you on your way there. And I believe Al-Jarrah sold his soul to reach his ambitions. And now, there is one more to face at the castle: a former crusader with a deadly appetite for crimson. Beware of Sir Alistair, for he is the guardian of Alamut and knows the castle even better than Sabbah himself."*

The hatch leads to a spiral staircase that descends 60 ft., and from there, a 10 ft. wide corridor stretches across the River Tigris. The group, led by Rumi, traverses this passage safely and without incident until they come to a large stone door adorned with intricate runic carvings and other fascinating engravings on a circular marble plate set into the door.

- ☞ At the top, it reads "Judge of Souls" in Greek.
- ☞ Left upper reads Hel in Old Norse. There's a lit torch above it (Torch A).
- ☞ Right upper reads Ra in Egyptian Hieroglyphs. There's a lit torch above it. (Torch B)
- ☞ Left under reads Azrael in Arabic. There's an unburning torch under it. (Torch C)
- ☞ Right under Izanami-no-Kami in Japanese. There's a lit torch under it. (Torch D)

If the languages are not known to party members and no magic (such as *comprehend languages* or *tongues*) is used, Rumi will read the writing near Torch C as Azra'il, the angel of death in Islam. The other writings can be deciphered via:

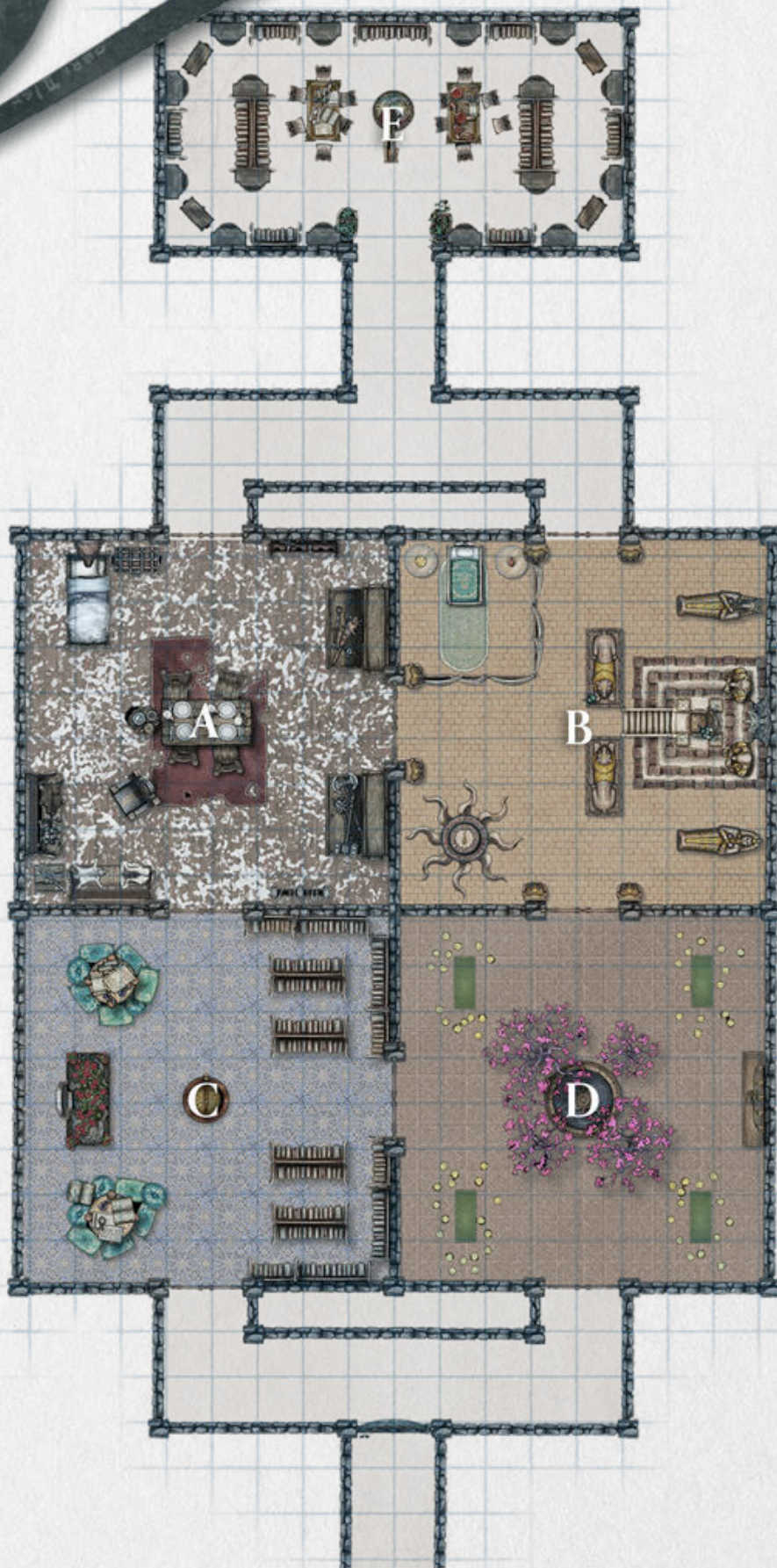
- ☞ The Top: DC 15 Intelligence check reveals that the last word is "soul."
- ☞ Torch A: DC 15 Intelligence check. Only the characters who have shown interest in Norse mythology or having a background with relations to Norse can apply their Religion or History proficiency. This is entirely up to the GM.
- ☞ Torch B: DC 15 Intelligence check. As the campaign is set in the Silk Road and Egypt is not a far away country, the GM may decide that the players can apply their Religion or History skills. Characters with academic backgrounds or that lived in Egypt rolls with advantage.
- ☞ Torch C: In the worst case scenario it will be read by Rumi. If the adventurers didn't travel with Rumi here, only a DC 8 Intelligence (Religion or History) check is enough as Arabic is one of the most common languages spoken throughout the Silk Road.
- ☞ Torch D: DC 17 Intelligence check. If characters know Japanese, Korean, or a dialect of Chinese or somehow know how to read Han characters, they read: "The god that invites"

The only entity depicted here that is not "Judge of Souls" is Ra. Other entities are closely entitled with death, underworld and similar concepts.

The correct position of torches should be this:

- Torch A lit.
- Torch B extinguished.
- Torch C lit.
- Torch D lit.

At the shortest route, the adventurers must extinguish Torch B and light Torch C. This will cost them two actions spent on the door, thus summoning creatures at the available spaces in the corridor. Check out the table below for each action spent on torches, after the 4th each action counted as two actions:



# Below River Tigris

تحت نهر دجلة

Actions	Lighting a Torch	Extinguishing a Torch
1st	1d4 <b>imps</b> °	1d4 <b>specters</b> °
2nd	1d3 <b>hellhounds</b> °	1d4 <b>poltergeists</b> °
3rd	1d2 <b>succubi</b> °	1d3 <b>ghosts</b> °
4th	1d3 <b>barbed devils</b> °	1d3 <b>wraiths</b> °

At best, they will fight only 1d4 imps and 1d4 specters. If the imps are defeated, the adventurers can find a spell scroll of your choice (possibly a *comprehend languages* scroll) and 4 **potions of healing**.

When the door opens it leads to two separate ways. One way leads to Room C and one way leads to Room D.

*After the path appears, Rumi will express his desire to stay behind and not engage in any fighting due to his beliefs and teachings. However, he promises to intervene and provide assistance if the adventurers find themselves in dire situations.*

*If the adventurers drop below half hit point maximum in Rooms C and D, Rumi will heal them by using his Divine Prayer feature, or if you deem it appropriate, he may even fight against the monsters.*

### General Rules

Once the adventurers step onto the path that unlocks after solving the riddle, roll for Initiative. Tigris's main monster (**Shaitan al-Ab**) must be killed to open doors from Room A and Room B to the **Last Corridor**. On Initiative count 20 is the lair's turn, and you must roll a d6. 1 means Room A; 2 means Room B; 3 means Room C; and 4 means Room D; 5 means clockwise, and 6 means counterclockwise.

At the start of each of the Lair's turns, in the selected room, water floods the area, and the Shaitan al-Ab appears in place of the usual monster. The usual monster is teleported to a pocket dimension created by the Lair's magic and regains 11 (2d10) hit points.

The first room that is full of water is Room A.

The spells that let a character teleport (*misty step*, *dimension door*, *teleport*, *far step*, or similar spells or features) don't work until Shaitan al-Ab is killed.

### Room A

The room resembles a Nordic war tent, with many battle axes, warhammers and quality swords. There are wooden seats and many cloaks that are coated with fur. In the middle, there is a huge table with plates and cups at the ready.

In one of the seats, there is a **Malkus Shade** that sits comfortably. Those with truesight, ethereal sight, or the ability to see invisible things can detect that the Shade is chained to its chair. However, it doesn't limit its movement; it only stops it from leaving the room. The Malkus Shade has one condition to not to strike the adventurers: if they free it from the chains. The chains have 20 AC, 30 HP, and they can only be destroyed with psychic or fire damage.

**Treasures:** a **figurine of eagle**, 50 gp

### Room B

The room resembles an Egyptian royal chamber. There are many pieces of furniture adorned with gold and jewelry. The wall contains the story of Osiris and his rebirth. A bed adorned with quality sheets and colorful pillows takes the attention with a chest next to it.

There's a **sleeping chimera**° in the middle of the room. If the adventurers succeed on a DC 13 a DEX (Stealth) check, the chimera won't wake up when it is first encountered. If the adventurers also succeed on the same ability check each time they enter the room, the chimera remains asleep. If the adventurers strike the chimera while it is asleep, you can count it as surprised. Chimera is also bound to the room with an invisible chain.

**Treasure:** an **amulet of akhu**, a +2 **weapon** of GM's choice, a **pearl of power**, 250 gp worth of jewelry.

### Room C

The room looks similar compared to others, as it resembles an Arabic palace's living room with half of it looking like a library. There's a ground table with many cushions around it.

There are **2 Atshans** in the room, one in the library standing before a bookshelf holding a parchment and one in the living room, sitting on a sofa. They are both sages from the Golden Age of Baghdad, 900s CE. They devoted their lives to Al-Khayzuran bint Atta, the wife of Al-Mahdi, and confined themselves here, where her works have been kept safe after her death. They must protect her works, so they will fight the adventurers. Only if they are convinced with a successful DC 15 CHA (Persuasion or Deception) check, will they not



strike the adventurers. If the adventurers accept this condition, apply the feature below to them. This feature can only be detected by an *identify* spell or a similar feature. The *detect magic* spell shows that the adventurers are under some sort of magic. If any of the adventurers agree, all of the adventurers are counted to have accepted the situation.

**Bound by Word:** The one who is bound by a promise they have given are under the effects of their word. If they somehow break the promise willingly, they must succeed on a DC 15 Wisdom saving throw or receive 55 (10d10) necrotic damage.

#### Room D

The room resembles a tent of a samurai. Japanese furniture, coloring and objects surround the room. The ground is made of wood and it resembles a dojo, a Japanese training hall.

In the room there are **3 Kitsunes** disguised as Japanese warriors and handmaidens who pretend they only understand Japanese and wait for an opportunity to strike them. They may try to charm them or otherwise deceive them.

**Treasure:** hat of rhonin, 50 gp, 4 +1 dagger

#### The Last Corridor

The corridor leads to Room E in both exits from Room A and B. It only appears after Shaitan al-Ab is defeated.

#### Room E

The room is a library full of texts, parchments, and a carving on the wall with a writing in Arabic: "In the beloved memory of Al-Khayzuran bint Atta; may she rest in peace in the seas she yearned for."

**Developments:** After investigating the room, Rumi thanks the adventurers and gives each of them inspiration as a parting gift. He reveals that he tried to use his teleportation magic in here, but the magic of the place didn't let it, so he is indebted to the adventurers if they ever visit Konya. After that, he casts the dimension door spell to leave the dungeon and finds himself at the far side of River Tigris. The adventurers can leave any time they want the way they came.

**Treasure:** 6 **spell scrolls** of GM's choice and **Tome of Baghdad**.

## The Fall of Al-Zahir

*The Caliph Al-Zahir has lost the war against the forces of the Khaḡanate and has been killed by Hulaḡu, along with his son. This news will be conveyed to the city at a suitable time of your choosing. The intention is for the adventurers to enter the House of Wisdom and witness the election proceedings after hearing the news.*

*Great sacrifice was made by the Caliph as he moved his forces to delay the advance of Hulaḡu on Sultan Jalal and ensure the Sultan escaped the battle. Although Sultan Jalal managed to defeat the forces behind him and leave Hulaḡu's army wounded, he wasn't able to save the Caliph.*

At an appropriate time, the news about the fall of the Caliph will arrive. An orator from the House of Wisdom will climb the stairs of the Great Mosque of al-Mansur and will heed the words:

*"Today is darker than ever before. My heart is in pain and my soul suffers with agony. Believe me, I wouldn't want to be the one to give you this dire news.*

*Baghdad is now an orphan, and the Silk Road is now fatherless. A hero raised his sword to save his people, but this time his breath did not endure. It seems that fate has intervened, as when Baghdad sent his father to death in distant lands, we sit here and mourn while praying with all our might for the soul of Caliph Al-Zahir. May his soul be blessed. May his memory be cherished in our minds.*

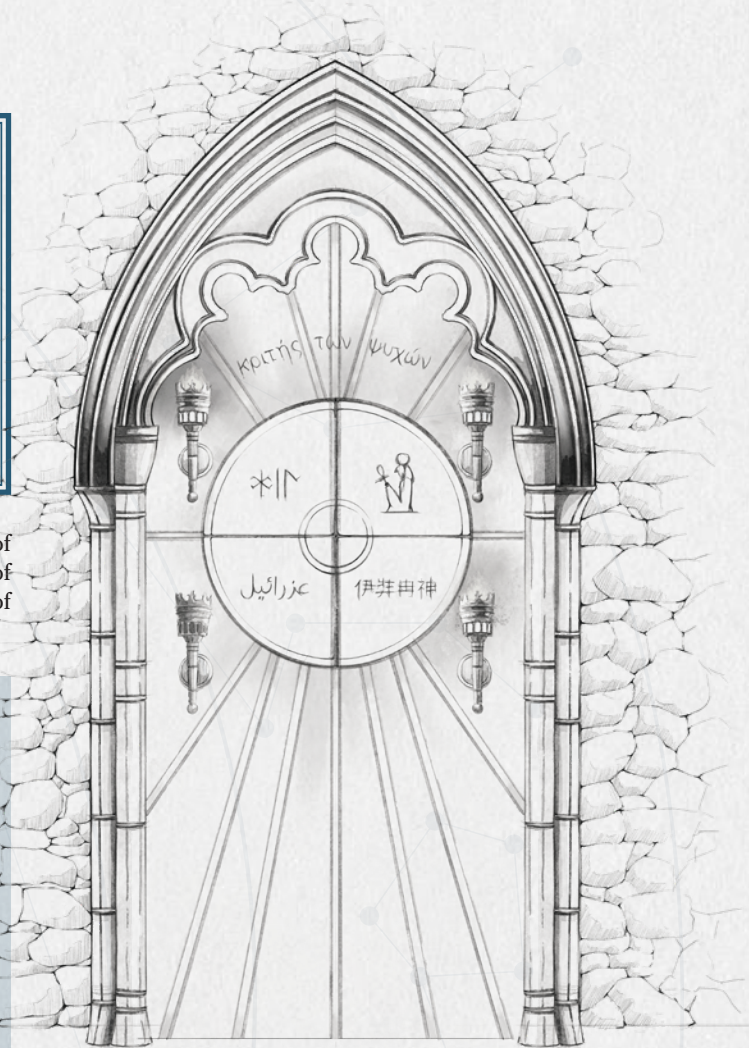
*Caliph Al-Zahir bravely fought against the horsemen and was martyred. Let all the souls on the Silk Road know. Surely his soul is safe, and he has fallen on a bright path to paradise, but do not forget us, the survivors, as we pray for him. Undoubtedly, our days ahead will be much more difficult."*

This news will have a huge impact on the city and its people. Many locals will weep with the news, and many refugees will fear for their future with the possibility of a new Caliph's change of policies for them. The city guard takes control of the situation and prevents a potential riot.

As Al-Zahir had no heir, rumors of "the old way" began to spread among the locals and scholars of Baghdad. The absence of a leader instilled fear in the people and conspiracies surrounding the House of Wisdom quickly took root.

The old way is, simply put, electing the caliph from the notable highborns, scholars, sages and commanders among the Islamic world. The first election happened after Prophet Muhammad's death in 632 CE, and Abu Bakr was elected to rule the Islamic world. This tradition was abandoned when Mu'awiya I won his war against Ali and founded the Umayyad Caliphate, which ended the old way and started a succession through blood.

Al-Jarrah was the leading opposition against Al-Zahir



and is now considered the strongest candidate for the election. There's a rumor that the votes have already been cast by the high scholars of the House of Wisdom.

## The Sword of Baghdad

Due to the adventurers' deeds in previous cities and possible actions in Baghdad, an important figure takes interest in them: Hayat Jawhar Khatun, the wife of Al-Zahir, one of the satraps and a sage in the House of Wisdom. She sends a short letter to the adventurers through trusted locals and invites them to the House of Wisdom.

*Hayat Jawhar Khatun is a highly intelligent and knowledgeable woman who possesses great linguistic abilities in both living and dead languages. Her speech is often rapid, and she tends to mix foreign words into her Arabic and Turkish sentences. She is quick to correct any inaccuracies in scholarly subjects. Hayat is also an avid lover of literary works in mythologies such as Persian and Greek, as well as the pre-Islamic religion of the Arabs. While she can be warm and kind, she can also be quite cold towards those she dislikes.*

*For Hayat Jawhar Khatun's stat block and backstory you can check out the Satraps section in Characters.*



The characters are escorted to her room in the House of Wisdom by two **Ghulam Guards**.

*This is where legends come true. Amidst the bustling markets and winding alleyways, there stood a marvel of learning and knowledge - the House of Wisdom. Its walls rose high into the sky, adorned with intricate carvings and symbols of learning, and its halls echoed with the whispers of the wise.*

*Within its vast chambers lay a trove of books and manuscripts, stretching back through the ages to the dawn of time itself. Here, the sages and scholars of the world gathered to share their wisdom and unravel the mysteries of the universe. Let it be either the rotation of earth, the depth of the oceans or how to translate Hesiod's works.*

*The House of Wisdom is a place of enchantment and wonder, where the light of knowledge shines like a beacon in the darkness and dire times. You can see the treasure trove of knowledge, filled with tomes on every subject under the sun - from the stars that shine in the sky to the tiniest creatures that teem in the earth. You feel the spirits of a forgotten time escorting you and other scholars in the vast halls, as if they mourn for other fallen scholars, burned books and the lost knowledge that vanished into the Mediterranean Sea. You feel as if the deceased scholars of the Library of Alexandria now rest here, within the new center of knowledge, science, and literature.*

*Here, the greatest minds of the age delve deep into the secrets of science, mathematics, and philosophy, unlocking the secrets of the universe and charting a course for the future. It is a place of awe and inspiration, where the imagination can roam free and the impossible becomes possible.*

*And so the House of Wisdom stands, a testament to the boundless potential of the human mind and the limitless possibilities of the world around us. Its legacy will endure for centuries to come, inspiring generations with the power of knowledge and the beauty of learning.*

Check out the **House of Wisdom** section in the **Baghdad** chapter of EotSR for further information and potential quests relating to the House of Wisdom.

The room of Hayat Jawhar is very modest and full of books; the only furniture other than bookshelves are a wooden chair and stone desk. It has a small balcony with some chairs and coffee tables. The adventurers are invited by her voice to the balcony where they meet her. She appears in white clothes and wears a scarf that is also white. It is the color of mourning in Baghdad and some parts of the Silk Road. DC 10 WIS (Insight) check reveals that she is extremely sad and furious, but she is repressing these feelings to continue her duty.

She introduces herself and while striking a conversation will try to judge their characters. If the adventurers haven't learned her identity as a satrap from Rumi, she won't let them until she judges them to be trustworthy. She may cast the sense the sinner spell before the adventurers are let in, if you deem appropriate.

She will likely discuss these things:

☞ Al-Jarrah has been chosen as the new Caliph after a quick vote. Al-Zahir's body isn't even cold yet. It is an insult to the Caliphate and Baghdad itself.

☞ He will be announced from the top tower of House of Wisdom, many people will attend and even there are some people who have traveled from outside of the city to be at the historic occasion.

☞ There will be a ceremony in the evening called Girding the Sword to announce the new **Sword of Baghdad**. It is a ceremonial title held by one of the kings, shahs, and sultans that answer to the Caliph. The Caliph chooses this person as the commander of armies. This is mostly an honorary title, but it is expected that the Sword of Baghdad is a capable warrior; this title also strengthens the legitimacy of the chosen individual.

☞ She has many suspicions that Al-Jarrah is working for Hasan Sabbah, but he is extremely powerful in arcane ways. He hides many of his abilities from public eyes, even in arcane chambers of the House where magic and similar topics can comfortably be spoken.

*The time gap between The Fall of Al-Zahir and The Sword of Baghdad is up to the GM, if the story needs more NPCs from other settlements around Baghdad, the announcement could be pushed further in time to give adventurers time to deal with other possible quests in the Baghdad section of EotSR and for other NPCs to arrive from far cities.*

When they are ready, they will go to the Hall of Mansur, the top of the House of Wisdom.

### Main Story Moment: Hall of Mansur

*The hall's walls are adorned with beautiful portraits, miniatures and colorful flowers, and the shelves are lined with ancient texts and manuscripts. Yet the most striking feature of the room is its ceiling, made entirely of glass. It serves both as a library and a small garden close to the heavens.*

*The glass ceiling allows the bright light of the sun to flood the room, illuminating the pages of the books and casting a warm glow on the faces of the gatherers. As they wait for the new Caliph, they gaze up at the heavens above, marveling at the wonder of the world around them.*

*The guests are also allowed to observe the stars and constellations as they move across the sky, inspiring them to contemplate the mysteries of the universe and charting their own course towards discovery thanks to the ceiling glass.*

*But you know now a great shadow has been cast upon these halls. The shadow of the man who has haunted you since you reached the walls of Samarkand. The mournings of lost comrades, and all those who died due to his vile plans have followed you here. You sense the shadow's presence all over this hall, all over the House of Wisdom and all over Baghdad.*



There are many guests in the Hall of Mansur as they wait for Al-Jarrah to arrive.

**Turkan Banu, the Princess of Isfahan:** If the adventurers have crossed their paths with her, she will behave according to their relationship. If their only encounter occurred during the council meeting, and they are favored by Sultan Jalal, Turkan Banu will be so happy to see them. She will inform the adventurers that her father the Sultan has survived the battle and returned to Isfahan. Also, she will give them a letter from Timur Malik:

*Dear friends,  
There was a time that my brethren in arms made the ultimate sacrifice for me and their Sultan. They died in the name of their friends, brothers, sisters and all those who put their faith in them even though there were families, warm beds, and delicious meals waiting for them at home.*

*It is now my turn.*

*I know that your path will lead you to Castle Alamut, the inn of the snake. It is said that the walls are impregnable and the snakes inside are very powerful. I know better than most that breaching such a castle is impossible. You will need my help. Let me know when you arrive, I have a plan.*

It seems that Timur Malik wants to sacrifice himself to let the adventurers into the Castle Alamut, so they can find and end Hasan Sabbah's days of terror.

**Baybars:** Baybars, the future sultan of the Mamluks who ruled in Egypt, was a seasoned commander with many years of experience. He traveled to Baghdad to meet with the Caliph and warn him of the dangers posed by the Khaganate. Unfortunately, he missed

the Caliph by mere hours, and despite sending many envoys, ravens, and riders to reach out to him, he never received a response. Hayat Jawhar Khatun reassured the commander that not a single letter had arrived in Baghdad, but Baybars remained concerned. He is of average height with clear Kipchak features.

Baybars wears a tunic that features a panther as a blazon, as his name means "rich/great panther." He is curious about the House and the stories that may come from the adventurers as he senses these people "may have potential to change the course of things."

**Historical Note:** Baybars is one of the few commanders who is able to say "I defeated the Mongolian Horde." After a few years, when Hulaġu's forces move to conquer Egypt, Baybars will lead the vanguard in the Battle of Ain Jalut and defeat the Mongolian Horde (in 1260 CE), though it is important to point out that Hulaġu didn't command his army as he was away dealing with the death of Mōngke Khan and internal affairs. His absence let the Mamluks make an advance against the Mongolian forces.

**Melik Ala ad-Din Kayqubad:** The title "Melik" refers to princes in the Sultanate of Rum and other earlier Seljuk states. Kayqubad is currently the crown prince and visiting Baghdad to potentially forge an alliance between his father, Kaykaus, and the late Caliph Al-Zahir. Now that the Caliph has been killed, he is seeking an audience with the new Caliph. Kayqubad is a tall man with a muscular build and slightly darker skin tone. It is quite striking how much he resembles Sultan Jalal in many ways.

He dons a set of Seljuk Mail Armor sans helmet, along with a cape adorned with turquoise features that harmonize with the Sultanate of Rum's flag.



Kayqubad is not much of a conversationalist, as he remains concentrated on his responsibilities. However, he possesses the ability to perceive the might and expertise of the adventurers, and if he deems them worthy, he may extend an invitation to visit Anatolia.

There are also 4 **Ghulam Veterans** and 10 **Ghulam Warriors** in the Hall as a means of protection. Their names are Bahri, Salman, and Omar.

Not long after, the long anticipated man arrives: Al-Jarrah Nur ad-Din lim, the new Caliph of Baghdad.

*“As we all know, these are undoubtedly hard times for our beloved city and the esteemed House of Wisdom. The threat of the Khaganate looms large, and the Caliph who came before me has failed in his duties to protect our land and perished in the battlefield that I strongly advised against going to.*

*But we must not lose hope. In these trying times, our city needs a new Sword of Baghdad, a capable commander who has proven himself against the Khaganate, a capable shah that has shown resolution, strength, and success. And I am here today to tell you that we have found that person. No one has ever dared strike the horsemasters' heart with a deadlier blow than he!*

*He is none other than the shah of the Castle Alamut, Hasan Sabbah himself! His name echoes through the ages as a fearsome warrior, a skilled tactician, and a fearless leader. He has shown time and again that he is not afraid to take on the most challenging of foes and emerge victorious.*

*With his experience and leadership, we can face the Khaganate with confidence and emerge victorious. We must rally behind him and show the world that Baghdad is not to be trifled with. For too long, we have been under threat, but no more! The Sword of Baghdad has arrived, and we will not falter in our defense of our land!*

*So I call upon all of you, my fellow citizens of Baghdad, to join me in welcoming Hasan Sabbah as our new commander. Together, let us stand strong and united, and show the world what we are truly capable of. I am grateful that he is here!”*

Hasan Sabbah enters the Hall of Mansur.

*At this moment, the most wanted man in Baghdad steps forward through the door - none other than Hasan Sabbah himself. Without deceptions, without disguises, with a long black robe and a dark sarik, his face unleashes all the confidence residing within his heart and all the determination his soul possesses. He has come to embrace all the deeds he has committed since his "revival" and his political ambitions have finally reached a victorious conclusion. Though once wanted, hated, and despised by all, now many scholars, citizens, and lords of the Silk Road applaud him with all their might.*

*And Hasan Sabbah is just standing there, with a humble face, as if the crowd flatters him to an extent that he does not deserve. It is impossible to say what he actually thinks.*

*The Caliph's men bring down two swords, yatağans adorned with the most beautiful jewelry that can be found, one in red, other in blue. He personally puts the swords around his waist and raises his hand to the heavens as if the messiah himself has finally come to Earth.*

*“The Sword of Baghdad! May his sword never fail him!”*

*The crowd then roars:*

*“May his sword never fail him! Hasan Sabbah! Hasan Sabbah!”*

*At that moment, Hasan Sabbah himself notices you and the corner of his mouth is curved into a devious smile, his eyes glimmering with victory.*

Attacking Hasan Sabbah right now is very dangerous. If any of the adventurers attempt such an act, Hayat Jawhar Khatun, Turkan Banu or even Baybars may stop them:

- ☞ He is now legitimate. With the Caliph's intervention, Hasan Sabbah's show in Isfahan paid off, and he is considered a king among kings throughout the Silk Road and Islamic world.
- ☞ Al-Jarrah is also said to be an extremely powerful user of the arcane arts. It would be very unwise to strike them simultaneously.

Hasan Sabbah will begin to accept the congratulations from local scholars, beys, emirs, ghilman and foreign lords, ministers and such. A local emir called **Numan b. Sarmad (Librarian of Baghdad)** starts to accompany Hasan Sabbah as Al-Jarrah announces his departure. At this moment Hayat Jawhar Khatun gives a signal to the adventurers and says that he must be up to something as all the attention is on Sabbah now.

If the adventurers try to leave, they are stopped by Numan b. Sarmad's raised voice: “The heroes of the Silk Road! It is wonderful to see you. Have you yet to meet the Sword of Baghdad?”

He and Hasan Sabbah slowly approach them, and Hasan Sabbah shows interest in talking to them:

- ☞ Hasan Sabbah says that he heard all their endeavors and wanted to congratulate them personally.
- ☞ How is their dear friend Ibn Sina doing? He very much hopes that he is healthy and well.
- ☞ They must come to Castle Alamut to visit sometime. Their powers will be of utmost importance while fighting against the Khaganate.

*Should the adventurers attack Hasan Sabbah and Al-Jarrah, there are 6 Hashashin Fedayee among the crowd and 4 Ghulam Veterans and 10 Ghulam Warriors will also try to protect the new Caliph and the new Sword of Baghdad.*

When you deem enough time has passed, Numan b. Sarmad will escort Hasan Sabbah away. Hayat Jawhar Khatun will urge the adventurers to go after the new Caliph, as he must be in the Chamber of Asrar-i Azam, where the oldest manuscripts and texts are hidden and only the Caliph may enter. She hands them over a ring made of marble. “The password is: Let there be light.”

After meeting with two or three parties and accepting congratulations, Hasan Sabbah will excuse himself, as he must return to Alamut. He will be escorted by three of the Ghulam Veterans. After they leave the Hall, Hasan Sabbah will release them and cast the teleport spell as soon as possible to return to Castle Alamut where he will conduct his ritual.

As this place is not intended to be where the adventurers fight Hasan Sabbah, prevent them from reaching him after their discussion.

After Hasan Sabbah teleports away, a series of earthquakes will begin to strike Baghdad, causing panic among the guests and scholars. Unless acted upon quickly, Baghdad may face a dangerous disaster that could shake its very core.

Before the adventurers set out to find al-Jarrah, Hayat Jawhar Khatun may cast spells on them, while she searches for a solution to the earthquakes and any potential Hashashins within the House of Wisdom.

### Chamber of Asrar-i Azam

Al-Jarrah is here to destroy one of the ways to becoming a satrap, which is likely the only method available within a radius of a thousand leagues. This method involves a secret ritual held within the Chamber of Asrar-i Azam, the chamber of the greatest mysteries.

With the item given by Hayat Jawhar Khatun, the chamber’s marble and wonderful door with Arabic carvings on it can’t stop the adventurers:

If the adventurers do not possess the password, the

door looks as if it is solid stone. The adventurers can see three otherworldly moths. A DC 15 WIS (Perception) check reveals that they make these lines over the door:

**First line:** “Iqra” in Arabic meaning “Read!” The first word of the Holy Quran.

**Second line:** “Bereshit” in Hebrew, meaning “In the beginning”, opening lines of Torah.

**Third line:** “Phos” in Greek, meaning “light” And the last icon is the sun.

A DC 15 Intelligence (Religion) check reveals that the door demands the phrase “Let there be light” to be spoken aloud, it can be in any language as long as the meaning is the same.

*The acrid smell of burning parchments and books hangs heavy in the air, choking the lungs and stinging the eyes. This is no ordinary fire, for it rages in the depths of the Chamber of Asrar-i Azam that had long been hidden from mere eyes. It reeks of foul magic, so foul that you want to puke just out of its existence and the intention behind it. The flames that could bring heat and life are being used to destroy the beloved of the light, the free minds under the stars.*

*And yet, even as the flames spread with wild abandon, the greatest tragedy of all is not the destruction of the books themselves, but the disrespect shown to the wisdom of those who had long since passed away, the spirits from Alexandria scream at you a cry for help and a wail in terror.*

*There is a greater sinner than Hasan Sabbah himself, for in casting this great darkness upon the enlightenment of the ages, the man who lit this inferno has committed the greatest insult upon human life and progress that could ever be imagined.*

*How can a person dream up such a vile act? How can anyone stand unbroken against this act of devilry?*

*The adventurers catch Caliph Al-Jarrah in the midst of a heinous act: performing a ritual of magical fire aimed at destroying manuscripts adorned with intricate magical runes and carvings, bound together by silk strings in a manner that speaks of arcane skill and precision.*

*Check out Al-Jarrah’s page at the **Characters** section for his stat block.*

Al-Jarrah will awaken the magic at the monument that only listens to the Caliph. The monument summons two **Jahi Golems** in unoccupied space to defend the Caliph.

Due to heavy usage of spells and clashing magic around the Chamber of Asrar-i Azam, the magical flames will spread all around the House of Wisdom no matter what. The library will share a similar fate as the Library of Alexandria from the legends.

The ritual of satraps is saved but it is damaged. The damage can be restored with an hour of ritual



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conducted by at least three spellcasters, silk strings worth 250 gp, and three 3rd-level spell slots.

If the adventurers are able to defeat Al-Jarrah, they can help with the rescuing operation. Almost all living beings will have time to leave the House unharmed. However, no water can stop the flames, so they will be left with the choice of what to rescue in the House of Wisdom. The DCs can be applied to most ability scores depending on the way characters try to save the books and parchments, such as holding their breath among the fumes, or piling up a heavy boulder along the way, or usage of magic (could be tied to their spellcasting ability).

they kill him, any satrap that is alive will come to Alamut to get rid of any kind of otherworldly effects.

- ☞ The new Caliph won't be chosen for a period and Hayat Jawhar Khatun will be the Acting Caliph as neither Al-Zahir nor Al-Jarrah had heirs to succeed them.

*If Sultan Jalal lives:*

*Thanks to the Caliph's sacrifice, Sultan Jalal survived the battle and was able to besiege Castle Alamut. If they didn't already hear the news from Turkan Banu, the news should be relayed to the adventurers. Sultan Jalal is now eagerly awaiting their return in order to finish off Hasan Sabbah and put an end to his reign of terror.*

Works	Difficulty
Astronomy	15
Mathematic	15
Biology	13
Medicine	14
Chemistry	15
Alchemy	11
History	12
Mythology	13
Translations	17

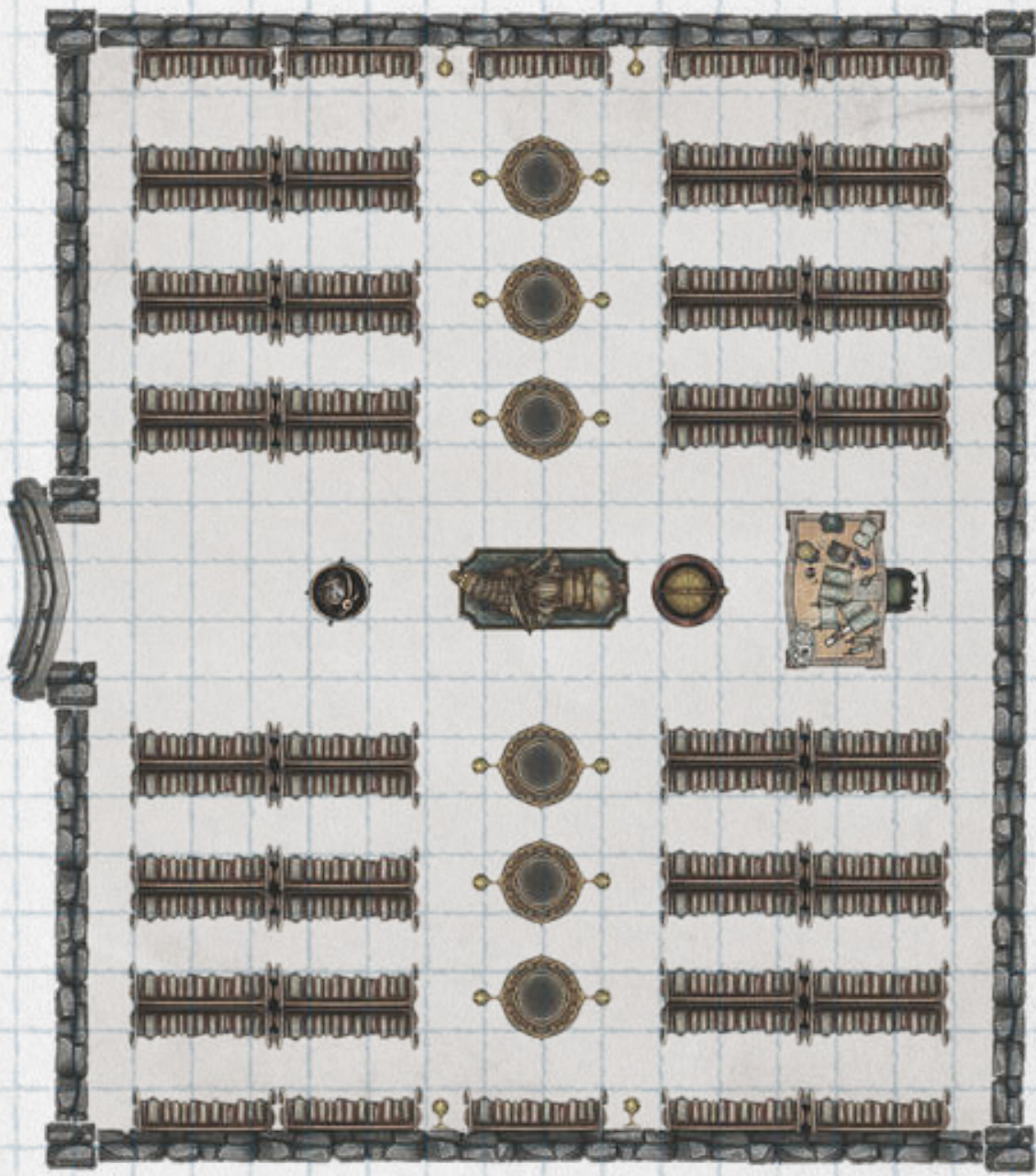
**Treasures:** **Ritual of Blinding Scroll**, four **spell scrolls** (determined by the GM, maximum 5 level), 3d4 **potions of healing** (determined by the GM, maximum rarity is Very Rare), 2d6 **potions of resistance** (determined by the GM, maximum rarity is Very Rare), 1d3 **dust of disappearance**.

*The adventurers advance to Level 8.*

### Conclusions

- ☞ Al-Jarrah used no Choir of Al-Ghaib, thus his memories can't be accessed through the lantern.
- ☞ Al-Jarrah's Robe of Archmagi can be looted by the adventurers, as well as his spellbook. The spells in the spellbook, other than the spells he has prepared, are up to the GM.
- ☞ If the adventurers are seen going to the Chamber of Asrar-i Azam, they may be accused of starting the fire.
- ☞ Hayat Jawhar Khatun and, if alive, Yaqut al-Hamawi will help the adventurers plan their attack on Castle Alamut and Hasan Sabbah. After





Chamber of Asrar-i-Azdam

اسرار عظام



# Baghdad

بغداد



# Act V: The Ark of Salvation

**I**n the beginning of this act there are many variables that can affect the outcome of the story. Castle Alamut is a vast dungeon that changes depending on the successes and failures of the adventurers throughout the story.

Kannas Adam is alive.

He will confront the adventurers in Castle Alamut in a place determined by the GM; we recommend that this takes place in lower floors.

Kafender Japeth is alive.

They will follow the adventurers to look for an opening in their defenses. If they cannot find one, they will face them in the Glass & Mirror Workshop (Area 46).

Bengü İlnara is alive.

She will be at the Main Courtyard (Area 65).

Sultan Jalal ad-Din is alive.

Alamut is under siege (The War Camp of the God-given Sultan). Many Hashashins are on the walls.

Sultan Jalal ad-Din is dead.

Alamut is not under siege (The Lone Warrior). Many Hashashins are inside the castle doors.

Yusuf Tegin is alive and an ally.

He and 15 Ghulam Guards will protect the adventurers on the way to Castle Alamut against potential threats.

There are other possible outcomes in Act II: The First Drop; don't forget to check them out.

## The War Camp of the God-given Sultan

*You hear the cry of a rooster. Shrill and clear he crows, recking nothing of war nor of witchcraft summoned from other worlds, welcoming only the morning and the clouds that cast the shadows of death. And as if in answer, daring voices rise from the distance: Horns! Horns of the sky blue banners! In Castle Alamut's sides they dimly echo the great horns of Sultan Jalal wildly blowing against the coming of doom.*

*Blue sky banners are ahead howling in the winds with pride. These do not belong to the Khağanate, these banners and horns belong to the heir of Oghuz Khan, Bilge Khağan, Seljuk Beg, Alp Arslan, and Malik-Shah! Sultan Jalal ad-Din Menguberdi defies the darkness with all his might, his armies' tents resemble a vast sea, with brave waves coming from the Caspian Sea.*

Sultan Jalal's surviving forces besiege Alamut. He has about eight thousand soldiers scattered around the main camp within the valley surrounding Castle Alamut. Due to the siege, many Hashashins are on the walls of Alamut, waiting for a possible assault on the gates.

Sultan Jalal will greet the adventurers warmly if they left Isfahan on good terms. Sultan Jalal, Timur Malik, and other possible NPCs that survived and decided to assist the adventurers are present at the camp, and the adventurers will be invited to discuss how to approach the fortress and a plan to strike Alamut:

☞ Hulagu will probably advocate marching on Castle Alamut to put an end to Hasan Sabbah and his order, as the Hashashins were responsible for killing Ogedei Khan. The strike must be done

before he arrives. If it is delayed further, Hasan Sabbah will probably complete his ritual and the consequences will be horrible.

- ☞ Attacking the walls directly is suicide. They must come up with a plan to enter secretly. If they can enter secretly and assassinate the leader of the assassins, the rest of forces might scatter, and it may be possible for the Sultan to attack the main gates directly and capture the castle.
- ☞ Hasan Sabbah is probably working on his otherworldly ritual and is, thus, distracted from the mundane task of overseeing the castle's defense. His surviving Harbingers (and Sir Alistair) will lead the defense. This is probably the only time that Hasan Sabbah will be vulnerable.
- ☞ After Hasan Sabbah is dead, the surviving satraps will get rid of what remains of otherworldly essence.
- ☞ When a plan has been agreed, Timur Malik will announce that for the adventurers to survive, someone must draw the Hashashins' attention:

*"There was a time, when death surrounded us, many brave men put the lives of their commanders over their own and did the most selfless thing the Silk Road had ever seen. They let me and their brethren survive the Khaganate and eventually fell to their foul hands. It is time that I must do the same. To honor their memories, I will strike where they can see and will create a diversion. Wherever you go inside the castle, you'll be safer."*

If Bengü İlnara survived and ran away, Timur will add this:

*"And there is someone that I must pay a visit to settle an old debt."*

- ☞ If the adventurers were unable to find out about the secret passage thanks to Kannas Adam's vision, one of the living satraps (at least one must be alive) will suggest an entrance through the **Buried Entrance**.

## The Lone Warrior

If Sultan Jalal is not alive and Timur Malik is on good terms with the adventurers, this part will be relevant.

*You notice a small band of brave warriors gathered in a camp consisting of only five tents. The campsite resembles a funeral, waiting for the dead bodies, and laments are the only songs in their minds. Their gaze is upon Alamut. They are waiting for the storm and incoming flood with the vengeful rain. They look ready to embrace the ruthless winds.*

*At the edge of the hill, there stands Timur Malik, the hopeless commander of a fallen Sultan, with furrowed brows and a cold stone face. His hand is at his sword, always at the ready for a fight. The only emotion in his face other than rage takes shape when he sees you.*

Timur Malik will want to sacrifice his life as stated above with a similar speech, with a more hopeless attitude.

## Castle Alamut: The Otherworldly Rain Over the Mountain

*I am Heav'n and Hell:  
Heav'n but the Vision of fulfill'd Desire,  
And Hell the Shadow of a Soul on fire,  
Cast on the Darkness into which Ourselves,  
So late emerg'd from, shall so soon expire.  
-Khayyam*

*The shadows grow deeper. The air is rank with the smell of unending darkness, but you know the darkness does not have a smell. The shadows and evil that surround Castle Alamut are so strong that you can almost touch them, and you definitely can smell them.*

*Death. That is how it smells. Not the trivial reek of the charnel house, the butchers shop or the gibbet—this is the smell of the end of things. It reminds you of a dead end, the last pages of a book, the last verse of the greatest or the foulest poem you have ever heard, the last words from a tale you were told late in the night. It is the last goodbye to the land of the living, and a welcoming, foul song fills your heart.*

*What does it fill you with? Dread? Bravery? Fear of death? Horror that belongs to the night? It is up to you to decide. Castle Alamut surely stands tall in the distance with its almighty and impregnable walls and towers, but to save the world you are about to infiltrate the castle and assassinate the man who invented the very word.*

*The clouds in the sky gather around Castle Alamut while the rain grows stronger. Small earthquakes are shaking the land, and in your very soul you know that only death awaits you there: The only question is whose?*

# Castle Alamut

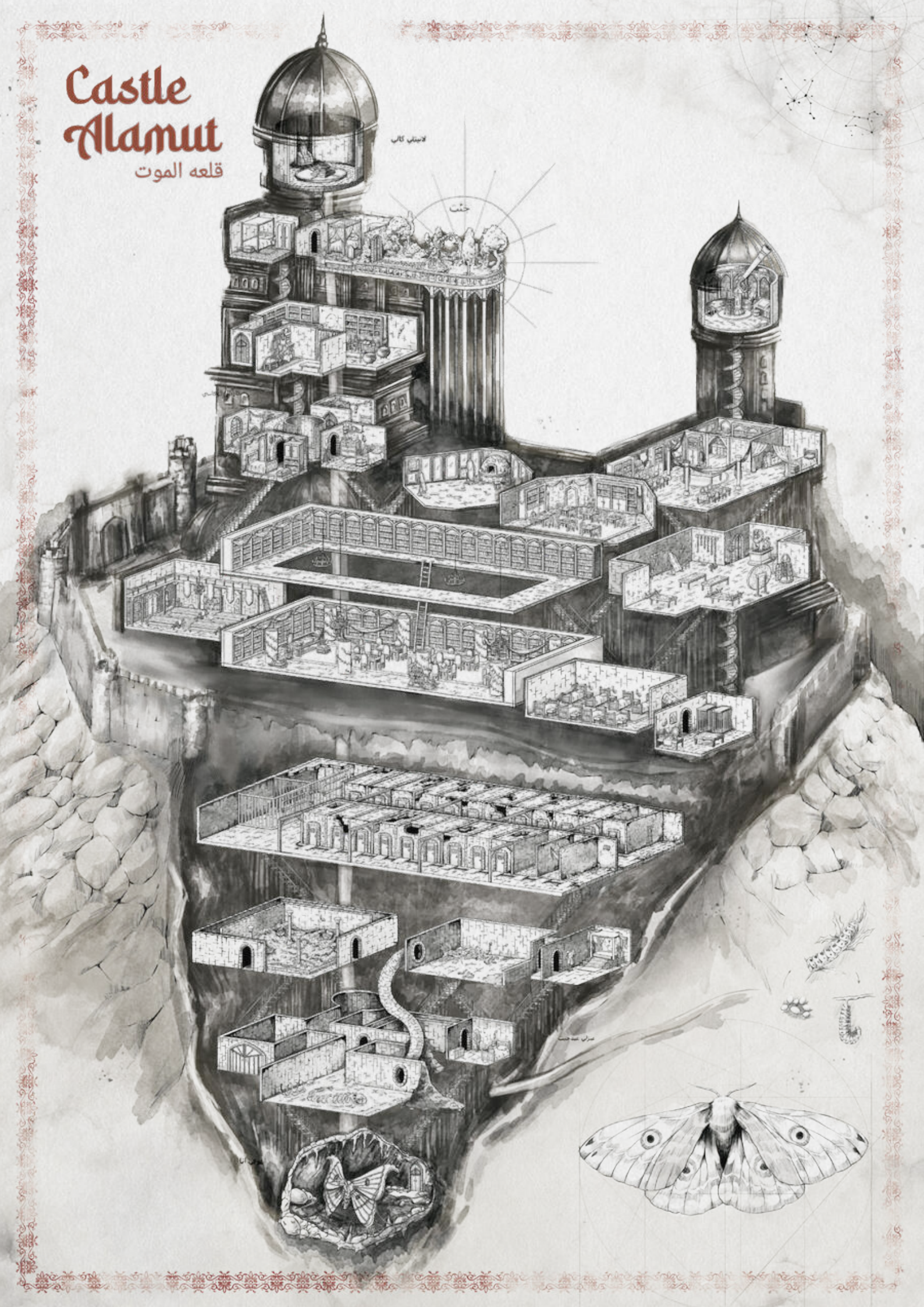
قلعه الموت

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## General Features

- ☞ Castle Alamut is sentient. The castle's will is directly bound to its master. The Master of Alamut can use all of its powers and secrets.
- ☞ Unless otherwise stated, all doors in Castle Alamut are wooden doors reinforced with iron (AC: 10, HP: 50, Damage Threshold 7). If the doors are locked, a successful DC 13 Dexterity (Sleight of Hand) check and thieves' tools are required to open them.
- ☞ Unless otherwise stated, all ceilings in Castle Alamut are 15 feet high.
- ☞ Unless otherwise stated, Castle Alamut can open or close all its doors and windows at any time, lock all the locks that belong to it, operate or deactivate all the mechanical and magical devices that are part of the castle according to its will. **The Castle loses this feature if Hasan Sabbah dies.**
- ☞ The castle always acts at initiative count 20.
- ☞ Castle Alamut can change the places of items inside its rooms. For the castle to use this feature, the room's door must be closed, and there should be no living being breathing inside. **The Castle loses this feature if Sir Alistair dies.**
- ☞ **Sir Alistair** is part of the castle. Castle Alamut can relocate **Sir Alistair** inside the castle in the blink of an eye. Whenever the castle requires a protector in a specific place, Sir Alistair shall answer the call. He simply emerges from the shadows.
- ☞ Unless otherwise stated, Castle Alamut's chambers are always in dim light or darkness. Most of the Hashashin have darkvision thanks to the **Choir of Al-Gaib**.
- ☞ No one can teleport in or out of the castle except for the true master of the castle. Even the Master of Alamut must use a pre-prepared *teleportation circle* if he wishes to do so.
- ☞ The enemies of the **Hasan Sabbah** can never find peace inside the castle. The Castle Alamut does not allow anyone with hostile intentions to benefit from a long rest. **The Castle loses this feature if Hasan Sabbah dies.**

## Traps in Alamut

### Wrong Step

*This trap is produced by digging a small pit a few spans deep in the floor and covering it with a suitable material that matches the ground. A mechanism resembling a mousetrap is placed near one side of the pit's vertical surface, and the pit is filled in a way that creates a ramp that will direct whatever falls into the pit toward this mechanism. When a person steps on this trap, their leg slides into the trap mechanism with the aid of their own weight and the ramp. If their ankle is not broken due to the strange angle created during this process, the powerful springs of the trap generate enough force to break even a horse's leg when activated.*

*This trap can be used indoors, but hiding it will take more skill.*

### Passive Perception to Spot: 16

**Activation:** Target must succeed on a DC 14 Dexterity saving throw or the trap activates.

**Result:** Target takes 2d6 bludgeoning damage. Also the target's walking speed reduces to half until long rest. If the target regains 5 or more hit points via magical healing, this effect ends.

**Disarming:** No roll is required.

**Marked with a "W" symbol on the maps.**

### Impaler

*This trap is created with a pressure plate hidden on or just below the ground, connected to metal stakes that operate with springs. If the target steps on the pressure plate, mechanisms buried at a diagonal angle next to it will shoot nails towards the target. Essentially functioning as three crossbows working simultaneously, this trap can be quickly applied to almost any surface. The firing angle coming from the ground creates a perfect design for finding weak points in armor.*

*This trap can be used on any surface, even on the walls and ceilings with the help of a little more complex triggering system.*

### Passive Perception to Spot: 15

**Activation:** Target must succeed on a DC 15 Dexterity saving throw or the trap activates.

**Result:** Target takes 3d8 bludgeoning damage.

**Disarming:** A thieves' tools and a successful DC 15 Dexterity check is required. On a fail, the trap activates.

**Marked with an "I" symbol on the maps.**

**Acid Fall**

This trap is made using a vial of acid and plenty of tripwire. The tripwire is placed in such a way that the target's foot will get caught in it, causing the contents of the acid bottle to spill onto the target. Smart trap-makers can also attach the tripwire to doorknobs and various objects. Due to the half transparent properties of the trapwire, this trap type is very difficult to detect.

Because this trap relies on the spilling of acid, it can only be used in places with a ceiling, in doorways or trees.

**Passive Perception to Spot: 16**

**Activation:** Target must succeed on a DC 15 Dexterity saving throw or the trap activates.

**Result:** The target and all other creatures within 5 ft. of the original target takes 2d6 acid damage.

**Disarming:** Any sharp tool or weapon, and a successful DC 12 Dexterity check is required. On a fail, trap activates. If successfully disarmed one acid vial is there for taking.

**Marked with an "A" symbol on the maps.**

**Beheader**

The trap can only be set up in limited places due to its complex mechanism. A long razor-sharp blade is attached to the end of a mechanism that is fitted into a groove in the wall and tensioned like a bowstring. When the target triggers the blade with a pressure plate or tripwire-like trigger, it rapidly swings out at a calculated height parallel to the ground and can be lethal. This trap is usually placed in dark places where it will go unnoticed and is very deadly. **If a creature dies because of this trap, it is beheaded.**

This trap can only be placed on walls. This makes Beheader a really effective trap for narrow corridors.

**Passive Perception to Spot: 13**

**Activation:** Target must succeed on a DC 13 Dexterity saving throw or the trap activates. The trap automatically fails to hit any small creature.

**Result:** Target takes 6d8 slashing damage.

**Disarming:** A thieves' tools and a successful DC 14 Dexterity check is required. On a fail, the trap activates but deals only half damage.

**Marked with a "B" symbol on the maps.**

**Poison Needle**

This trap can be placed inside any kind of lock. The inside of the lock is cleverly opened and a small spring mechanism is inserted inside. After that a sharp needle soaked in a permanent poison is placed inside. Skilled trappers place this trap in a way that it will not be triggered by those who open the lock with the appropriate key, but it will for those who try to pick the lock.

This trap can only be placed in locks. This makes the Poison Needle undetectable to the naked eye.

**Passive Perception to Spot: Impossible.** Instead of this, a successful DC 18 Intelligence (Investigation) check will suffice.

**Activation:** If the target fails to pick the lock which has the Poison Needle placed inside, trap activates. If the lock in question is picked successfully, nothing happens.

**Result:** Target takes 1 piercing damage and must succeed on a DC 16 Constitution saving throw. On a fail the target takes 4d8 poison damage. Also, the target is poisoned for 10 minutes.

**Disarming:** A thieves' tools and a successful DC 20 Dexterity check is required. On a fail, the trap activates.

**Marked with a "P" symbol on the maps.**

## 1. Mothmother's Nest

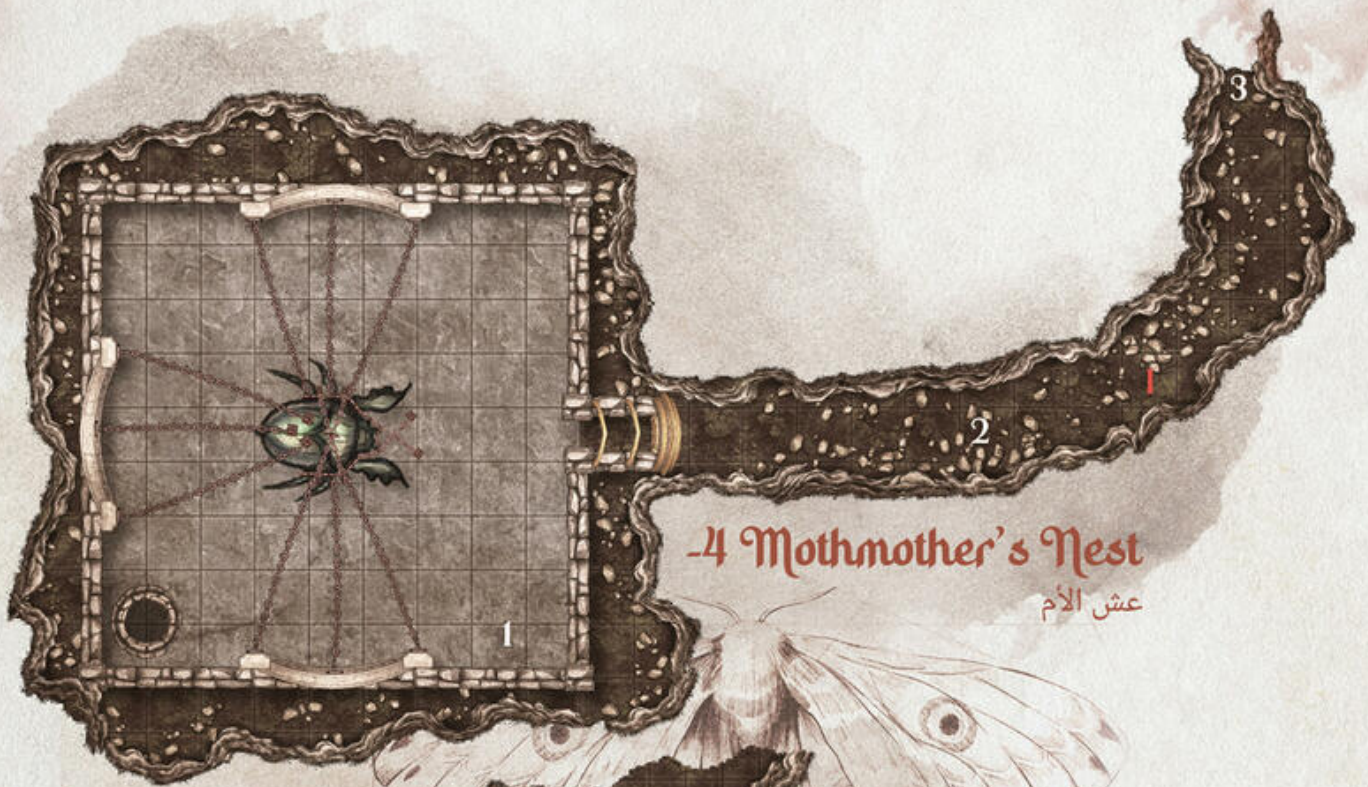
Sefir was holding the Mothmother in the chamber by the order of Sayyidina until the day of his betrayal. This creature is now dead, but for many years it was the lifeblood of the Hashashin conspiracy.

Before reaching this chamber, adventurers need to pass through one of the three **Moth Gates**.

**The Moth Gate:** This kind of gate is very special. The Moth Gate is constructed from an otherworldly material, a strange kind of metal. It is immune to all magic and indestructible by nature. It fits perfectly to the door frame and leaves no gap. A successful DC 20 Intelligence (Arcana) check or *detect magic* spell reveals the information above. All of the moth gates were handcrafted by Sefir, grand alchemist of Alamut himself. If even a flicker of the **Lantern of Sefir's** light touches the gate, the gate opens. If a creature wants to open the gate without the **Lantern of Sefir**, it must speak the command words: "Dur-u Fer". It means "the distant light" in Persian.

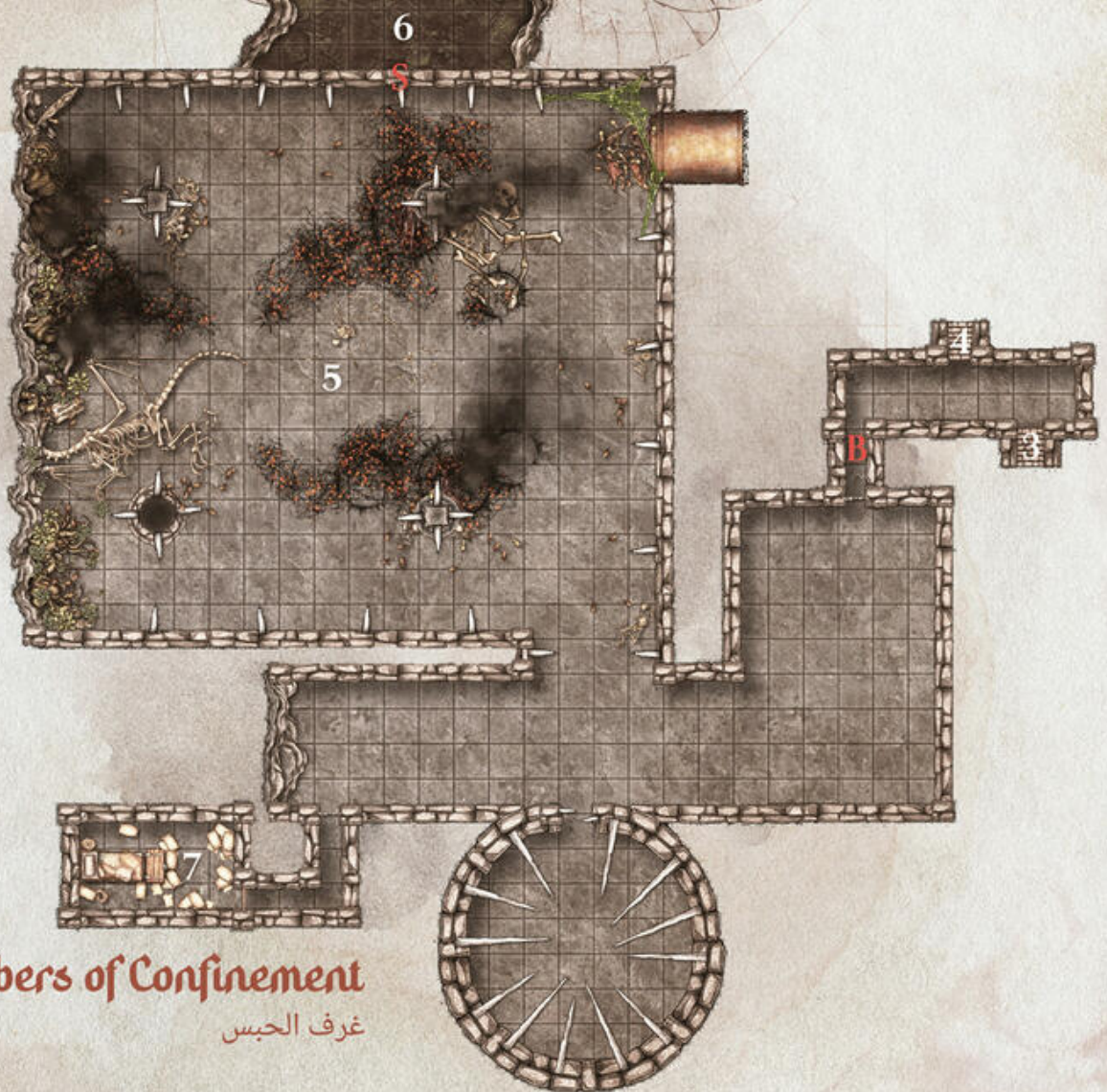
The air here is humid, and it's a bit difficult to breathe. When you enter the high-ceilinged underground tunnel, the only thing that catches your attention among the natural walls is a creature resembling a huge moth, attached to the stalactites and stalagmites of the cave with various chains. Even if it were alive, it is clear that it would have no place to move because of the angle that the chains hold its plump body. In front of you, there is the corpse of a creature that is not alive but has not decayed, belonging to another world yet is here. It is clear that its beauty and elegance have been destroyed by butchers. The foul smells you were expecting are not present in this room.





**-4 Mothmother's Nest**

عش الام



**-3 Chambers of Confinement**

غرف الحبس

A successful DC 13 Intelligence (Arcana or Nature) check reveals that this creature is from another plane of existence.

A successful DC 14 Intelligence (Investigation) check reveals that this creature was brought here a long time ago. Its growth was guided and constrained by the chains.

Finally a successful DC 11 Intelligence (Medicine) check reveals that its legs and some other body parts are missing. These parts were removed by a professional. **Al-Tughrai** has these body parts. (Look at the **Elixir Distillery** section for further information.)

## 2. Corridor A

This corridor has roughly carved walls and ceiling. It connects **Mothmother's Nest (Area 1)** to **Stairs A (Area 3)**.

## 3. Staircase A

This staircase connects **corridor A (Area 2)** to **Pit of Monsters (Area 5)**.

## 4. Staircase B

This staircase connects **Pit of Monsters (Area 5)** to the **corridor C (Area 8)**.

## 5. Pit of Monsters

Hashashins use exotic beasts sometimes, as companions, weapons, and as sources of rare ingredients. Kannas hunts them down and brings them to this large chamber using the secret entrance known by few. This pit also serves as protection for the underground levels of the castle. Usually, only the strongest of various monster types in this pit survives and rules until a stronger one comes and destroys it. In rare cases, it is not a single creature, but a species survives and protects each other. Over the centuries it has been seen that multiple monsters from different species have been unable to defeat each other and have shared this pit with a silent truce. When adventurers enter here, what they will encounter is in the hands of fate alone.

### d10 Pit of Monsters Inhabitant

- |    |   |
|----|---|
| 1  | A <b>Hydra</b> ® with 3 heads and wounded. Apparently the hydra took fire damage.           |
| 2  | A <b>Wyvern</b> ®   |
| 3  | An <b>Umber Hulk</b> ®  |
| 4  | A <b>Giant Crocodile</b> ®  |
| 5  | A <b>Manticore</b> ®  |
| 6  | A <b>Basilisk</b> ®   |
| 7  | An <b>Owlbear</b> ®   |
| 8  | 4 <b>Dire Wolves</b> ®  |
| 9  | 4 <b>Giant Spiders</b> ®  |
| 10 | Roll twice on this table, rerolling any further results of 10. There are two monsters here. |

**Secret Keyhole:** There is a hidden keyhole on both sides of the wall. A creature with Passive Perception score 12 or higher can locate this keyhole easily. If Kannas' Key is used, a secret door reveals itself, connecting **Secret Passage** and **Pit of Monsters**.

### SPECIAL RULES

**Spiked Walls and Pillars:** There are sharp and long spikes placed on the walls and pillars. If a creature is pushed into one of the spikes, it takes 2d8 piercing damage.

## 6. Secret Passage

This passage is known only by **Hassan Sabbah** and harbingers. These tunnels are 1 mile long and not considered a part of the castle. The exterior entrance of this passage is hidden behind a waterfall.

## 7. Kannas' Room

It seems that a person with minimal needs sleeps here. Only a bed, a chest and some bags are the only furnishings. There are no windows or fireplaces. This place looks more like a bear's cave rather than the room of a harbinger.

### TREASURE

There is a **potion of speed\*** in the chest.

## 8. Corridor B

This corridor is between the **Vault of Alamut (Area 11)**, **Feeding Grounds (Area 10)** and **Sculpting Room (Area 9)**.



## 9. Sculpting Room

There are sculptures of 5 men in this room. A successful DC 12 Wisdom (Perception) check reveals that these busts are made by an amateur. These men look like they are of Spanish origin.

## 10. Feeding Grounds

This room is where Sir Alistair reveals his true face. The aging assassins are sent here, thinking that they will be given sustenance to enter heaven, but they are actually consumed by Sir Alistair. However, Sir Alistair never treats them cruelly or prolongs their suffering. It can even be said that this is a merciful way to go according to the standards of this cruel castle.

*The smell of both fresh and stale blood makes your stomach turn. The chains and meat hooks hanging from the ceiling make this place look like a slaughterhouse, but it's clear that they serve a different purpose. There are body parts scattered around and the walls seem to be washed with blood. Every fiber of your being screams that you need to get out of this cursed place. While many parts of the castle are pitch-black, you wonder why this room is dimly lit. After all, even shadows need some light to exist. You notice that the shadows in this room are definitely moving in a strange way.*

**Final Retreat:** Like many of his cursed kin, **Sir Alistair** retreats to his coffin if he is defeated. A DC 11 Intelligence (Religion) check reveals that **Sir Alistair** will lose this feature and his ability "Regeneration" if this coffin is blessed by a cleric or washed by holy water. Even placing a holy symbol in the coffin might do the trick. Strangely there is an old copy of the Holy Bible written in Latin in this chamber.

**The Chute:** There is a chute in the chamber. This goes directly to the **Pit of Monsters (Area 5)**. If a creature tries to slide down, it must succeed on a successful DC 10 Dexterity saving throw or take **2d6 bludgeoning** damage.

### DEVELOPMENTS

If a creature enters the Feeding Grounds, Castle Alamut will recognize this act as a threat to its most fierce protector. **Sir Alistair** will be summoned here immediately. When he arrives, the door to this chamber shuts down and locks itself. If **Sir Alistair** looks like he will lose the fight, **Castle Alamut** may relocate him for safekeeping. The GM is the final arbiter on exactly when, where, and how Sir Alistair retreats.

### SPECIAL RULES

**Shadows of the Fallen:** At initiative count 20, shadows spread from corners of this chamber (marked on the map with #). When shadows spread, they spread **1d10+1** squares from one corner. GM decides which squares the shadows spread as long as they are adjacent to another shadow-covered square.

A creature starting its turn on a shadow-covered square or entering the affected area for the first time on its turn, must succeed on a DC 13 Constitution saving throw. On a fail this creature's Strength score is reduced by 1d4 and is **blinded** for one turn. This effect doesn't affect **constructs** or the **undead**.

**Chains of Dimios:** When fighting in this chamber, the Aegis of Alamut gains some special powers. When a creature moves under a hooked chain (marked on the map with ?) **Sir Alistair** can use a reaction to command the chains to restrain his foe. The target must make a successful DC 13 Dexterity saving throw or become **restrained** by the chains. Chains levitate the target 5 feet off the ground and hold the target there. A creature trying to save itself from chains must use its action and succeed a DC 13 Strength (Athletics) check.

## 11. Vault of Alamut

The Vault of Alamut is an unusual one. It has no doors or any other means of entering, just solid stone walls without any cracks. Also there is no apparent indication that there is a hidden room behind the walls. **Sir Alistair** can move through the walls of Alamut, and **Hasan Sabbah** can use his private teleportation circle.

A DC 15 INT (Investigation) check reveals that there is a hidden entrance to a secret room here.

### TREASURE

There are 40,000 gp, 23,000 sp, and 18,000 cp in the vault. Also, there are some of **Omer Hayyam's** belongings. When he was killed, Sayyidina locked his belongings here just for their sentimental value. There are three amber rings among the treasures. They belong to **Khayyam**, **Sabbah** and **Nizam al-Mulk**. A successful DC 10 Intelligence (History) check reveals that these rings are some kind of symbol representing the House of Wisdom in Baghdad.

## 12. Secret Room

This room is heavily trapped.

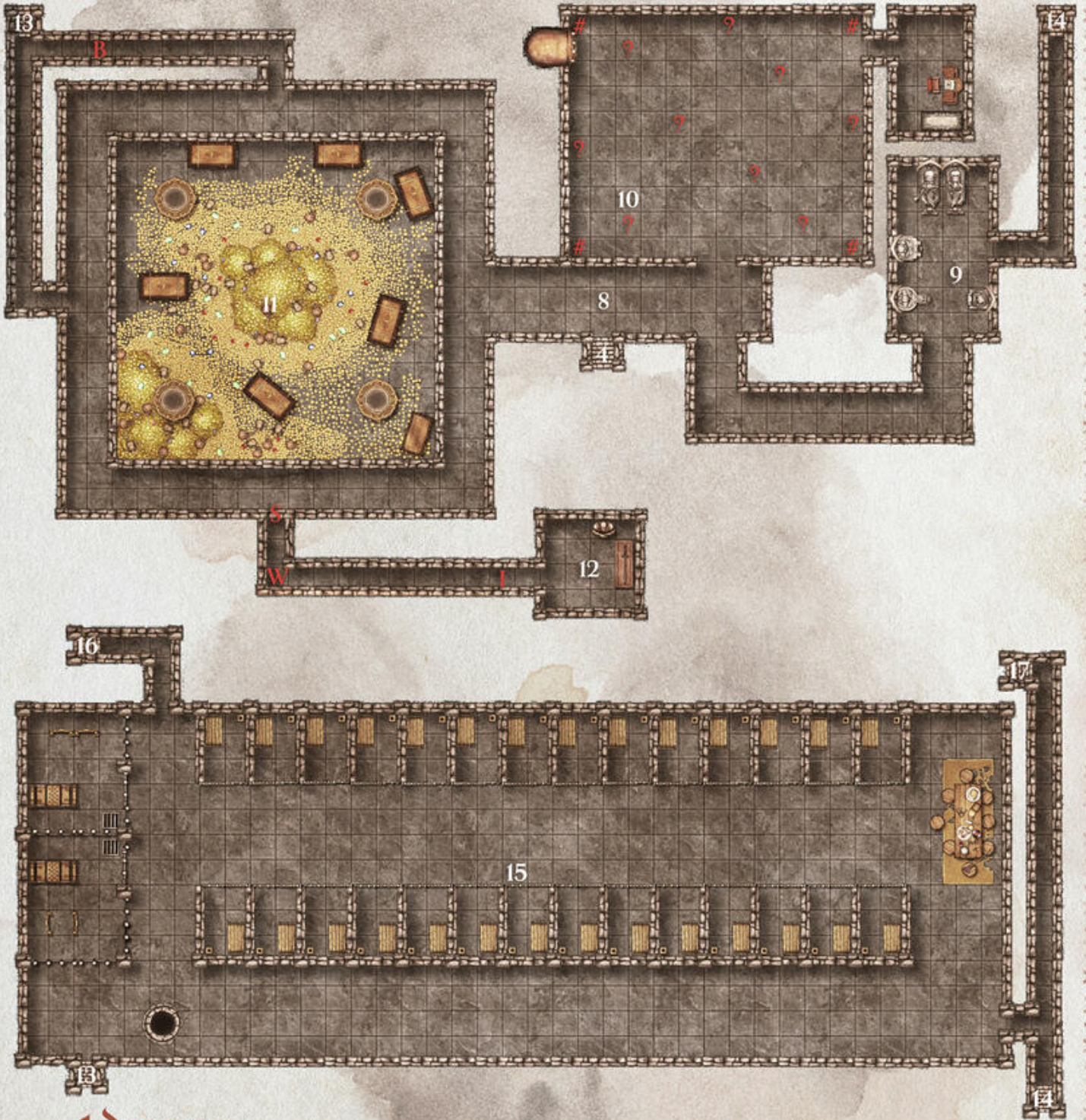
*At the end of the room stands a suit of armor, its once-shining steel now dull and tarnished with age. A battered helm rests on top of the armor, its visor open to reveal the empty eye sockets within. Also, you see a beautiful longsword decorated with carvings of a dragon.*

### TREASURE

At the end of the room there is a full body *plate armor (+1)* and a magical *longsword (+1)*, two *greater potions of healing*. These armaments clearly originated from Europe. A successful DC 14 Intelligence (History) check reveals that they are specifically Spanish designs.

## -2 Vault of Alamut

قبو الموت



## -1 Dungeons

الزنايات



1st floor  
الطابق الاول

### 13. Staircase D

This staircase connects the **Vault of Alamut (Area 11)** to the **Dungeons (Area 15)**.

### 14. Staircase E

This staircase connects the **Sculpting Room (Area 9)** to the **Dungeons (Area 15)**.

### 15. Dungeons

There are prison cells in the castle, narrow and damp, but they are not very big. Nobody lasts long in these cells. The torture instruments give some indication why.

*When you step in here, you notice the row of cells. Most of them seem empty, but it's clear that there is still something breathing in the pitch darkness. The stale odors and the stuffy air are enough to make one dizzy. Fear and anxiety are engraved on the walls of this place. The strangest thing is the pulsating ground under your feet. It seems like the further down you go in the levels of Alamut, the more the unease grows.*

**Cages:** There are two large cages in this chamber. Although these large cages could have been made for big animals, they appear to have been used to accommodate a large number of prisoners since the entrance to the dungeons is not very wide. The doors are open and the insides are empty.

**Dungeon Cells:** These small cells have stone walls and wooden doors. The doors in this area are always locked. A thieves' tools and a successful DC 14 Dexterity check are required to open them. Only Sir Alistair has the keys to these cells.

**Seljuk Officer:** In the cell at the end of the corridor, a Seljuk officer named **Tufan (Ghulam Guard)** is being held captive. There is also a corpse in his cell. This corpse belongs to an assassin named Djamal, who pretended to be a prisoner to get close to **Tufan** after all other methods failed to make him talk. Tufan is a smart soldier, and it takes a long time for him to trust anyone. If the adventurers ask about the body, Tufan will say that he caught Djamal's mistakes and took the opportunity to strangle him when he heard a noise from the upper floors of the castle. Although he has the marks of torture and savage beatings on his body, he appears healthy enough to fight.

**Tufan** tells the adventurers that they should avoid breaking down the doors in the castle. Apparently, the castle sometimes perceives it as an attack, and a monster comes out of the shadows when that happens. He doesn't know Sir Alistair's name, but he describes him very precisely. If the adventurers agree, he is willing to fight with them, but despite being brave, he is just a soldier and has limited abilities. If the adventurers tell **Tufan** to leave through the secret passage, he will listen to them and ask if they have any messages to send outside before leaving, in case they do not survive this suicide mission.

### 16. Staircase F

This staircase connects the **Dungeons (Area 15)** to the **Entrance Hall (Area 35)**.

### 17. Staircase G

This staircase connects the **Dungeons (Area 15)** to **Corridor F (Area 34)** on the second floor and **Corridor G (Area 36)** on the third floor.

### 18. Pantry

This room is full of provisions. Salted meat, different kinds of sausages, dry fruits, and myriad spices fill the shelves. Any adventurer can easily understand this kind of diet is good for long travels.

### 19. Kitchen

In the kitchen there are many different kinds of cooking utensils. This room looks like an ordinary kitchen with one big difference. There are labeled vials of different poisons on the shelves. These vials have been carefully organized into portions. A successful DC 14 Wisdom (Medicine) check reveals that repeated consumption of these small portions over a long period of time might grant the user immunity.

#### TREASURE

There are 9 vials of **mercy** in the kitchen.

#### Mercy (Poison)

Mercy only works via oral consumption. It has no color or smell. When a creature drinks one vial of mercy, it must succeed on a Constitution saving throw (DC 13) otherwise it takes 4d6+4 poison damage. This potion causes no pain: dying by mercy is indistinguishable from falling asleep.

### 20. Dining Hall

This hall is the main dining area for all members of the hashashin order.

*When you enter the main dining hall, you see long tables. The high walls are adorned with Iranian tapestries, and the room is lit by lanterns, with a pleasant incense smell prevails. Everything is spotless. A special table has been made on a slightly elevated platform for someone important to sit and see all the other tables. Despite its quality furniture, the room, which has no windows to the outside, feels gloomy and dark.*

There are 4 **Hashashin Disciples** and 1 **Hashashin Fedayee** chatting in the dining hall. A successful DC 14 Wisdom (Perception) check reveals that their



2nd floor  
الطابق الثاني

master is **Bedroom A (Area 27)**. They are waiting for their master, **Kudret Al-Bechi**, to join them. They are his bodyguards. They only answer **Kudret Al-Bechi's** call, and if they hear any trouble, they will rush to defend him, ignoring any other conflict.

### 21. Guardroom

The guards of Castle Alamut wait in this room when they are on duty. Even when Castle Alamut is under siege, there will be a **Hashashin Fedayee** in this room. She has the keys to the **Armory (Area 22)**.

#### DEVELOPMENTS

At the slightest sign of trouble coming from inside the castle, the **Hashashin Fedayee** will attack the intruders. Also, she will try to alert **Siddik Al-Baghdadi** in the **Chamber of Wisdom (Area 30)**.

### 22. The Armory

The Armory has a strong iron door. A successful DC 18 Dexterity (Sleight of Hand) check and thieves' tools are required to open it.

#### TREASURE

There are many simple and martial weapons that are in good shape in the armory. Among all of them there are *shield (+1)*, +1 ammunition (10 pieces).

### 23. Dormitory A

This dormitory has many bunk beds in it. It looks like some people left the place in a rush.

#### TREASURE

With a successful DC 11 Intelligence (Investigation) check, adventurers find 32 gp and 55 sp in total. This money has been hidden in different hiding places, such as under the beds and inside the pillows.

### 24. Corridor C

This long corridor starts from the **Entrance Hall (Area 35)** and ends at the door of the **Infirmery (Area 31)**.

### 25. Corridor D

This corridor is between the **Entrance Hall (Area 35)** and the **Exhibition Hall (Area 29)**.

### 26. Dormitory B

This dormitory has many bunk beds in it. It looks like some people left the place in a rush.

#### TREASURE

With a successful DC 11 Intelligence (Investigation)

check, the adventurers find 89 gp and 146 sp in total. This money has been hidden in different hiding places such as under the beds and inside the pillows. Also there is a *greater potion of healing* in this room.

### 27. Bedroom A

This is the private bedroom of **Kudret Al-Bechi (Hashashin Master)**. He is blonde, which is rare in these parts. A simple bed, a wardrobe, a simple wooden table and 2 chairs are the only furniture inside.

### 28. Bedroom B

This bedroom belongs to **Siddik Al-Baghdadi**. He uses this room only for sleeping; therefore, the only furniture in this room is a large and comfortable looking bed. All of his personal belongings are in the **Librarian's Office (Area 33)**.

### 29. Exhibition Hall

In the **Exhibition Hall** there are objects from all over the world in glass displays. Under the displays there are always 2 names: one for the victim and one for the assassin. It looks like great assassinations are honored here by displaying a personal belonging of the victim. Here are some examples:

Victim	Assassin	Object
Yoritomo Minamoto	Abdul Seyyid	An Ornate Wakizashi
Aqsunqur Al-Bursuqi	Kudret Al-Bechi	A Bloodied Book
Sir Hugues de Payens	Al-Tahir Ibn Nasr	A Silver Cross
Khayyam	Sayyidina, Hasan Sabbah	First Draft of The Rubaiyat
Ogedei Khan	Kafender Japeth	A Steppe Bow
Terken Khatun	Bengü Inara	A Silver Mirror
Conrad of Montferrat	Sumayya Al-Misri	A Golden Ring

### 30. Chamber of Wisdom

The Chamber of Wisdom is the grand library of Alamut. This place was built to resemble **The House of Wisdom** in Baghdad. Although the chamber is much smaller in size, the decorations and furnishings give it the unmistakable aesthetic and feeling of the real House of Wisdom.

*As soon as the door opens, the smell of old parchment and leather hits you in the face. The two-story room is filled with books as far as the eye can see. Wooden stairs catch your eye as a way to get to the top floor of the enormous library. You notice that the books that reach up to the ceiling are about history, geography, and mystical arts. Also, at the far side of the library, there is a whole section dedicated only to maps.*

There are 3 **Hashashin Disciples** and their master **Siddik Al-Baghdadi (Hashashin Mystic)** in this chamber. If they hear any creature closing in, they will try to get to high ground, cast *invisibility* on themselves and prepare for an ambush. They will wait for the most opportune moment to strike. As always they will prioritize the casters as primary targets and try to focus on their enemies one at a time. **Siddik** and his apprentices will die to protect the Chamber of Wisdom.

#### DEVELOPMENTS

If a fight occurs in the library, all the remaining Hashashin patrolling **Corridor F (Area 34)** will come and join the fight.

#### SPECIAL RULES

**No Living Flames:** There is a strong abjuration effect in this chamber. Any magic that creates fire (4th level and below) simply won't work in the library. Also, any mundane fire sources like lanterns or torches will be extinguished by a mysterious wind.

**Silence Shall Fall:** At initiative count 20, **Castle Alamut** may cast silence as a second level spell

anywhere inside the chamber as long as this benefits **Siddik** and his apprentices.

#### TREASURE

A successful DC 14 Intelligence (Investigation) reveals that there are hidden compartments for the most sacred books and tomes all around the library. In these compartments there are 5 *spell scrolls* (*detect magic, detect thoughts, locate object, clairvoyance, locate creature*).

Also, **Siddik** has a *wand of fear\** at full charge. He will use the wand without hesitation.

### 31. Infirmary

This is the place where hashashins get mundane medical treatment. In this world one can not rely only on magic or potions for medical needs. However, this place also houses a sinister secret: this place conducts experiments on the young initiates. A physician called **Andreyas** (uses the **Hashashin Devotee** stat block) works here.

*When you enter the infirmary, you see patient's beds separated by curtained partitions. The smells of medicine, soap, and decay hit your nose all at once. There is no doubt that people were being treated in this room, but you can't see any trace of compassion. The weight of pure cruelty engulfs your heart. There are no windows in this chamber. The castle itself seems to know that this is a disgusting place and blocks out the sun accordingly.*

The infirmary has two parts, the front part with the patient beds and the operating room in the back. **Andreyas** is responsible for the infirmary. He is cruel even by the standards of a true hashashin. He is obsessed with the **Choir of Al-Ghaib**. He doesn't allow anyone to go to the operating room where he conducts his twisted experiments to solve the mystery of the elixir. He takes young hashashins that showed some unusual response to the elixir and dissects them in the pursuit of knowledge. The

**Choir of Al-Ghaib** makes ordinary humans stronger and faster but sometimes gives them unusual powers like invisibility. Hasan Sabbah ordered Andreyas to uncover its secrets and ensure this miracle is used in the most effective way possible. He wants an army of **Harbingers**.

A successful DC 13 Intelligence (Religion) check reveals that **Andreyas** is Coptic. He wears a necklace with a religious symbol from Egypt.

The operating room has a cage in the corner. There is a young hashashin called **Hamza** imprisoned in it. He is sedated and unconscious. He can't be awakened except by magical means. A *lesser restoration* spell awakens him.

### DEVELOPMENTS

When adventurers enter the infirmary, **Andreyas** will fight them to the death. If Castle Alamut is under siege, all the hashashins will have rushed to defend the fortress. Therefore, the infirmary is empty except **Andreyas**. If not, there are **6 Hashashin Disciples** with half hit points, ready to die to safeguard secrets.

If Hamza is awakened in any way, he will transform into a **Living Horror** and attack the adventurers.

### TREASURE

There are 3 **Choirs of Al-Ghaib**, 1 *healer's kit*, 1 *superior potion of healing* in the infirmary. **Also** Andreyas has a spell scroll (cure wounds) on him.

## Living Horror

Large Monstrosity, chaotic evil

**Armor Class** 15 (Natural Armor)

**Hit Points** 136 (16d10+48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	16 (+3)	3 (-4)	13 (+1)	9 (-1)

**Saving Throws** Wis +3, Cons +5

**Skills** Athletics +8, Perception +2

**Senses** Darkvision 60 ft., Tremorsense 30 ft., Passive Perception 11

**Languages** -

**Challenge** 7 (2900 XP)

**Proficiency Bonus** +3

**Failed Experiment:** When the Living Horror dies, it returns to its original form.

**Eerie Addiction:** The Living Horror always craves the Choir of Al-Ghaib. It can sense the elixir's presence and does everything in its power to get it.

### Actions

**Multiattack.** The Living Horror makes one Slam and one Bite attack.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 17 (2d10+6) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, Reach 5 ft., one target. Hit: 17 (2d10+6) piercing damage plus 7 (2d6) poison damage.

### Reactions

**Poison Splash.** When a creature hits the Living Horror with a melee weapon attack, the Living Horror can use its reaction to spew poison around it. Every creature within 5 ft. of the Living Horror must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage.



### 32. Fools Furnace

There is no tolerance for the weak or clumsy in Alamut. This small room is designed as a harsh lesson for the ones who are flawed.

*A cloying, sickly aroma assaults your senses, setting your stomach roiling with queasiness. The walls and floor of the cramped and obscure chamber gleam with a damp, viscous sheen. Suspended in mid-air, without any apparent tether, an extinguished oil lamp hangs in the center of the space, its stillness all the more unnerving.*

A successful DC 14 Intelligence (Nature) check reveals that the thick and sticky liquid covering the walls is highly flammable. This is similar to the famous “Greek Fire”; it catches fire quickly and burns extremely hot. Also, it is near impossible to extinguish.

**Lightless Room:** In this room all mundane light sources simply go out. If a creature tries to create light with magic, spells that are level 3 or below will be dispelled immediately. However, the special oil lamp levitating in the middle of the room will work.

**Crossword Puzzle:** The walls of the room are covered with a single giant crossword puzzle. However, thick liquid covers all the letters and makes them impossible to decipher. The letters are written only with a small change of shade, so they are hard to see in dim light. Also darkvision won't work because a creature with darkvision can not discern colors. If a creature swipes the liquid and reads the letters, a successful DC 12 Intelligence check will reveal the words: “Sani Baht.” This means “second chance” in Arabic. If a creature tries to swipe the liquid while holding on to a live fire source, such as an oil lamp, it must succeed on a DC 8 Dexterity (Sleight of Hand) check. If the creature fails, the flammable liquid ignites.

**Strong Door:** The door of the room is currently open and entirely made of metal. There is no lock on this door, so picking is not an option. A successful DC 30 Strength (Athletic) check will be just enough to force open this behemoth. Alternatively, if you speak the command words “Sani Baht,” the door will open.

#### DEVELOPMENTS

If a living creature enters the room, the door will shut and lock the creature inside. The oil lamp levitating in the middle of the room starts to descend slowly. If the creature doesn't grab the lamp in 2 turns, the viscous liquid will catch fire.

If a creature inside the room tries to strike the metal door with a metal weapon, sparks will fly and the flammable liquid ignites.

If the liquid catches fire in any way, all creatures inside the room will take 16d6 fire damage. After the ignition, the door of the room will open by itself.

#### TREASURE

If a creature speaks the command words of the strong door, Castle Alamut decides that an apprentice has proved themselves worthy of a second chance. Castle Alamut will use its displacement powers to reward this apprentice. This creature will find a potion of healing in the next room it enters.

### 33. Librarian Office

This room is the private study of the librarian. All of **Siddik's** personal belongings are in this room. There are many books of lore in here.

#### TREASURE

There is a pouch containing 20 perfectly cut gemstones (worth 60gp each) and a small potion vial on the table. This special potion is called *odaq*, and it is a gift from **Sefir** to **Siddik**. After the Grand Alchemist's demise, the knowledge needed to create *odaq* is lost.

##### Odaq

*Potion, Very Rare*

*You regain 1d4+1 levels worth of spell slots combined when you drink this potion.*

*For example, if your dice result is 5, you can recover a fifth level spell slot or choose to recover a 2th and a 3rd level spell slot.*

### 34. Corridor E

This corridor is between the **Staircase G (Area 17)** and the **Dining Hall (Area 20)**. There are **2 Hashashin Disciples** patrolling here.

### 35. Entrance Hall

This hall is the entrance of Castle Alamut and leads directly to the **Main Courtyard (Area 64)**.

*When you enter the hall, you don't feel like you're walking through the entrance of a big castle, but rather you're walking into the open mouth of a monster. Everything is very clean and well decorated, but there is an evil hanging in the air itself. You think you can feel the very breath of the fortress. The cold stone under your feet, pulsating like a heartbeat, unnerves you. You feel like nobody in their right mind would want to step through this door. A terrifying suit of armor, standing motionless, catches your attention.*

**Idle Guardian:** There is a **Helmed Horror**® guarding the entrance. This one only engages with intruders coming through the main door. It will not attack the adventurers even if they touch it. It will only fight to defend itself but if a member of the Hashashin order gives it a verbal command (no actions required), it will obey.

# Main Tower

البرج الرئيسي



# Observatory Tower

برج المرصد



### 36. Corridor F

This corridor goes three ways. It connects the **Chamber of Serenity (Area 39)**, **Workshop (Area 38)**, and the second floor of **Chamber of Wisdom (Area 30)**.

### 37. Staircase H

These spiral stairs go all the way up to the **Observatory (Area 50)**. Staircase H contains 248 steps.

### 38. Workshop

Assassins have always used traps, but this room is much more than an ordinary workshop. The castle's defenses, the traps used by assassins on missions, complex lock mechanisms, arcane machines and all kinds of tools are all made here.

*The sulfur smell burns your throat. When you enter through the door, you are greeted by a large room filled with tables, spare parts, chests, and repair tools. Plans drawn on parchment, unfinished prototypes, strange-looking weapons, and bottles with mysterious contents meet you. In the middle of the room stands a huge castle model. Undoubtedly, this castle is Alamut.*

There is a man called **Qin Jiushao** (you can use the **Librarian of Baghdad** statblock) in this room. He is a legendary engineer and architect from China. He is a captive in Alamut. He is a kind man and hates the Hashashin order. When he was given a chance between death and imprisonment by **Bengü** five years ago, he chose the latter. He has an arcane collar around his neck that will kill him if he leaves the room. He wants to help the adventurers, but he has never seen any interior part of the castle outside of this room and he is no fighter. Because of this collar there is no need for a guard here. He warns the party in Turkish about **Sir Alistair** and mirrors. "Through mirrors the master watches, through walls the cursed will come. You must be vigilant, always!"

**Collar of Despair:** This is no ordinary magic item. A successful DC 13 Intelligence (Arcana) check reveals that any attempt to free him by magical or mundane means will result in **Qin Jiushao's** death. This a clever design: even a dispelling attempt will result in catastrophe. Only the death of **Hasan Sabbah** will set the engineer free.

**Model of Alamut:** This model was made by Qin Jiushao. The model seems to have been made with complete realism down to the smallest detail, and it appears that it took a lot of time to build. Unfortunately, the engineer only had the opportunity to see the castle from the outside. The adventurers can get an idea of the locations of the towers and the exterior of the castle by looking at it from the outside.

If the adventurers try to help **Qin Jiushao** in any way, he offers them unconditional help. He informs them

about the traps he was forced to make. Adventurers will have advantage on any WIS (Perception) checks when trying to spot **Wrong Step**, **Impaler**, **Acid Fall**, **Beheader**, and **Poison Needle** traps.

### DEVELOPMENTS

If adventurers want to take a short rest in this room, they are safe from danger. There are no mirrors in this chamber, and no one will come to check the engineer without reason.

If adventurers try to remove the **Collar of Despair** in any way, **Qin Jiushao's** head will be engulfed by green flames and he will die. Castle Alamut may perceive this as an attack on something his master holds dear and summon **Sir Alistair**. The GM is the final arbiter on this subject.

### TREASURE

**Qin Jiushao** can silver adventurer's weapons for free. It takes 10 minutes per weapon. He is not sure if this works on **Sir Alistair** or **Hasan Sabbah**, but it does not hurt to try.

### 39. Chamber of Serenity

Contrary to its initial appearance, this room was not built for interrogating prisoners, as its location in the castle clearly shows. The actual purpose of the room is to teach apprentices how to resist interrogation methods.

*As the door creaks open, a ghastly scene comes into view. The chamber brims with instruments of torment, each one a testament to the agony that has been wrought within these walls. Despite the countless horrors that have unfolded here, not a single crimson drop stains the immaculate floor. An eerie sense of familiarity grips you, transporting you back to the very beginning of your journey, to the orphanage nestled in the bustling streets of Samarkand. The very same blackboards that once tallied the scores of innocent children now stand alongside the grisly devices, a grim juxtaposition of innocence and cruelty. Yet, it is the lion statue that stands sentinel at the far end of the chamber, its maw agape and adorned with arcane glyphs, that draws your eye and holds it fast.*

A DC 11 INT (History) check reveals that torture devices in this room are from many different cultures. These devices have been selected specifically from those that will cause great pain, but will not leave permanent wounds.

**Failed Apprentice:** There is a body of a young man, attached to one of the devices, with many small cuts and bruises on his body. If anyone wants to investigate the body, a DC 14 WIS (Medicine) check reveals that he was not killed by the device. He was killed with a poisoned needle.

**Lion Statue:** Abjuration magic emanates from the lion statue standing against the wall. A DC 13 INT

(Investigation) check reveals that the statue is hollow. There are symbols in thieves' cant indicating that valuable items are hidden inside. It is enchanted to protect the contents inside the statue. It is impervious to any non-magical attacks, but it will shatter upon the slightest damage from a magical source. Any creature within 40 feet of the statue must make a DC 18 Dexterity saving throw. A target takes 10d10 piercing damage on a failed save, or half as much damage on a successful one.

### DEVELOPMENTS

**Test of Focus:** Those who enter the Chamber of Serenity begin to hear painful screams in their heads a minute later. They soon realize that these screams belong to people they know and love. The screams grow louder and louder. Every creature in The Chamber of Serenity must make a DC 18 Charisma saving throw. On a failed save, the creature takes 3d6 psychic damage and has disadvantage on all charisma checks for 24 hours while still in this room. On a successful save the creature is immune to this effect for 24 hours. If the creature leaves the room, the sound and its effects will stop.

**Test of Deception:** If a creature touches the lion statue or stares at the lion's eyes for a long time, the statue speaks

in a booming voice and asks, "What is your greatest fear?" If the creature tells the truth, the statue's eyes glow with an eerie light, and the creature takes 2d10 necrotic damage. If the creature wants to lie, they must succeed on a DC 25 Charisma (Deception) check. Otherwise, they inadvertently tell the truth and take the same damage. If the creature successfully lies, the magical object inside the statue is expelled outward.

### TREASURE

The wealth in this room is hidden. There is a secret stash under one of the devices, carefully hidden behind a floor tile. A DC 15 Intelligence (Investigation) check reveals this stash. It contains 2 diamond rings (300 gp each).

Inside the Lion Statue, there is a magical weapon called **Shifter Weapon**. It is the twin sister of **Kafender's** weapon. Shifter Weapon has been waiting for a long time for a worthy apprentice to claim it.

### 40. Antechamber

Envoys and messengers usually wait in this room. There are 7 decorated chairs and small coffee tables in the room.

**Idle Guardian:** There is a **Helmed Horror** guarding the entrance of the **Hall of Mohabbat (Area 42)**. This one only engages with intruders trying to enter the **Hall of Mohabbat (Area 42)** without the permission of **Sayyidina**. It will not attack the adventurers even if they touch it. It will only fight to defend itself, but if a member of hashashin order gives it a verbal command, it will obey.

### 41. Broom Closet

It looks like a simple broom closet, but there is one sinister purpose for this room. If any creature opens the door of the closet, a gaseous variant of **mercy** (poison) fills all of the **Antechamber (Area 40)**. It works exactly like the liquid version, except this time mercy is airborne. (Look **Kitchen (Area 19)** section for more information.)

### 42. Hall of Mohabbat

Religious and intellectual gatherings take place in the Hall of Mohabbat.





*The spacious room is designed to accommodate a large number of people standing at the same time. Beautiful carpets cover the entire floor. Apart from the cushions placed along the edges of the room, there is no other furniture. There are many windows overlooking the outside, which makes the air inside quite clean. A round carpet lies in the center of the chamber, and other carpets have been arranged in circles around it to create a strange stage-like appearance.*

### 43. Corridor G

This corridor connects **Antechamber (Area 40)** to **Main Tower Stairs Hall (Area 49)**.

### 44. Room of Remembrance

This octagonal room is one of the many rooms that masters use to train their apprentices. An assassin must memorize the entire plan from the moment they receive the task until the final strike of the dagger. There is no luxury of taking notes or leaving traces behind. Apprentices work in this room to improve their memory. There are traps under the floor tiles. Those who fail to remember pay a heavy price.

*As you step into the chamber, your gaze falls upon the scattered tables and cabinets, spaced wide apart. Some of these fixtures are sized perfectly for a child to occupy. Laid out on the tabletops are various board games reminiscent of chess and checkers. Your eye is drawn to a set of playing cards adorned with a myriad of intriguing images. In the corner of the room, a grandiose mirror is affixed to the wall, its imposing presence demanding attention.*

A DC 12 Intelligence (History) check reveals that all the games in the room are somehow about memory or intelligence. They are brought here from all around the world and belong to different cultures.

**Spike Traps:** The floor of the room is filled with traps placed in a seemingly random pattern. Any creature that steps on a trap must succeed on a DC 15 Dexterity saving throw, or take 4d6 piercing damage. The traps are masterfully hidden. A creature with 20 Passive Perception can notice the traps just before stepping on them. But a careful investigation on the floor tiles reveals traps just with a DC 15 Intelligence (Investigation) check. Remember that this kind of investigation takes lots of time.

**Secret Room:** There is a secret room right across from the entrance. A creature can spot the hidden door behind a coffer with a successful DC 16 Wisdom (Perception) check. On top of the coffer in front of this room, there is a chessboard that seems to be in the middle of a game. If a creature examining the board succeeds on a DC 17 Intelligence check, they will realize that white can checkmate black in three moves. If they play the correct moves, the cabinet will slide to the side, revealing the hidden room behind it. Alternatively a creature can attempt to open the secret

door with brute force. A DC 20 Strength (Athletics) check will suffice.

*As you uncover this hidden alcove, a remarkable sight befalls your eyes. It is a scaled-down copy of the adjoining chamber, every furnishing in its precise place, and every trap marked with a vivid crimson X scrawled in chalk. Etched in Arabic on the wall opposite the entrance, a foreboding phrase sends shivers down your spine. "One glance is enough for the sharp-minded to learn. Wisdom the dull-minded through pain shall earn."*

### DEVELOPMENTS

If the Castle is under siege, the room is empty. If not, there is an eight year old child named **Mustafa (Hashashin Trainee)**. He is quite afraid because he is not sure about the locations of the traps. With a successful DC 12 Charisma (Persuasion) check, adventurers can calm the child. In that case, Mustafa explains to them the purpose of the room and mentions the hidden chamber. If adventurers take him out of the room safely he gives them a *potion of healing* which he stole from one of the masters. Unfortunately, he is new to the castle and can not provide any useful intelligence.

### TREASURE

Inside the hidden room, there is a chest containing the robes of a teacher, a sarik, a whip, a golden ring decorated with jasper stones (75 gp), white and red chalk, a *spell scroll (command)*, and Hodja's Cane.

### 45. Main Tower Stairs Hall

This hall is between **Khatuns' Chamber (Area 48)**, **Glass and Mirror Workshop (Area 46)**, **Corridor H (Area 43)**, and **Hall of Mohabbat (Area 42)**.

### DEVELOPMENTS

If a creature other than **Harbingers** or **Hasan Sabbah** enters the Main Tower Stairs Hall, **Castle Alamut** will recognize this act as a threat to its master. **Sir Alistair** will be summoned here immediately.

### 46. Glass and Mirror Workshop

This room is the place where glass objects used every day in Alamut are produced. However, it has a secret purpose as well: to produce the special alloy mirrors that function as the eyes of **Hasan Sabbah** inside and outside of the castle.

*The room in front of your eyes is diamond-shaped and creates a sense of peculiarity at first sight. There are small metal barrels inside the room that undoubtedly contain dangerous substances. The workshop is filled with metal plates, mirrors of all sizes, and glass. Some mirrors are hanging from the ceiling on ropes and chains, like clothes waiting to dry. When you step inside, you see hundreds of reflections of yourself from mirrors of all sizes. There is no corner to escape from your own reflection.*

There are 2 **Hashashin Disciples** in this room, hiding. They will try to surprise and ambush anyone who enters the room.

**Impossible Alloy:** A Successful DC 10 Intelligence (Arcana) check reveals that the mercury and silver used for mirror crafting in this room is tainted somehow. There is a trace of **Al-Ghaib**.

**Eyes of the Master:** A Successful DC 12 Intelligence (Arcana) check reveals that this taint grants the Master of Castle Alamut some mysterious powers. All the mirrors produced here can be used by **Hassan Sabbah**. He can see and hear through them as long as they are in the same plane of existence as him.

**Ritual of Blinding:** A powerful spellcaster can sever **Seyiddina's** connection to all the mirrors. This is a great blow to **Hasan Sabbah** but comes with a grim cost. This spellcaster needs to spend a 3rd level spell slot, and the ritual takes 10 minutes to cast. The worst part is the caster must **blind one of their eyes** willingly and permanently as a sacrifice at the crescendo of the Ritual. After all of that, the caster must succeed on a DC 11 Intelligence check to perform the ritual correctly and a DC 11 Constitution saving throw to maintain concentration until the end (If the creature attempting the ritual has the **Ritual of Blinding** scroll from **Act IV: House of Wisdom**, there is no need for any rolls. The ritual is a guaranteed success).

#### DEVELOPMENTS

If **Kafender** is alive, they will join the fight in this room and try to kill adventurers. **Kafender** knows that this room will give them the advantage they need. Kafender can come from outside of this room or start the fight in the room with other hashashins. It is up to the GM to decide.

#### SPECIAL RULES

**Endless Reflections:** The Mirror Workshop functions like a lair; therefore, it gives **Lair Actions** to hashashins. On initiative count 20, this room grants the effects of a **Mirror Image** spell to one hashashin it chooses (prioritizing **Kafender**). However, it is not a spell, so **counterspell** simply does not work. This effect can only be active on one creature at a time.

## 47. Breathless Corridor

This room, built in the shape of a corridor, is designed to teach assassins the silent and swift swimming skills that can be useful on many missions. The time they spend in this room will give them the ability to hold their breath for a long time, which is necessary for them to remain hidden even on land.

*As you venture forth into the corridor, a peculiar sight befalls your eyes. The room that lies ahead bears an uncanny aura. A flight of stairs, mere paces away from the threshold, descends into a pool that stretches across the lengthy and slender passageway. Though the gloom obscures your vision, you sense the fathomless depths of the liquid. The walls and floor are fashioned from sleek stones and reinforced with superb insulation to deter any leaks. A musty scent wafts from the stagnant waters, assaulting your nostrils with its staleness.*

A DC 15 Wisdom (Perception) check reveals that the high ceiling is made of a type of stone that has been polished to reflect the entire corridor. If the adventurers enter the water and inspect the pool from inside, a DC 17 Intelligence (Investigation) check will reveal that there are many small holes on the bottom of the pool. If the Intelligence (Investigation) check is successful with a result of 20 or higher, they will also notice nail marks left on the walls of the pool by people who struggled and drowned.

#### DEVELOPMENTS

Since the ceiling is not a complete mirror, if adventurers do not illuminate the corridor in any way, Hasan Sabbah cannot see them through this reflection. In this case, they can smoothly swim to the other side by entering the water.

If light falls on the reflective ceiling, **Hasan Sabbah** notices their presence, and when anyone tries to cross the water, the doors at both ends of the corridor close and lock. The water level begins to rise rapidly, and within 2 turns, the room is completely submerged in water. The doors at the each end of the corridor feature complex locks requiring thieves' tools and a successful DC 20 Dexterity check to pick. The doors are sealed with Alamut's uncanny magic to withstand enormous amounts of water pressure, so they cannot be forced open by force. However, they are not invincible and can be destroyed. When one of the doors is opened, the water quickly flows out no matter how it is opened. Any creature inside the Breathless Corridor or within 10 feet of the opened door must attempt a DC 15 Strength saving throw to hold on to something. On a failed save, the character is knocked prone and washed down to **Khatuns' Chamber (Area 48)**, taking 4d6 bludgeoning damage.

If *Kafender* is alive and following the adventurers, they can activate this trap from outside the room using a command word, without the need for *Hasan Sabbah* to see the trespassers.

#### 48. Khatuns' Chamber

This room is extremely well decorated. There are 3 comfortable looking beds and 3 dressers with lots of golden jewelry (worth 340 gp in total). Also, there are many expensive clothes in this chamber. The clothes are clearly custom made for 3 women.

This bedroom belongs to **Mahvigan**, **Asude** and **Verahib**. They are trusted bodyguards of **Hasan Sabbah**.

#### 49. Main Tower Staircase

This large and round staircase connects **Main Tower Stair Hall (Area 45)** to Main Tower's floors.

#### 50. Observatory

This place is not just an observatory. Its great telescope can be used by anyone to survey a vast amount of ground around Castle Alamut.

*As you ascend the steep, winding staircase of the tower, a refreshing gust of fresh air fills your lungs, invigorating you for the ascent. Upon reaching the top, you find yourself in a celestial sanctuary, seemingly transported to another realm. The domed ceiling of the observatory hangs half-open, allowing the starry sky to seep in. Dominating the space is a colossal telescope, its metallic frame stretching from the center of the room to the aperture above, a wondrous artifact to behold. A metal chair is positioned beside the instrument, an invitation to gaze at the cosmos. Parchments detailing intricate star systems are scattered throughout the room, and a table heaves with measuring implements, beckoning you to explore the depths of the universe.*

A successful DC 13 Intelligence check reveals that some parchments in this room show a different sky than ours. If a creature is proficient with Navigator's Tools, it can roll this check with advantage. The locations of the constellations are all wrong—not from a different time but from a different world.

A successful DC 10 Intelligence (Investigation) check reveals that the domed ceiling of the observatory can rotate easily, but there is no lever or crank in the room.

**The Arcane Telescope:** This 30 feet long great telescope is clearly magical. It resonates with Transmutation and Divination energy. If a creature sits on the chair at the back of the telescope, they can move the telescope in any direction they want just by thinking, and they can rotate the dome-shaped ceiling as they please. This magnificent device enhances the perception of its user greatly. This device can be positioned to see long distances in some magical way

but calculations alone take days. Fortunately there are some fixed positions and settings a user can view, if their Passive Perception is high enough. Arcane Telescope provides a bird's eye view of the location from afar.

Passive Perception Requirement	Arcane Sight Locations
10	5 Miles Around Castle Alamut
13	Isfahan
14	Baghdad
15	Merv
16	Samarkand
18	Constantinople
19	Karakorum
21	Beijing

#### TREASURE

There is a notebook alongside parchments. It is a journal from a scholar and noble named Prince Ali. Ali talks about his travels in his diary which he wrote in Persian. Adventurers may learn that Ali went to the city of Shiraz to buy a magical lens. There is a large blood stain on the page where he wrote that he was going to meet the merchant from whom he would buy the lenses.

#### 51. Bengü's Room

This room belongs to one of the infamous Harbingers, Bengü İlnara.

*The bedroom is dimly lit by a few flickering candles set in wall sconces. The air is musty and filled with the smell of old leather and metal. Against the walls are various weapons and armor stands, displaying swords, axes, maces, and shields of various sizes and styles. A suit of armor stands in the corner, the polished steel gleaming in the dim light. The bed is large and ornate, with carved wooden posts and a thick feather mattress piled high with furs and blankets. A sturdy wooden chest sits at the foot of the bed, filled with spare linens and clothing. On the nightstand beside the bed are a few small items - a candlestick, a wooden cup, and a leather-bound book. Despite the cluttered appearance of the room, everything is organized with care and precision. Each weapon and piece of armor is meticulously maintained, cleaned and oiled to prevent rust and wear. The room exudes a sense of purpose and practicality.*

## TREASURE

There are lots of mundane but well crafted weapons here. Also, there is a cheap looking brooch with flower carvings.

### 52. Sefir's Room

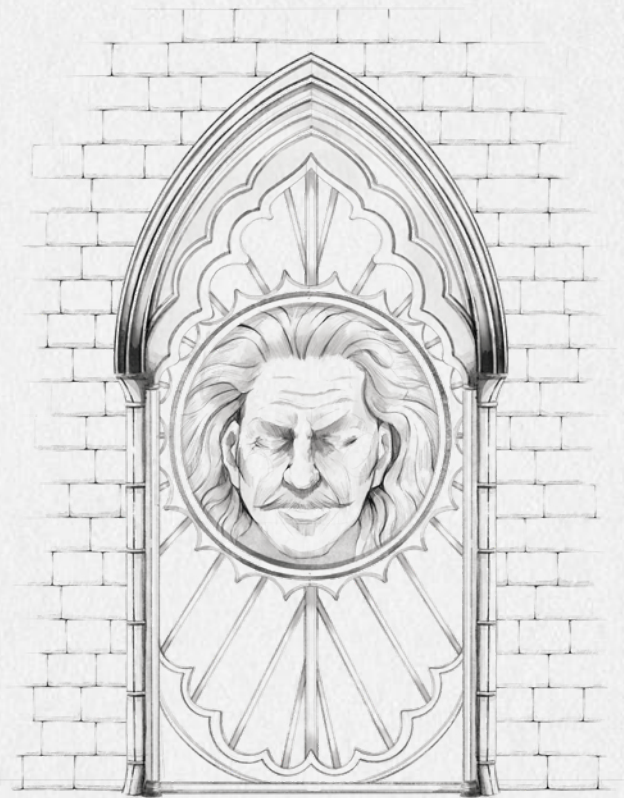
This room belongs to the Grand Alchemist of Alamut, Sefir. A door to that room is a **Moth Gate**.

*The bedroom is filled with the scent of strange herbs and exotic oils, giving the air a sweet and musky quality. The room is sparsely furnished, with only a simple bed and a few basic furnishings, all made from rough-hewn wood. The walls are lined with bookcases, filled with ancient tomes and grimoires on alchemy, astrology, and other esoteric subjects. On a nearby table, there are various glass vials and jars filled with brightly colored powders and liquids, as well as an array of small, delicate tools for measuring and mixing. There are also several strange contraptions scattered throughout the room - a large bronze sphere filled with glowing coals, a series of intricate pipes and tubes that seem to serve no purpose, and a small, intricate brass device that constantly emits a low hum. The room exudes a sense of mystery and wonder, suggesting the profound depths of knowledge and wisdom that a master alchemist is said to possess. It seems like this room was searched recently to the smallest bit with great care.*

**Moth Gate:** This kind of gate is very special. The Moth Gate is constructed from an otherworldly material. It is immune to all magic and indestructible by nature. It fits perfectly to the door frame and leaves no gap. A successful DC 20 Intelligence (Arcana) check or *detect magic* spell reveals the information above. All of the moth gates were handcrafted by Sefir, grand alchemist of Alamut himself. If even a flicker of the **Lantern of Sefir's** light touches the gate, the gate opens. If a creature wants to open the gate without the **Lantern of Sefir**, it must speak the command words: "Dur-u Fer". It means "the distant light" in Persian.

### 53. Kafender's Room

This room belongs to the Skinwalker of Khorasan, Kafender Japeth. The door to this room is a special one called the **Visage Gate**.



*The bedroom is a study in contrast, with lavish and expensive furnishings mixed with objects that would fit a poor man's home. A large four-poster bed dominates the room, with satin sheets and plush pillows arranged in perfect symmetry. A richly embroidered tapestry hangs on one wall, depicting a heroic knight in shining armor, while on another wall hangs a more discreet and nondescript map of the Silk Road. The room is littered with various items of questionable origin - a silver goblet that may or may not have been stolen from a noble's dinner table, a velvet cloak that may or may not have belonged to a wealthy merchant, and a pile of coins and trinkets that are certainly of dubious provenance. A small writing desk is tucked into a corner of the room, with various quills, inks, and papers scattered haphazardly across its surface. A large chest at the foot of the bed holds a variety of costumes and disguises, ranging from simple peasant garb to the fine silks and furs of the wealthy.*

**Visage Gate:** When a creature stands in front of this gate, a face appears on the door. This face belongs to a random person who died at the hands of Kafender. The door has no keyholes and is impossible to open by brute force. If the creature facing the door can change their appearance to perfectly match the face, the door opens.

## TREASURE

Among all other disguises there is a broken silver mirror and a tarot card representing death.

### 54. Sir Alistair's Room

This room belongs to the First Harbinger, Sir Alistair of Granada. The door to this room is a special one called **Blood Gate**.



The bedroom is a simple yet elegant space, reflecting the understated dignity and quiet strength of a seasoned warrior. A sturdy wooden bed with a simple linen canopy dominates the room, flanked by a pair of worn but well-maintained oak nightstands. The walls are hung with various trophies and mementos of past battles and adventures - a pair of crossed swords, a battered shield bearing the emblem of a long-forgotten lord, and a tapestry depicting a heroic battle against a fearsome dragon.

A small writing desk sits against one wall, with a few papers and quills scattered across its surface. An open book with a frayed leather cover lies on the desk, a history of the knights of old with dog-eared pages and marginalia in a spidery hand. Despite the signs of age and wear, the room exudes a sense of quiet strength and nobility, reflecting the unwavering sense of duty and honor that has guided the old knight through a long and eventful life.

## 55. Elixir Distillery

The Distillery is one of the most important chambers in the whole castle. This place is the source of Hashashin menace. The **Choir of Al-Ghaib** is produced here in great quantities. Therefore, there is a great deal of protection in this place, both magical and physical.

Before you is a door like no other. Fashioned from a stone-like material, or perhaps enchanted with some mystic art, the portal seems to repel light from any direction. Strangely, the door casts a shadow of its own, impervious to any attempt to banish it. An ornate design of a moth, expertly carved, adorns the surface of the door. Its wings are frozen in perpetual motion.

**Moth Gate:** This kind of gate is utterly unique. The Moth Gate is constructed from an otherworldly material. It is immune to all magic and indestructible by nature. It fits perfectly to the door frame and leaves no gap. A successful DC 20 Intelligence (Arcana) check or detect magic spell reveals the information above. All of the moth gates were handcrafted by Sefir, grand alchemist of Alamut himself. If even a flicker of the **Lantern of Sefir's** light touches the gate, the gate opens. If a creature wants to open the gate without the **Lantern of Sefir**, it must speak the command words: "Dur-u Ferç." It means "the distant light" in Persian.

Across the corridor lies the distillery. There are two **Helmed Horrors**® guarding the room. They attack any creature entering the room unless they are part of Hashashin order. Also, there is an alchemist called **Al-Tughrai** (he uses the **Arcane Researcher** stat block) in this room. He is trying to recreate the recipe for **Choir of Al-Ghaib** from mothmother's remains. He has not been successful so far.



**Al-Tughrai** is a madman. He used to be one of the apprentices of **Sefir**. After the grand alchemist's betrayal, he was promoted to the position of elixir maker. He is no doubt a capable alchemist but not the genius **Sefir** was. Without the missing elements of the recipe, he will never be successful in his pursuit. He is pure evil and has no regard for human life. He doesn't attack the adventurers and tries to deceive them about his nature. He acts as a captive scientist. A successful DC 13 Wisdom (Insight) check reveals that he is lying and is a devout follower of the Hashashin order.

**Thieves' Dream:** There is a short and narrow corridor behind the moth gate. If a living creature or a group of living creatures enters the corridor, a kind of divination magic in this corridor inspects them. If even one of them carries a Choir of Al-Ghaib or is affected by it, nothing happens. If not, a hidden magical rune on the ceiling triggers and casts a sleep spell (4th level) affecting all of the corridor.

**Magic Circle:** There is an overly complex magic circle in the room. A successful DC 19 Intelligence (Arcana) check reveals that this circle has two different purposes. This circle has summoning and protection uses.

**Veil of Illusion:** At the far end of the room, just opposite the alchemy tables, there is a strong illusion. This magical veil looks like an ordinary wall. A successful DC 15 Intelligence (Investigation) check reveals the illusion.

**The Grand Weaver:** In the room concealed by illusion, there is a complex machine. This contraption pulses with arcane might. The Grand Weaver is an advanced alchemy tool by function but looks like an enormous weaving machine. A successful DC 13 Intelligence (Arcana) check reveals that this gargantuan machine is where the **Choir of Al-Ghaib** is crafted.

#### DEVELOPMENTS

If the *sleep* spell in the entrance corridor (Thieves' Dream) goes off, two **Helmed Horrors**® guarding the distillery attack the intruders immediately without waiting for them to enter. In this case **Al-Tughrai** would have enough time to use the invisibility spell scroll that he has.

#### TREASURE

There are a lot of alchemical supplies in the distillery. If the adventurers want to replenish their stocks by any means, it is up to the GM to decide the outcome. A *tome of clear thoughts*\* can be found in one of the bookshelves. Also there are 2 greater *potions of healing*\* in the room. If adventurers search **Al-Tughrai** they find a *spell scroll (invisibility)*.

### 56. Nizam Al-Mulk's Room

This room is both the bedroom and prison cell of **Nizam al-Mulk**. Nizam is the oldest living friend of Hasan Sabbah. He is now very old, only alive thanks

to a forced injection of the **Choir of Al-Ghaib**. There are no shackles or chains to hold him here other than old age itself. He is trapped in his own bed.

*The space is small and sparsely furnished, with rough-hewn stone walls and a low, sloping ceiling. A narrow bed has been pushed up against one wall, piled high with soft blankets and pillows. The bed is clearly the centerpiece of the room, as it is the most comfortable and luxurious item present. The man, an old and sickly figure, lies in the bed, propped up by the pile of pillows. The blankets are drawn up around him, keeping him warm and comfortable. In one corner of the room, a small fireplace burns brightly, casting a warm and comforting glow across the space. A kettle hangs from a hook above the flames, and a small table is set nearby with a teapot and a few cups. The room is filled with the sweet, soothing scent of chamomile tea. Along one wall of the room, shelves are set into the stone, displaying an array of books, scrolls, and other written materials. The man is clearly a scholar and a thinker, as the texts cover a wide range of topics from philosophy to history to medicine. A small, narrow window is set high in the wall, offering a breathtaking view of the surrounding countryside. The man's face is lit up by the soft light of the window, and he gazes out at the world beyond the castle walls with a mixture of sadness and longing.*

Nizam knows everything about Hasan Sabbah and his plans. He knows about the first harbingers and **Sefir's** betrayal (See **Sefir's character page for more info**). He knows that his old friend and rival must be stopped by any means at any cost. He was a **Satrap** and now can easily hear the ominous chanting coming from upstairs, **Chamber of Rituals (Area 59)**. He is happy that he saw the adventurers come here, to mend the very fabric of reality in his dying hours. If adventurers ask any questions, he will answer truthfully (See Hasan Sabbah's character page for more info). His body is not strong enough to walk, but he has a steel will. "Don't let him live," he says. "Don't repeat my mistake."

### 57. Hasan Sabbah's Room

This room is where Seyiddina himself sleeps.



The room is located high in a tower at the heart of the castle, accessible only by a narrow, winding staircase that spirals up through the stone walls. The chamber is small and cramped, with rough-hewn stone walls and a low, sloping ceiling. A small wooden table and chair are set in one corner of the room, piled high with books, scrolls, and maps. A single, flickering candle casts a dim glow across the table, illuminating the intricate details of the ancient texts and parchments. In the opposite corner of the room, a small, narrow bed is tucked against the wall. The bed is simple and unadorned, with a thin mattress and a rough woolen blanket. A small chest is set at the foot of the bed, its lid open to reveal a few spare garments and personal belongings. Along the walls of the chamber, shelves are set into the stone, displaying an array of weapons and artifacts. Rusty swords, ancient spears, and antique shields are hung haphazardly on the walls, alongside intricate pieces of jewelry, ancient coins, and mysterious trinkets. A small, narrow window set high in the wall allows a thin sliver of light to enter the room, casting strange shadows across the stone floor. The window offers a breathtaking view of the surrounding countryside, with rolling hills as far as the eye can see.

Overall, the room in Hasan Sabbah's tower is a simple and functional space, designed for study and reflection rather than comfort or luxury. The ancient texts and artifacts that fill the room speak to the occupant's deep knowledge and interest in history and the world beyond the castle walls.

## 58. Garden of Eden

This garden is clearly magical and often used by Seyiddina to influence other people. Hasan Sabbah shows this place to its followers as “a corner of heaven.” This garden looks more and more beautiful as the effect of the **Choir of Al-Ghaib** gets stronger.

A creature under the effect of Choir of Al - Ghaib sees the garden like this:

The garden itself is a riot of color and scent, with a variety of plants and flowers arranged in intricate patterns. A small fountain burbles softly in one corner, surrounded by a mosaic of brightly colored tiles. The scent of lavender and rosemary wafts through the air, mingling with the sweet fragrance of jasmine and honeysuckle. Tall cypress trees line the edges of the balcony, offering a measure of privacy and seclusion. A variety of potted plants and flowers are arranged in decorative urns and vases, adding to the overall sense of opulence and refinement. A small wrought-iron table and chairs are arranged in one corner of the balcony, providing a perfect spot for enjoying a cup of tea or a glass of wine while taking in the beautiful surroundings. Soft cushions and a colorful tablecloth add a touch of comfort and warmth to the seating area. Overall, the garden on the castle's large balcony is a beautiful and inviting space, offering a peaceful oasis of natural beauty and tranquility in the heart of the fortress.

An unaffected creature sees the garden like this:

Despite the garden's beauty, there is a sense of unease that lingers in the air. The plants and flowers seem to writhe and twist in the gentle breeze, as if they are alive and aware. The fountain's burbling seems to take on a sinister tone, and the mosaic tiles surrounding it appear to shift and undulate. The cypress trees that line the edges of the balcony appear to loom menacingly over the space, casting long, ominous shadows across the garden. The potted plants and flowers, once vibrant and colorful, now seem to take on a sickly, withered appearance, as if they are infected with some sort of dark magic. The wrought-iron table and chairs in the corner of the balcony seem to creak and groan under the weight of an invisible presence, and the soft cushions and tablecloth seem to squirm and shift as if something is moving beneath them. Despite the sense of unease that permeates the garden, it remains a beautiful and inviting space, offering a peaceful oasis of natural beauty and tranquility in the heart of the medieval fortress. However, there is a feeling that something sinister is lurking just beneath the surface, waiting to reveal itself.

## 59. Chamber of Rituals

At the highest point of Castle Alamut, the Chamber of Rituals stands. This room has never had any purpose until the most important night. The well at the middle of the room travels through all of the castle like an artery.



*As you climb the last stairs, malevolent ritual hymns cloud your mind. When you enter the ominous room, you see him in front of you: Hasan Sabbah, murderer and teacher, tyrant and savior, the architect of a thousand misfortunes that have befallen you...*

*You see female guardians next to him. They are ready to defend their master, even throw their lives away for the cause. On one side of the tower room, a large window overlooks the main courtyard which is stained with blood, and in front of it stands a strange throne made of stone with metal spikes on its arms.*

*Boiling blood pours out of a well in the middle of the room. As the black, pus-filled, and foul-smelling liquid flows, it seems like Castle Alamut itself bleeds like a dying beast. It is impossible to understand what is happening here, but it is very clear that something is very wrong.*

## SPECIAL RULES

**The Throne of Alamut:** This throne has spikes located where the user puts their arms. The throne was constructed in a way that blood coming from arms would flow in a certain way and make a pool of blood in front of the throne. A creature can use its action to sit on the throne. If this creature isn't Hasan Sabbah, it takes 10d6 + 20 necrotic damage. Because Alamut knows its master and tries to punish imposters.

**Self Sacrifice:** Mahvigan, Asude and Verahib khatuns use the Hashashin Fedayee stat block, but they have a special reaction. As a reaction, triggering when Hasan Sabbah takes damage, one of them can take the damage instead. They must be within 10 feet of Hasan Sabbah to use this feature.

**Boiling Blood:** Boiling blood comes from the well. Blood naturally flows to the throne (5 feet/1 Turn, Initiative count 10). Every round at initiative count 20, **Hasan Sabbah** controls the orientation of the floor; in doing so, he can direct this harmful fluid to his enemies, and, most importantly, he tries to complete the **Ritual of One Thousand and One Nights**. **Sabbah** can choose to spread the boiling blood to one square that is adjacent to existing blood covered tiles, or make it flow faster and approach 5 feet to the throne.

## Ritual of One Thousand and One Nights

*When this ritual is completed, the caster of the ritual becomes immortal thanks to the mysterious powers of Al - Ghaib. Also, this ritual has a special importance to the **Sayyidina**. He will be able to produce the **Choir of Al - Ghaib** again and save his dying followers. The ritual needs a special place (Castle Alamut qualifies), many human sacrifices (**Hasan Sabbah** already took care of that), and the mixing of bloods. All the death and agony throughout the ages are contained in this tainted blood (**Boiling Blood**), and it must be mixed with the blood of the caster.*

*If the **Sayyidina** sits on the Ritual Throne and his blood mixes with the **Boiling Blood**, the ritual is complete. Practically speaking, the adventurers need to stop him before the Boiling Blood reaches the throne, or somehow prevent him from using the throne. There is no stopping him after that point. He will regenerate 40 hit points every turn, and he will be immune to all damage types except radiant.*

## 60. Serpent Path

The road to Alamut is a treacherous one.

*The road that winds upward like a snake will be tiring to walk, and it's designed to make it impossible for large groups to maneuver as they ascend. The full magnificence of Alamut Castle comes into view at the end of the road. The castle seems to gaze upon all approaching dangers with the indifference of an ancient titan. This road, which leaves approaching forces in a difficult position, provides numerous advantages to those defending the castle. Height, visibility, distance, and security advantages belong to the defenders.*

This path is full of traps. Only hashashins use this road regularly, and they all remember the places of the traps perfectly. There are several **Wrong Step** and **Impaler** traps here.

If Castle Alamut is under siege, this path will be full of soldiers. Otherwise, anyone with a successful DC 16 Dexterity (Stealth) check can make it to the **Castle Gates (Area 62)** without detection.

## DEVELOPMENTS

Even if adventurers are spotted on Serpent Path, the guards won't try to stop them. They will just inform **Bengü** and **Sir Alistair**. The harbingers and Hasan Sabbah know about the adventurers at this point. They want to lure them in.

## 61. Drawbridge

This bridge looks like the only way to Castle Alamut.



*Underneath this drawbridge, instead of a shallow ditch, you see a massive, steep cliff. This defense, which is obviously not made by human hands, is the result of the intelligent use of the terrain. The wooden bridge built on top of it can be lifted within minutes to protect the fortress from enemies. The only thing standing between you and the massive fortress seems to be this bridge. Although it looks safe and sturdy, stepping onto the bridge is a scary thought, as the howling winds blow fiercely right next to your ear.*

A successful DC 12 Wisdom (Perception) check reveals that the roller mechanism that controls this bridge is inside the **Castle Gate (Area 62)**.

## 62. Castle Gate

The castle gate is always open when there is no danger nearby. Those carrying provisions, entering and exiting messengers, and hashashins use this route regularly.

**Reinforced Gate of Alamut:** This 15 feet wide and 30 feet high iron reinforced gate protects the entrance (AC: 20, HP: 500, Damage Threshold 20).

**Gate House:** There are two portcullises at each end of the gate house just behind the gate. The second floor of the gate house can be reached from the ramparts. There are 2 separate winches on this floor. A creature can raise or lower the portcullis with a successful DC 20 Strength (Athletics) check using the smaller winch. For every other medium sized creature helping, the DC of this check lowers by 5.

The bigger winch controls the drawbridge and needs a successful DC 30 Strength (Athletics) check to use. For every other medium sized creature helping, the DC of this check lowers by 5.

Both of the winches have sturdy chains wrapped around them. These chains are hard to break (AC: 18, HP: 50, Damage Threshold 10), but if they break, the mechanism will come loose and the drawbridge or portcullis will lower immediately.

**Everwatchful Guardians:** There are two **Helmed Horrors**® guarding on the second floor of the gate house. They only attack to protect themselves or when a creature touches one of the winches.

## 63. Stables

The warriors of Alamut Castle have never been famous for their cavalry. Since the assassins' tasks are generally not suitable for fighting on horseback, the horse is nothing more than a means of transportation for them. However, they develop their riding skills to use them in situations where they need to play a role.

For this reason, a small stable opposite the front door of the castle, on the east side of the main courtyard is more than sufficient. This place is suitable for feeding about fifteen horses, and most of these horses are tied up on any given day.

Among these horses, one in pale white is particularly noteworthy. This horse belongs to **Hasan Sabah**, Grandmaster of Alamut himself, and stands out from the others with its nobility. Her name is **Al - Kawwar** which is the name of a star meaning "faint one" in Arabic. **Al - Kawwar** uses the **War Horse** stat block.



## 64. Forge

There is a small forge in the main courtyard of Alamut. There is a tiewing blacksmith called **Al-Hazin** (He uses the **Knight** stat block, has *eldritch blast*, *mending* cantrips and can cast *heat metal* and *shatter* spells once per day [each]. Spell Attack Bonus: +4, Spell Save DC: 12 and uses Charisma for spellcasting). He is a true follower of Hasan Sabbah and does everything in his power to defend Castle Alamut. He makes the infamous **Daggers of Alamut** for every senior member of the order. He made a pact with a voice from the fire a long time ago. Therefore, he is a **Warlock (Underground Patron)**.

### 64a. The Buried Entrance

When Castle Alamut was built, this secret passage was designed as an escape route connected with a small bridge. The bridge has collapsed, and the carved tunnels offer a very rough and dangerous climb to the castle. It is protected by a hatch and by Al-Hazin.

#### DEVELOPMENTS

If a fight breaks out in the main courtyard area, Al-Hazin will warn people that there are intruders (It is up to the GM how many Hashashins will come). He will not back down or surrender under any circumstance. He will put his life down the line without hesitation.

Timur Malik and his men will rush into the Main Courtyard.

## 65. Main Courtyard

At the front side of Alamut, there is a great courtyard housing a forge and a small stable.

#### DEVELOPMENTS

If Bengü Ilnara lives, Timur Malik will confront her.

*“Traitor!” shouts Timur Malik while winds blow among the shadows of the castle. “You will pay.” The only light is shed by the torches Timur and his men hold. Most of them throw torches around the courtyards to see better.*

*Bengü stands there with a stern face, knowing she is about to fight a formidable warrior. Her Hashashins line up behind her and a silence takes over. Their mastery at the sword and footwork dazzle your eyes, as the heartbroken Timur Malik focuses with all his might and Bengü Ilnara seems like a goddess of serenity and war with a sword in her hand. Only one sentence comes from her mouth: “My loyalty always belonged to Alamut.”*

*Then the fates collide as the silence is broken with shouts, clashing of steels and cries of dead men.*

If **Bengü Ilnara** does not live, **Sir Alistair** may be sent here to finish the job of the intruders:

*The shadows start to breathe. The darkness takes form as the Aegis of Alamut comes to defend his castle. His armor contains elements from western armor as well as those from the east. His elderly face appears sickly, deady, and pale. He stares at the intruders like it is dinner time. He moves quickly. He strikes quickly and most importantly of all: he kills quickly.*

## 66. Small Courtyard

At the back side of Alamut, there is another small courtyard. This place is designed like a garden. It is incredibly beautiful and serene.

*In the small courtyard, many flowers of various colors catch your eye. Within a symphony of fragrances, the plants swaying in the gentle breeze would give peace to everyone if they were in the shade of another structure. But in such a place, they appear to you like flowers blooming on the grave of a terrible giant.*

A successful DC 12 Intelligence (Nature) check reveals that many of the flowers growing here are for potion and poison making. You recognize large quantities of opium poppies planted in the small courtyard.

A successful DC 11 Intelligence (Arcana) check reveals that there is a subtle spell at work in this place. This spell regulates the climate, preventing the temperature from rising too high or dropping too low.

## 67. Ramparts

There are sturdy ramparts surrounding the Castle Alamut and its exterior grounds. These walls are exceptionally tall for a castle of this size. These Ramparts are 5 ft. wide and have tall parapets all over them. There are stone and wooden ladders for climbing up to the ramparts from the main courtyard.

If Castle Alamut is under siege, Sir Alistair will be here, coordinating the defense. It is up to the GM how much of the hashashin forces are here because of the siege, but keep in mind, a considerable amount should be present.

## Conclusions

There are a number of possible endings to Castle Alamut as well as the Herald of Rain storyline:

### Hasan Sabbah wins!

Hasan Sabbah kills the adventurers and finishes the ritual. The Silk Road faces a series of devastating earthquakes. Hasan Sabbah personally starts to hunt down remaining satraps and his other enemies, starting with Sultan Jalal. He strengthens his claims by taking the title “Padishah,” shah of shahs. He will make other lords and emirs of the land bow down and kill the acting Caliph Hayat Jawhar Khatun at Baghdad. He will send ultimatums to the surrounding states,



such as the Mamluks or Sultanate of Rum, demanding that they become his vassals. Kings, patriarchs, and emperors from Beijing, to Constantinople, to the Mongolian steppes will all come to know this new power rising from the Silk Road.

This is the worst possibility.

*The ground shakes and the skies roar with the most powerful rain the world has ever seen since the days of Noah. The day of desolation is upon you. Before your eyes are forever shut, you only see Hasan Sabbah's eyes glow with otherworldly power. Pain and joy are one on his face and his divinity increases by the minute. With each passing moment he is more Sayyidina than he is Hasan Sabbah. Each passing moment, he is coming closer to the skies and while the Silk Road is falling under the flood, only Alamut survives at the top.*

*He won. He is ascending. Alamut is truly where Eden is.*

### Hasan Sabbah dies!

Hasan Sabbah is killed by the adventurers; thus, the ritual remains incomplete. Sultan Jalal strikes the headless snakes and captures the castle with ease. Any remaining negative effects of the otherworldly presence of the moth mother dwindle. The adventurers may receive an invitation by the satraps to become one in order to protect the realm, and Sultan Jalal or other nobles may reward them with titles, lands and holdings.

Castle Alamut's magic ceases to exist, and the Hashashins are scattered. If any of the Harbingers live, they may try to take revenge on the adventurers and work in the shadows.

This is the best ending for Alamut.

*The roar of the skies ends. The vengeful deluge turns into a summer shower. The clouds become white once again and in your soul, you wish to take a long walk in this beautiful rain. Your enemies are on the run, and the Sultan's forces are breaking down the gate. You see each Hashashin fall. There are no war cries from them, no regrets. They still believe they will go to a better place, but this false paradise is finally turning to dust.*

*The bloodbath is over. Hashashins are no more. The Silk Road is safe, at least when it comes to otherworldly threats.*

### The ritual is complete but Hasan Sabbah dies.

This is an unlikely outcome. The ritual will cause an earthquake, but the satraps will cleanse the remaining effects without further damage. If the adventurers are dead, they will be named as legendary figures that killed Hasan Sabbah; if they live they will be considered as living heroes of the realms.

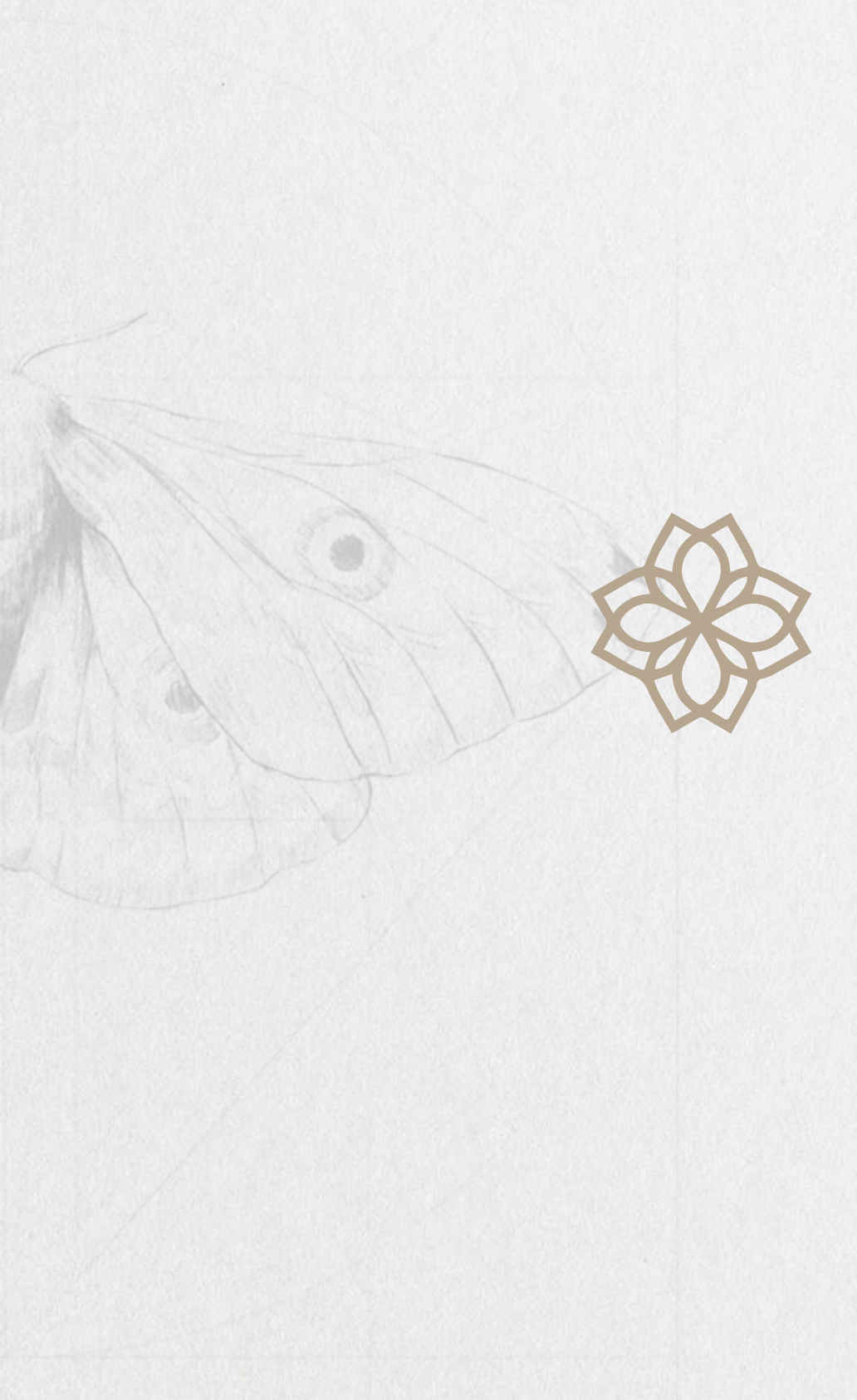
*The Silk Road is safe once more. The threat of Hasan Sabbah has passed, but it was the ending you all feared. He completed the ritual, became almost invulnerable, but you still bested him. The earth shakes each passing moment but the word of the satraps finally calms it down. The world tries to find its peace.*

*With their master dead, the Hashashins lost all their will to fight and surrendered the castle to the Sultan. You are hurt, possibly will never be the same people that started their journey in Samarkand, but you will leave Alamut as the heroes that stopped the Hashashins.*

# Exterior Grounds

أسباب خارجية





# Appendix

## Statblocks from *Historica Arcanum: Empires of the Silk Road*

**F**or detailed information about these creatures, check out the Bestiary of the Black Pen in EotSR.

### Steppe Rider

Medium Humanoid. Any Alignment

**Armor Class** 16 (studded leather armor)

**Hit Points** 65 (10d8+20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	13 (+1)	17 (+3)	11 (+0)

**Saving Throws** Str +4, Dex +6, Wis +2

**Skills** Athletics +4, Perception +4, Stealth +6, Survival +4

**Senses** Passive Perception 14

**Languages** Turkish, Mongolian

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Relentless Pursuit.** When the steppe rider takes dash action, all of its attack in its next turn will have advantage.

#### Actions

**Multiattack.** The steppe rider makes two attacks with its steppe kargi, or its steppe bow.

**Steppe Kargi.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Steppe Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) or 8 (1d8+4) if mounted piercing damage.

### Fortune-teller

Medium humanoid. any alignment

**Armor Class** 10

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	13 (+1)	18 (+4)	16 (+3)

**Saving Throws** Wis +6

**Skills** Insight +6, Perception +6, Deception +6

**Senses** Passive Perception 16

**Languages** any two languages

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Seer.** The fortune-teller makes an WIS (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.

## Steppe Guard

Medium Humanoid. Any Alignment

**Armor Class** 15 (leather armor and shield)

**Hit Points** 22 (3d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	11 (+0)

**Skills** Athletics +2, Perception +2

**Languages** Turkish, Mongolian

**Senses** Passive Perception 12

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

### Actions

**Multiattack.** The guard makes two melee attacks.

**Shamshir.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

## Fravashi Risen

Medium undead, lawful evil

**Armor Class** 13 (Armor of the Condemned)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** fire, poison

**Condition immunities** poisoned

**Senses** darkvision 60 ft., Passive Perception 8

**Languages** none but understands Ancient

Persian, but can't speak

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Bound Creature.** The fravashi risen can't travel further than 300 ft. from its bound space.

**Rekindle.** If fravashi risen is dropped to 0 hit points, its body can't be destroyed, and if it comes in contact with zoroastrian fire, it gains 2d4 + 2 hit points and can stand up by using its reaction. If not, it regains all of its hit points after 1d4 days.

**Undead Fortitude.** If damage reduces the fravashi risen to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the fravashi risen drops to 1 hit point instead.

### Actions

**Slam.** *Melee Weapon Attack:* +4 to hit, one target, reach 5 ft., Hit: 5 (1d6 + 2) damage.

## Steppe Raider

Medium Humanoid. Any Alignment

**Armor Class** 14 (leather armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	13 (+1)	14 (+2)	15 (+2)

**Skills** Athletics +2, Perception +4, Stealth +5, Survival +6

**Senses** Passive Perception +4

**Languages** Turkish, Mongolian

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

### Actions

**Multiattack.** The steppe raider makes two attacks with its steppe kargi, or its steppe bow.

**Steppe Kargi.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

**Steppe Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) or 7 (1d8+3) if mounted piercing damage.

## Hashashin Fedayee

Medium humanoid, lawful evil

**Armor Class** 17 (Studded Leather Armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

**STR** DEX **CON** INT **WIS** **CHA**  
14 (+2) 20 (+5) 14 (+2) 15 (+2) 16 (+3) 18 (+4)

**Saving Throws** Dex +8, Con +5, Wis +6, Cha +7

**Damage Resistances** poison

**Skills** Acrobatics +11, Sleight of Hand +11, Stealth +11, Deception +7, Religion +5

**Languages** Turkish, Arabic and three more

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Cunning Action.** On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The hashashin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

**Choir of Al-Ghaib.** The hashashin's inhuman abilities come from the elixir. The hashashin can cast these spells innately, using Charisma as its spellcasting ability modifier (+6 to hit, DC 14):

**At will:** mending, resistance, chill touch, true strike.

**1/day (each):** bane, inflict wounds, sanctuary, color spray, cause fear

In addition, when a hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like death ward protects it.

### Actions

**Multiattack.** The hashashin makes three Alamut Steel or Alamut Bow attacks.

**Alamut Steel.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

**Alamut Bow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage, plus 5 (2d4) poison damage.

### Bonus Actions

**Rotten Gloves (Recharge 5-6).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 2 (1d4) poison damage. The creature must succeed on a DC 15 Constitution saving throw or be poisoned for 1d6 rounds.

**True Strike (Recharge 4-6).** The hashashin can cast true strike spell as a bonus action.

## Hashashin Devotee

Medium humanoid, lawful evil

**Armor Class** 16 (Studded Leather Armor)

**Hit Points** 58 (9d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	12 (+1)	15 (+2)	16 (+3)

**Saving Throws** Dex +7, Int +4, Wis +5

**Skills** Acrobatics +10, Medicine +10, Survival +5, Perception +5, Religion +4

**Damage Resistances** poison

**Senses** darkvision 60 ft., Passive Perception 15

**Languages** Turkish, Arabic and two more

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Cunning Action.** On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The hashashin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

**Choir of Al-Ghaib.** The hashashin's inhuman abilities come from the elixir. The hashashin can cast these spells innately, using Charisma as its spellcasting ability modifier (+6 to hit, DC 14):

**At will:** *mending, resistance.*

**1/day (each):** *bane, inflict wounds, sanctuary, cure wounds*

In addition, when a Hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like death ward protects it.

### Actions

**Multiattack.** The hashashin makes three Alamut Steel or Alamut Bow attacks.

**Alamut Steel.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage.

**Alamut Bow.** *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage.

### Bonus Actions

**Rotten Gloves (Recharge 6).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 2 (1d4) poison damage. The creature must succeed on a DC 15 Constitution saving throw or be poisoned for 1d6 rounds. It can be used on a willing creature to heal them for an amount equal to 1d4. The creature regains 1d4 hit points for 1d6 rounds if it has at least 1 hit points at the start of their turn.

## Hashashin Disciple

Medium humanoid, lawful evil

**Armor Class** 14 (Studded Leather Armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

**Saving Throws** Dex +4, Wis +3

**Skills** Acrobatics +6, Sleight of Hand +6, Religion +4, Perception +3

**Languages** Turkish, Arabic and one more

**Senses** darkvision 30 ft., Passive Perception 13

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Cunning Action.** On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The hashashin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

**Choir of Al-Ghaib.** The hashashin's inhuman abilities come from the elixir. The hashashin can cast these spells innately using Charisma as its spellcasting ability modifier (+6 to hit, DC 14):

**At will:** *mending*, *resistance*

**1/day (each):** *inflict wounds*, *sanctuary*

In addition, when a hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like *death ward* protects it.

### Actions

**Dagger of Alamut.** Melee Weapon Attack: +5 to hit, one target, reach 5 ft. or range 20/60 ft. Hit: 5 (1d4 + 3) piercing damage, plus 2 (1d4) poison damage.

**Hand Crossbow.** Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage, plus 2 (1d4) poison damage.

**Poisoning Dart.** Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit: 1 piercing damage. The creature must succeed on a DC 13 Constitution saving throw. On a failed save, it is poisoned for 1d4 rounds.

## Kün Guard

Medium Humanoid, Any Non-Chaotic Alignment

**Armor Class** 18 (chain mail, shield)

**Hit Points** 19 (3d8+6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Athletics +4, Perception +3

**Senses** Passive Perception 13

**Languages** Turkish and one other common language

**Challenge** 1 (100 xp)

**Proficiency Bonus** +2

**Guard of the City.** The kün guard has advantage on saving throws against being charmed and frightened while it is within 30 feet of at least one ally.

### Actions

**Multiattack.** The soldier makes two melee attacks.

**Najhak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

## Malkus Shade

Medium fey, neutral evil or chaotic evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	9 (-1)	14 (+2)	18 (+4)

**Saving Throws** Cha +6

**Damage Resistances** bludgeoning, piercing and slashing damage from non magical attacks

**Condition Immunities** prone

**Senses** darkvision 60 ft., Passive Perception 12

**Languages** Ancient Persian

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

### Actions

**Draining Soul.** *Melee or Ranged Weapon Attack:* +6 to hit, or range 60 ft. Hit: 13 (2d8 + 4) psychic damage. The target must succeed on a DC 14 Charisma saving throw or its hit point maximum is reduced by 2 (1d4). This effect can be rid by a greater restoration spell or finishing a long rest.

## Ghulam Guard

Medium humanoid, any alignment

**Armor Class** 18 (Chain Mail + Shield)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

**Saving Throws** Str +7, Dex +5, Con +5

**Skills** Athletics +7, Insight +5, Perception +5

**Senses** Passive Perception 15

**Languages** Turkish and Arabic

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Ghulam Training.** The ghulam can't be surprised while it is conscious and even if its enemies take a disengage action while they leave its reach, it can still use its reaction to make an opportunity attack against that creature.

**Ghulam Precision.** The ghulam adds +2 to its attack rolls made with weapons (included in the actions).

### Actions

**Multiattack.** The ghulam makes three weapon attacks. One can be a heavy crossbow attack.

**Yatagan.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 4) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

## Turkan Banu

Medium humanoid (human), neutral good

**Armor Class** 15 (Leather Kaftan)

**Hit Points** 55 (10d8+10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	16 (+3)

**Saving Throws** Dex +5, Int +4, Cha +5

**Skills** Acrobatics +5, Insight +3, Perception +3, Deception +5, Persuasion +5, History +4

**Languages** Turkish, Arabic, Persian, Mongolian

**Senses** Passive Perception 13

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Lightfeet.** Turkan Banu can move in difficult as normal if she does not attack that turn.

**Sneak Attack.** Turkan Banu deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the princess that isn't incapacitated and the princess doesn't have disadvantage on the attack roll.

**Voice of the Princess.** When Turkan Banu casts an enchantment spell or a spell that includes the charm of a creature, she can force the creature to make the saving throw with disadvantage. Once she uses this feature, she can't do so again until she finishes a long rest.

**Spellcasting.** She can cast these spells using Charisma as her spellcasting ability modifier (+5 to hit, spell save DC 13):

**At will:** *vicious mockery, shillelagh, guidance, friends*

**1/day (each):** *command, charm person, heroism, hold person, suggestion*

### Actions

**Multiattack.** She makes two attacks with her hanchar.

**Hanchar.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

## Ghulam Warrior

Medium humanoid, any alignment

**Armor Class** 14 (Studded Leather + Shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

**Saving Throws** Str +5

**Skills** Athletics +5, Persuasion +3

**Languages** Turkish and Arabic.

**Senses** Passive Perception 11

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Ghulam Training.** The ghulam can't be surprised while it is conscious and even if its enemies take the disengage action while they leave its reach, it can still use its reaction to make an opportunity attack against that creature.

### Actions

**Mutiattack.** The ghulam makes two weapon attacks. One can be a heavy crossbow attack.

**Yatagan.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

## Steppe Shaman

Medium Humanoid, Any Alignment

**Armor Class** 15 (Blessing of the Blue Sky)

**Hit Points** 44 (8d8+8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	16 (+3)	15 (+2)

**Saving Throws** Wisdom +5, Charisma +4

**Skills** Insight +5, Persuasion +4, Perception +5, Medicine +5, Religion +3

**Senses** Passive Perception 15

**Languages** Turkish, Mongolian

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Blessings of the Blue Sky.** While the steppe shaman is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the steppe shaman with a melee attack while within 5 feet of it takes 9 (2d8) lightning damage.

**Innate Spellcasting.** The steppe shaman's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**At will:** guidance, light, thaumaturgy

**3/day each:** bless, guiding bolt, healing word, hold person

**1/day each:** augury, scrying

### Actions

**Wrath of the Sky.** *Ranged Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 3) lightning damage.

### Reactions

**Wisdom of the Sky (3/Day).** When the steppe shaman or a creature it can see makes an attack roll, a saving throw, or an ability check, the steppe shaman can cause the roll to be made with advantage or disadvantage.

## Unseen Terror

Large aberration, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 45 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	14 (+2)	4 (-3)	13 (+1)	9 (-1)

**Saving Throws** Str +10

**Senses** Passive Perception 11, truesight 60 ft.

**Languages** -

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Unseen.** The unseen terror can only be seen by truesight or Sight of the Ghaib. Any attempt to detect its location is made with disadvantage.

**Rotting Aura.** At the end of each of its turns the creatures that are within 10 ft. of the unseen terror take 9 (2d8) psychic damage. Any spell cast within the aura damages the caster 1d12 psychic damage for each level of the spell.

### Actions

**Multiattack.** The unseen terror makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 16 (3d10) necrotic damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage.

## Muntakim, the Innocent's Wail

Large aberration, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	10 (+0)	11 (+0)	12 (+1)

**Damage Immunities** Any damage from non magical weapons

**Damage Resistances** Cold, necrotic

**Saving Throws** Strength +8, Charisma +5

**Skills** Athletics +8, Intimidation +9

**Senses** 120 ft darkvision, 60 ft blindsight

**Languages** Any two

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Dreadful Presence.** Any creature that can see a muntakim while within 30 ft of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns.

### Actions

**Multiattack.** The muntakim makes 7 attacks with its flailing hands. Each 30 hit points the muntakim loses reduces its maximum attacks by 1.

**Flailing Hands.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) necrotic damage.

## Ghulam Veteran

Medium humanoid, any alignment

**Armor Class** 20 (Plate Armor + Shield)

**Hit Points** 150 (20d8 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	15 (+2)

**Saving Throws** Str +9, Dex 7, Con +7, Cha +6

**Skills** Athletics +9, Insight +6, Perception +6

**Senses** Passive Perception 16

**Languages** Turkish, Arabic, Persian and one other language

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Ghulam Training.** The ghulam can't be surprised while it is conscious and even if its enemies take disengage action while they leave its reach, it can still use its reaction to make an opportunity attack against that creature.

**Superior Ghulam Precision.** The ghulam adds +3 to its attack rolls and damage rolls made with weapons (included in the actions).

### Actions

**Mutiattack.** The ghulam makes three weapon attacks. One can be a heavy crossbow attack.

**Yatağan.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 17 (2d8 + 8) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. Hit: 11 (1d10 + 6) piercing damage.

## Shaitan al-Ab

Large water elemental, any non-good alignment

**Armor Class** 16 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 30 ft., 60 ft swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	13 (+1)	17 (+3)	11 (+0)

**Saving Throws** Str +8, Con +7, Wis +7

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons, poison

**Damage Immunities** lightning, thunder

**Skills** Athletics + 8, Perception +5

**Senses** darkvision 60 ft., Passive Perception 15

**Languages** Arabic, Turkish and two other

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Amphibious.** The elemental can breathe air and water.

**Waterborne.** Underwater, the elemental heals 10 hit points at the end of each of its turns if it has 1 hit point and unless it is damaged by fire or acid. If the elemental is not killed by fire or acid, it rises up at the start of next round and immediately regains 25 (3d10 + 9) hit points.

### Actions

**Mutiattack.** The elemental makes three Brutal Slam attacks.

**Brutal Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) damage, plus 7 (2d6) lightning damage.

**Lightning Strike (Recharge 5-6).** The elemental claps his hand with a great force and unleashes a powerful lightning charge in a radius of 30 ft. Each creature must succeed on a DC 15 Constitution saving throw or take 36 (8d8) lightning damage. If it is underwater, its damage increases by 3d8.

## Atshan, The Drought One

Medium undead, any non-good alignment

**Armor Class** 14 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Damage Resistances** poison

**Damage Immunities** necrotic

**Languages** any language it knew in life

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Innate spellcasting.** The atshan's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

**At will:** *ray of frost, produce flame*

**1/day each:** *create or destroy water, hellish rebuke*

### Actions

**Draining Strike.** *Melee or Ranged Spell Attack:* +4 to hit, one target, reach 5 ft. or range 30 ft. Hit: 9 (2d8) fire damage. The affected creature has disadvantage on the next Constitution saving throw it makes.

**Dehydration (2 uses, Recharge 6).** Range 30 ft. The target must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion.

## Kitsune

Medium monstrosity (shapechanger), chaotic neutral

**Armor Class** 14 (natural armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	11 (0)	14 (+2)	15 (+2)

**Saving Throws** Cha +4

**Skills** Deception +4, Insight +4

**Senses** darkvision 60 ft., Passive Perception 12

**Languages** Japanese, and one other language

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Trickster.** The kitsune can appear as a human using its action. While in this state, it has advantage on Charisma checks to trick other creatures. It chooses the form it wants to be seen as, and its statistics do not change.

**Ethereal Form.** The kitsune can assume an ethereal form; it looks semi-visible. While in this form, it can pass through walls and objects but takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate spellcasting.** The kitsune is an innate spellcaster, using Charisma as its spellcasting ability (+4 to hit, DC 12) can cast the following spells innately:

**At will:** *minor illusion, vicious mockery, message*

**3/day:** *silent image, disguise self, cause fear*

**1/day:** *invisibility, suggestion*

### Actions

**Multiattack.** The kitsune makes two ethereal claw attacks.

**Ethereal Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage, plus 3 (1d6) force damage.

## Jahi Golem

Large construct, alignment

**Armor Class** 15 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	1 (-5)	8 (-1)	1 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), Passive Perception 10

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Regeneration.** The golem regains 10 hit points at the start of its turn. If the golem takes bludgeoning or thunder damage, this trait doesn't function at the start of the golem's next turn. The golem is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

**Unusual Nature.** The golem doesn't require air, food, drink, or sleep.

### Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

### Bonus Actions

**Blood Surge (Charge 5-6).** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. Hit: 4 (1d8) necrotic damage. On a hit, the targeted creature can't restore hit points until it finishes a long rest.

## Masquerading Merchant

Medium humanoid, any alignment

**Armor Class** 13 (Silk Robe)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	12 (+1)	14(+2)

**Senses** Passive Perception 11

**Skills** Insight +3, Deception +4, Persuasion +4

**Languages** any two

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Spellcasting.** The masquerading merchant is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

**Cantrips:** *prestidigitation, mending, shocking grasp*

**1st-level (3 slots):** *disguise self, goodberry*

### Actions

**Shocking Grasp.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d8) lightning damage. If the target wears metal armor, the attack roll is made with advantage.

## Statblocks from *Historica Arcanum: The City of Crescent*

Some of these statblocks may be different from the published book.

### Certain Stalker

Medium humanoid, lawful neutral

**Armor Class** 14 (Leather Armor)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	18 (+4)	15 (+2)	14 (+2)

**Saving Throws** Wis +4, Cha +4

**Skills** Arcana +8, Investigation +8, Survival +4, Perception +4, Stealth +5

**Senses** Passive Perception 14

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Cunning Action.** The certain stalker can take a bonus action on each of its turns in combat. This action can be used only to take a Dash, Disengage, or Hide action.

**Sneak Attack.** The certain stalker deals an extra 1d6 damage once per turn to one target when it has an advantage on the attack roll, and using a weapon with the finesse ability or a ranged weapon. It doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and it doesn't have disadvantage on the attack roll.

**Urban Hunter.** The certain stalker has advantage on Survival or Perception checks in order to track a target in urban areas.

**Mage Killer.** The certain Stalker can use its reaction when a spell is cast within 5 ft. of it to make a melee weapon attack against the spellcaster. If the attack hits, the spellcaster makes the concentration save with disadvantage.

**Spellcasting.** The certain stalker is a 3rd-level spellcaster (DC 14, +6 to hit with spell attacks). Its spellcasting ability is Intelligence. It has the following spells prepared:

**Cantrips:** *prestidigitation, minor illusion, shocking grasp*

**1st level (4 slots):** *absorb elements, detect magic, disguise self, sleep*

**2nd level (2 slots):** *alter self, darkvision, detect thoughts, invisibility*

### Actions

**Multiattack.** The certain stalker makes two attacks.

**Silvered Longsword.** *Melee Weapon Attack:* +6 to hit. Range: 5 ft., one target. Hit: 8 (1d8 + 4) or 9 (1d10 + 4) slashing damage if used with both hands.

## Hashashin Mystic

Medium humanoid, lawful evil

**Armor Class** 15 (Studded Leather Armor)

**Hit Points** 82 (15d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+2)	16 (+3)	16 (+3)	18 (+4)

**Saving Throws** Int +6, Wis +6, Cha +7

**Damage Resistances** poison

**Skills** Arcana +6, Religion +6, Nature +6

**Senses** darkvision 60 ft., Passive Perception 13

**Languages** Turkish, Arabic and four more

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Cunning Action.** On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The hashashin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

**Choir of Al-Ghaib.** The hashashin's inhuman abilities come from the elixir. The hashashin can cast a spell using a bonus action (Recharge 5-6). In addition, when a hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like death ward protects it.

**Innate Spellcasting.** The hashashin's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

**At will:** *chill touch* (3d8), *shocking grasp* (3d8), *resistance*, *farabi's favor*, *detect magic*

**3/day each:** *identify*, *comprehend languages*, *disguise self*, *inflict wounds*, *shield*

**1/day each:** *see invisibility*, *silence*, *zone of truth*, *shatter*, *fireball*, *fear*

### Actions

**Dagger of Alamut.** *Melee Weapon Attack:* +5 to hit, one target, reach 5 ft. or range 20/60 ft. Hit: 5 (1d4 + 3) piercing damage, plus 10 (3d6) poison damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage, plus 10 (3d6) poison damage.

**Poisoning Dart.** *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. Hit: 1 piercing damage. The creature must succeed on a DC 13 Constitution saving throw. On a failed save, it is poisoned for 1d4 rounds.

## Hashashin Master

Medium humanoid, lawful evil

**Armor Class** 19 (Studded Leather Armor +2)

**Hit Points** 123 (19d8 + 38)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+2)	15 (+2)	18 (+4)	18 (+4)

**Saving Throws** Dex +9, Wis +8, Cha +8

**Damage Immunities** poison

**Damage Resistances** psychic

**Skills** Acrobatics +13, Stealth +13, Sleight of Hand +13, Perception +12

**Senses** Devil's Sight 120 ft., Passive Perception 22

**Languages** Turkish, Arabic and three more

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Cunning Action.** On each of its turns, the hashashin can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The hashashin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hashashin that isn't incapacitated and the hashashin doesn't have disadvantage on the attack roll.

**Choir of Al-Ghaib.** The hashashin's inhuman abilities come from the elixir. The hashashin can cast these spells innately and at will, using Charisma as its spellcasting ability modifier (+6 to hit, DC 14):

**At will:** *mending*, *resistance*, *chill touch*.

**1/day (each):** *fear*, *bane*, *inflict wounds*, *sanctuary*, *color spray*, *hold monster*

In addition, when a hashashin is reduced to 0 Hit point in a fight, it dies unless a spell like *death ward* protects it.

### Actions

**Multiattack.** The hashashin makes three melee or ranged attacks, one of which can be *Blessed Word*.

**Blessed Steel.** *Melee Weapon Attack:* +10 hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage, plus 7 (2d6) poison damage.

**Blessed Bow.** *Ranged Weapon Attack:* +10 hit, range 150/600 ft. Hit: 10 (1d8 + 6) piercing damage plus 7 (2d6) poison damage.

**Blessed Word.** *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft., or range 60 ft. Hit: 7 (2d6) psychic damage. The target must succeed on a DC 15 Wisdom saving throw or the hashashin has advantage on its next attack roll against that creature.

## Collector of Souls, The Nashitat

Medium celestial, lawful good

**Armor Class** 15 (Breastplate)

**Hit Points** 99 (18d8+18)

**Speed** 30 ft. walk and fly

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	16 (+3)	18 (+4)	20 (+5)

**Skills** Medicine +7, Persuasion +8, Religion +7.

**Damage Resistance** all.

**Damage Immunities** poison and radiant.

**Condition Immunities** poisoned, frightened, charmed, blinded, deafened.

**Senses** Darkvision 60 ft. Passive Perception 14

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Spellcasting.** The nashitat is a spellcaster. Her spellcasting ability is wisdom. (Spell Save DC 14, +7 to hit with spell attacks) The nashitat will have the following spells prepared.

**Cantrips. (at will)** *guidance, light, resistance, spare the dying*

**1st level. (4 slots)** *bles, cure wounds, healing word, purify food and drink*

**2nd level. (3 slots)** *calm emotions, lesser restoration, zone of truth*

**3rd level. (3 slots)** *magic circle, remove curse, tongues*

**4th level. (2 slots)** *death ward, freedom of movement*

**5th level. (1 slot)** *greater restoration*

### Actions

**Divine Wrath.** As an action, the nashitat can expend a spell slot to cause 11 (3d6 +4) radiant damage to one evil creature in its sight. If the nashitat expends a spell slot of 2nd level or higher, the extra damage is increased by 1d6 for each level above 1st.

## Arcane Researcher

Medium humanoid, any alignment

**Armor Class** 13 (Silk Robe)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	18 (+4)	16 (+3)	14(+2)

**Saving Throws** Int +6, Wis +5.

**Skills** Arcana +6, History +6, Nature +6, Religion +6

**Languages** Any three

**Senses** Passive Perception 13

**Challenge** 1/4 CR (25 XP)

**Proficiency Bonus** +2

**Spellcasting.** The arcane researcher is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (+6 to hit, spell save DC 14). It has the following spells prepared (anc cast the spells that has ritual tags as a ritual):

**At will:** *mending, prestidigitation, shocking grasp*

**1st Level. (3 slots)** *identify (ritual), detect magic (ritual), alarm, magic missile, comprehend language (ritual)*

**Hoarder.** The arcane researcher always has some minor trinkets of some kind for sale. The GM can choose 1d4 common or uncommon magical items that the arcane researcher always has.

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +2 , reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

## Shamhuresh

Medium djinn, chaotic evil

**Armor Class** 12  
**Hit Points** 93 (11d10 +44)  
**Speed** 40 ft.

**STR** DEX **CON** **INT** **WIS** **CHA**  
 17 (+3) 15 (+2) 18 (+4) 10 (+0) 13 (+1) 10 (+0)

**Saving Throws** Dex +5, Con +7, Wis +4

**Skills** Medicine +4

**Damage Immunities** psychic

**Senses** Passive Perception 11

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**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.

**Possession.** The shamhuresh 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 rot bringner. The djinn may choose which ability score to use after possessing the creature (only physical

ability scores, the mental ability scores will be the djinn's).

**Magical Resistance.** The shamhuresh has advantage on saving throws against spells and other magical effects.

**Aura of Infection.** A strong and mind boggling disease emanates from the shamhuresh in an aura with a 30-foot radius. Any non-Djinni creature in that area can't use reactions against it.

### Actions

**Multiattack.** The shamhuresh makes two attacks.

**Infectious Touch.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6+3) necrotic damage. If the target is a living creature, it must succeed on a Constitution saving throw (DC 14) or become diseased. While diseased this way, the target takes 9 (2d8) necrotic damage at the start of each of its turns. The target can repeat the saving throw at the end of its turns, ending the disease on a success.

**Infectious Cloud.** A 60-foot radius cloud of disease extends from the shamhuresh. Each living creature in the area must succeed on a constitution saving throw (DC 14) or become diseased. While diseased in this way, a living creature's speed is halved and can't use bonus actions. A target can repeat this saving throw at the end of its turns ending the disease on a success.

### Statblocks from SRD

Acolyte  
 Avatar of Death  
 Barbed Devil  
 Bandit  
 Bandit Captain  
 Black Bear  
 Blood Hawk  
 Chimera  
 Commoner  
 Cult Fanatic  
 Cultist  
 Dire Wolf  
 Druid  
 Dust Mephit  
 Flesh Golem  
 Gargoyle  
 Giant Eagle  
 Giant Spider

Ghost  
 Gladiator  
 Golden Dragon Wyrmling  
 Guard  
 Half-Red Dragon Veteran  
 Hawk  
 Hellhound  
 Helmed Horror  
 Imp  
 Iron Golem  
 Knight  
 Lemure  
 Mage  
 Mimic  
 Noble  
 Orc  
 Priest  
 Poltergeist

Riding Horse  
 Scout  
 Shadow  
 Spy  
 Specter  
 Stone Golem  
 Succubus  
 Thug  
 Tiger  
 Tribal Warrior  
 Veteran  
 Warhorse  
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Ed Dean Frankonis	GertJan van der Krogt	James Miller	John Spelman	Kevin Romero	Marco Stricker
Edvin Aghaman	Giampalo	James Monaghan	John Wallenfeldt	Kevin Sandow	Marco Ruzack Furman
Edwin Mark Dakin	Gibson1027	James Nassif	John Weigand	Kharidron	Marcus Horne
Edwin Piotrowski	Gigi	James Nelson	John Wolyn	Kieran Vick	Marcus Mills
Egotic Gago	Gil Cruz	James Payne	Jonas	khal	Marka Bencal
Ela, Gumbillarlsson	Ginger Stampely	James Perrella	Jonathan Maltese	Kim Bishop	Marguerite Dabaie
EinfachNurA	Glen Stahl	James Reichstadt	Jonas R. Masland	Kit Kallisti	Maria Laine
ETH Zaethe	glypodont	James Robinson	Jonas Rülke	KiKat	Mario Dongu
Elaevin	Gordon	James Ryan	Jonathan	kit khat	Marion Hamlin
Eleanor McHugh	Gordon Hage	James Sarver	Jonathan Chairavalle	KJ Potter	Mario Powierski
Elena Lida Marie Knupp	Gordon Milner	James Scott	Jonathan Goodwins	KKurtz	Marissa Williams
Elgin Scott	GorsSpiljimmer	James Sean Britt	Jonathan Gross	KL	Mark
Elias Joachim Falk	Gotti Page	James Sherry	Jonathan Ly Davis	Klaus	Mark
Eliot Mook	Graeme Doherty	James Shipley	Jonathan raymond	Knightcrawler	Mark
Elisa	Graham	James Terry	Jonathan Sauntere	Kobold Gates Labs	Mark bacon
Elisabeth Chee	Grant Cannington	James Upward	Jonathan Schmidt	Kof Jamel Simmons	Mark broda
Elissa Herron	Grant Cook	James V Gallo	Jonathan Young	Korey Mortlock	Mark Diaz
Elizabeth	Grape	James V Nutley	Jon Bahleda	Kos Ack	Mark Greenberg
Elizabeth Brandow	Grayson	James Wink	Jon Bingham	Kostasios Roussos	Mark J Modugno
Elizabeth Purcell	Grayson	James Yonemura	Jon Bird	Kraig Hausmann	Mark Jurkuhn
Elizabeth Vershowske	Greg Allord	jamie	Jon Terry	Kramer	mark lawson
Elkadain	Greg Beck	jamie Floyd	Jon Vedamuthu	Krisday	Mark McCook
Ellen Ayse Darnell	Greg D	Jamie Manley	Jordan	Kris	Mark Mobbs
Ellie Macdonald	Greg Downey	Jamie Prekup	Jordanian	Kris D'Renzio	Marko Niskanen
Elliot copping	Greg Wilkes	Jamie Revell	Jordan Constantine	Kris Leon	Mark Pitzard
Ellis Putnam	Greg Katopody	Janston Johnstone	Jordan Everett Scott	Kris Spiesz	Mark Rein-Hagen
ember	Greg Lucas	Jand2562	Jordan Parduaci	Krista StMarie	Mark Rossow
Emily Blau	Greg Rogers	Janet Clark	Jordan Schreck	Kristian Nielsen	Mark Schumann
Emily Twining	Greg Weskes	Jan Olav G. Kinestrom	Jorge Ciprés	Kristian Vazquez	Mark Shockie
Emperor Ruaneek	Greylines	Jan Senten	Joris Van der Vorst	Kristian Zirnsak	Markstarster
emusick	Greywolf	Jared Briault	Joseph Bendickson	kristina powell	Markus
entropyrat	Griffenksight	Jared Manninen	Joseph Beyer	Kristine Deutriche	Markus Emrich
Eoin O'Byrne	Guerry	Jared Matthews	Joseph Collins	Kristoffer Holmen	Mark W
EPICDROID	Gudrion	Jared Mitchell	Joseph Creighton	Krusentier	Marshallow96
Eren Lacin	Guillermo Fishburn	Jared Morrison	Joseph Doney	KT Pappas	Martin
Eric	Guiltly44	Jared Strickland	Joseph Evenson	Kuraskoscope	Martin Kern
Eric Arthur Lindberg	Guy Edward Larke	Jarred Bruggeman	Joseph Flank	Kurt Engedelst	Martin Legg
Eric C. Tucker	Guwendobyn Connal	Jasmine	Joseph Guzman	Kurt Pierson	Martin Letak
Eric Daniels	Gwendolyn H.	Jason	Joseph Nath	Kwanee SC	Martin Luftsteinster
Eric Gorman	GX Johns	Jason Alexander	Joseph Shari Hakoom Rogers	Kyle Ellingson	Martin Novitski
Eric Schafnick	Gyeycada	Jason B	Joseph Vigil	Kyle Hanshaw	Martin Six
Erick and Irene Viorritto	Gökhan Akdeniz	Jason Best	Joseph W Cross	Kyle Jenkins	Mary Chodork
Eric Latouche	H. Th.	Jason Corley	Joseph Webster	Kyle Kolbert	Mary Wright
Eric Lentz	Haden_Danger_Collins	Jason Daniel	Josh Capozella	Kyle Meese	Maria Flores Figueroa
Eric So	Hamish Cameron	Jason Francis	Josh Earle	Kyle Pearce-O'Brien	Massimo Gandola
Eric Sullivan	Hannah Lee	Jason Gabel	Josh Guerin	Káre	Mate Collins
Eric Swinsky	Hannah Poulton	Jason Householder	Josh Macintosh	Lachlan	Mateusz
Eric Ulgard	Hanni Kokko	Jason Kranch	Josh Martinez	Laila Longier	Mathieu Alexander
Erik	Hanko	Jason Lamb	Josh Essey	Laird Basile	Mathieu LORANGE
Erik	Harley Hauer	Jason Lemnie	Josh Rivers	LandsTheThief	Mathijs Beaugain
Erik	Harley Jeeben	Jason Land	Josh Smith	Landon Jamieson	Matt
Erik Hekman	HarmonieShield	Jason Luzader	Joshua Alkema	Laotoue	Matt
Erin	Harokin	Jason M Samsa	Joshua Beck	Laramie Martinez	Matt Allford
Erin Collins	Harold Harmon	Jason S	joshua cremenosi	Larry	Matt Bond
Erin DeSimone	Harrison Fritot	Jason Smith	joshua edmonds	Larry O'Brien	Matteo
Erin McCoy	Harry Karatassos	Jason Smith	Joshua Helferrich	Larry Wells	Matt Gregory
Erin	Harry Meier	Jason Thorne	Joshua Knou	Larry Wile	Matt Hammer
Ernesto	Harry Shankar	Jason Wyrick	Joshua Kubi	Lars boyer	Matthew
Ernesto Bravo Jr.	Haukehaia	Jason Zowin	Joshua Kurvers	Lars Erik Holte	Matthew
Ernesto Madrigal	Hayden Hastings	Jasper	Joshua Lewis	Lars König	Matthew
Ernesto Maldonado	Heather Chamberlain	Javier	Joshua Mead	Laura	Matthew
Ernst Anderson	HeavensRevenge	Jay	Joshua Miller	Laura	Matthew C. Cutter
Eryk Ferrere	Heiko 1970	Jaycey Reinhold	Joshua Miller	Laura	Matthew Cole
Eternal Che Kurono	Heiko Walther	Jay Collins	Joshua Nall	Laura Grunderman	Matthew Dakinson
Ethan	Heine Juhl Jensen	jaycus	Joshua Nichols	Laurance	Matthew Davis
Ethan	Heddrim	Jaym Gates	Joshua Ollier	Laurence Breton	Matthew Dykstra
Ethan Chandler	Henning Erikson	Jay Minnix	Joshua Park	Lauren Williams	Matthew E Kaiser
Ethan Hartland McGovern	Henning Thyrin Nielsen	Jay Moon	Joshua Spicka	Laz Armat	Matthew Gibbs
Ethan McMahon	Henrike	Jay Ranki	Joshua Stare	LB	Matthew Gooch
Ethan Mercer	Henry Dawson	Jayson Bennett	Joshua Tipping	L Classen	Matthew Hubbard
Ethan Wang	Henry Lopez	Jay Stanton	Joshua Thisworth	Lianne Vida	Matthew Jones
Etienne Denis-longtin	Henry Nieto	jbowie	Joshua Ward	Lee	Matthew Kester
Eugene C Tutko	Heretics01	ichawley	Josh Walker	Lee Roswell	Matthew Lemay
Evan Jackson	Heg_Meow	jen	Josh Fejkinis	Lee Rimmer	Matthew Luther
Evan Robinson	HighLorndox	Jeb Boyt	Juan	LeeW	Matthew Lynch
Everett Sutherland	Hika	Jejepato	Juan Carlos Santiago	Len	Matthew Mignacco
Fabian N.	Hitoshi Nagata	jeff black	Juan Guardado	Len	MatthewO
Fabio Bozic	HMS Netfiship	Jeff franzen	Juan Serna	Lennart Borchert	Matthew Osborn
Fabrize	Hozichiri	Jeff Grubb	Judson Wright	Lenora	Matthew Pemble
Fabrizio	hologershub	Jeff Hitchcock	Julia Augusta	Leroy Brown	Matthew Pierce
Fady Caris	HollowedRaven	JeffMorlie	Juliano Magri	Les Howie	Matthew P Rieger
FaustinaAurelia13	Holly	Jeff Oyley	Justin	LesV42	Matthew Ruane
Foway Al	Hosoth	Jeffery Barlow	Justie Dahle	Leviathan2379	Matthew Watkinson
Frederico Di Gioia	Hoss	Jeffrey Maynard	Justin, the Anti-Social Worker	Levi Friesen	Matthew William Jones
Felix Rosenberger	howejt	Jeffrey Pedersen	Justin Bojarski	Liam Coghlin	Matthew Vandaele
Felix Shafir	how is the doc	Jeff Takacs	Justin Camden	Liam McManus	Mathieu Rider
Fredella Honey	Hrachak	Jen	Justin Catt	LightShiro	Matt Kriah
Freiric	Hugo Madge Ledn	Jennifer Cooney	Justin D Rogers	inda harold	Matt Lakeland
Ferrie	humbert	Jens Eschbacher	Justin Hamel	Linn	Matt McDonald
Fernando de Azevedo Ribeiro Saab	Hunter Mayer	Jeremy Webb	Justin Kins	Liquid Wolf	Matt McQueen
Fernando Ramirez	HyoTaka	Jeremiah Buttram	Justin Landers	Lisa Andrew	Matt Mole
FF	HyoTaka	Jeremiah Lewis	Justin Offermann	Lisa Wright	Matt Murdoch
Filippo Burchiel	Hyphen	Jeremy	Justin Stone	Lisakotte	Matt Pederson
Fiona Murphy	Hyvon Grissom	Jeremy Chat	Justin Todd	Liz Greyb	Matt Rice-Evans
Flame71	Håvard	Jeremy Hamaker	Justin Weaver	Ljerifland	Matt Robertson
Fletcher Goodwin	idon	Jeremy Ptaske	Jörgen Björk	Logan	Matt Robinson
Florence Mounay	Iain Hanaka	Jeremy Walker	Jürgen Hubert	Logan Leduc	Matt Shildan
Florent Sampoux	Ian Argue	Jerome Devie	K.W. Ramsey	Logan Porter	Matt Taylor
Francisco	Ian Jacinto	Jerry Pierce	Kaella	Lombardo Espinoza	Mauro Mangione
frank	ianquest	Jesse	Kalju Corgi	Max	Max Abe
Frank Beardward of Valoria	Ian Somerville	Jesse	Kalloy	Lora	Max Almond
Frankie G	Ian Zammit	Jesse La Force	Kai Uwe Hagenburg	Loreli Staffeld	Max Kaehn
Frank Kergill	Icalmas	Jesse Spence	Kaldoron Bloodwar	Loren	Maxwell Graper
Frank Mayberry	Ickeman_TG	Jose Williams	Kaleb Raboleau	Loren Dean	Medium Rane
Franko F	Igor Coura de Mendonça	Jess Fortier	Kamish Bhai	Loren Small	Meespahan
Frank Schirmer	Ijaz Peerbocus	Jessica Davis	Kanaris	Lorenzo	Meg
Frankish Sillhan	ikoonet	Jessica Faingoes	Karabelle Skye Gregory	Lorenzo Scatena	Megan Garner
Frantz B.	Ilmaedrix	Jessica Flood	Karen M.	LostWolf	Megan Kate Parsons
François Germain	IndieRex	Jessica Niles	Karin Dali	Louis	Meg Drennan
Freddie Vander Werff	Ingdist Pisklog	Jessica S	Karin Hoffmann	Louis-Matthieu Heck	nehmet Rymos
Frederik Frin Langs	Ingrid Eriksun	Jessy Maldonado	Karl Wolford	Louis-Philippe Simonneau	Nehmet Norman
Frederik Passtoff Nielsen	IlyRaccoon	Jesus Delgado	Karma5003	Louis Deutschman	Mei-Ling Kassus
fredlight	InventiveElder	Jer	Kasper Sommer	LT Rex	Mei Follmer
Frodri	Irem Filiz Körman	JF Paradis	Kate	Lucas	Melinda Burkhouse
Frédéric Novalis	Isaac Frank	juall88	Kate	Lucas	Melissa Goodyer
Fabio Balastro Floriano	Isaac Graff	jill	Kate	Lucas Almeida	Melmoth
G. Hartman	Isaac Larson	Jim Ashman	Kate Young	Lucas Andrick	Mémorature
Gabe Tanenhaus	Isabella Ampudia	Jimmie	Kathleen Caffrey	Lucas de Carvalho Moreira	Meredith McKee
Gabe Yohannan	isiaah	Jimmy Takata	Kathrin Pust	Lucas Keeley	Merryl
Gabriel Casillas	Isvan Vad	Jim Phillips	kate johnson	Lucas Pike	Michael B
Gabriel Duranetti	ItoSera	Jim Temple	Katy	Luis Leal	Michael Cameron McDonald
Gabriel Lott	isuray	JL	Kay	Luis M. Alvarado	Michael
Gaetano Mazzotti	Ivan Balostosky	Jochen Kestel	Kaym Lau	Luis Penn	Michael
Gage	Izack Angerhofer	Jodi Jost	Kayla Walsh	Lukas Hendrix	Michael
Gage Hart Zobell	Itaki Idñez Diaz	Joe	Kayley Heymans	Lukas	Michael
GalacticBaron	J. Evans Payne	Joe Brookes	Keaton Okefeke	Luke	Michael B. Anderson
Galactic25	J.R. Biche	Joe Burns	Keegan Schroer	Luke adams	Michael B.
Gal Galdi	Joe Howe	Joe Cleary	Kej	luke leonard	Michael Bowman
Game Nite	Jack Tan	Joe Field	Kgagneq	Luke Roberts	Michael Bradley
Gappa 5604	Jack Tan	Joe Kishner	Khoh-Hanback	Luke Sheets	Michael Bround
Gareth Ackrill	Jacob	Joe Hernandez	Kiran Sparksman	Lamia	Michael Bunzci
Garkoitz	Jacob Crowley	Joe Richardson-Suman	Keith Clarke	Lunger Hookum (J David Chrisman)	Michael Burkhart
Garrot	Jacob Meadows	Johnannes Jorgensen	Keith E. Hartman	L Wood	Michael Clancy
Garrett Aymond	Jacob Ross	Johan Sioaf	Keith Langley	Lycana	Michael Clark
Garrett Huson	Jacob White	Johdi Ananmalay	Keith McAbce	Lyndon Baugh	Michael Dean
Garret tebbanc	Jacoby	John	Keik	Lynn Painter	Michael Eaton
garth	Jacqueline	John	Keikos the prophecy	Lynsia	Michael Edward
garvin anders	Jade Deschene	John "Johnkziir" Rudd	Keikeden	Lisszló Selmeçi	Michael G. Palmer
Gary	Jae Lerer	Johnathan Ross	Kelly	M	Michael Gadd
Gary Cronk	Jake	Johnathan VandenHevel	Kelly Kendrick	M. Trout	Michael Gerardi
Gary Lane	Jake Chappelle	John A Walz and Katie Walz	Kelly Rush	Mabov	Michael Gotsfridso
Gaston Phillips	Jake Furbush	John Bitondo	Kelly Scott	macarsar	Michael Gregg
GateEight	Jake Perrin	John Brumshaver	Keneth Erstein	MacKenzie-Pahl	Michael Hanton
Gatekeeper	Jake Rooks	John C Jewett	Kenneth Hite	Mad	Michael Howard
Gautam Rajulu	Jake Roth	John D. Cornelius	Kenneth Hummel	Madcat Angrymrog	Michael Jaly
Gavin Bondy	jahki	John David Willis	Kenneth Trease	Maddy	Michael Losinski
Gavin Cook	Jamal	John Duan	Kerry Nishimura	Madeyn Pollack	Michael Marsden
Gavin Lyndon	Jamal L. Wilkins	John Dorch	Kerry Inai	Mads Bjerkner	Michael Marsden
GavinRuebelsde	James	John Dwyer	Kenny Paresea	Mads Bjerkerud	Michael McEride
Gene D.	James	John Gutherole	Ken Swanson	Maesia Swanson	Michael McLawford
Gene Wolski	James Brishaber	John Guy Collick	Ken Reinertson	Maesia	Michael Mitchell
Geoff Nicholson	James C Colasano	John Heidt	Ken Taylor	mafe071	Michael Neil Schmebelen
Geoffrey Ford	James Crowder II	John Hickman	Kergonan	Maik P?	Michael Paulini
George Johnson	James Cunningham	John Jacob	Kerry Debbins	Md	Michael Perry
George Leandro Luna Bonfin	James Drouant	John Kirk	Kersten Korge	M Alexander Jurkat	Michael Potter
George Middleton	James Fellows	John Lane	Kevin	Margarzita Olechmiewcz	Michael Schillingno
George Queen	JAMES FIELDER	John Larson	Kevin	MalkavianLogic	Michael Scott
George Wohlfarth	James Gugliemino	John Lauberheimer	Kevin vCJD	mamba	Michael Szymanski
		John M. Atkinson		Mandradora	Michael T. Baker

# Our Eternal Gratitude

Michael Tree  
 Michael V Moore  
 Michael Williams  
 Michel Hébert  
 Michelle McFarlin  
 Michelle Pessoa  
 Michelle Wierenga  
 MightyJack  
 Mikael Moti  
 Mike  
 Mike B.  
 Mike Cullingham  
 Mike Field  
 Mike Gordon  
 Mike Haugen  
 Mike Lysak  
 MikeOrinial  
 Mike Whitaker  
 Minda Spearman  
 MinkyDark  
 Mirko Hess  
 Mischlama  
 Mishu  
 mister  
 Mitchacho  
 Michael Jorgensen  
 Mitchell Porteous  
 MMI  
 MOGER  
 Moingongrat  
 Monica Belle  
 Morgan  
 Morgan Holt  
 Morgan Jones  
 Morganna Black  
 Moritz  
 Morteziere  
 Mr. Torpor  
 MrBeerOnlyMyBelly  
 Mrkjs  
 MrShash101  
 Murray Whiteford  
 mw1138  
 MacRur  
 Myrthe  
 Naomi Libicki  
 Nate Lentz  
 Nate Unknown  
 Nathan  
 Nathan  
 Nathanael Brayne  
 Nathan Crowder  
 Nathaniel  
 Nathanael Guenther  
 Nathan Jandro  
 Nathan Langley  
 Nathan Legg  
 Nathan Mack  
 Nathan Nolan  
 Nathan Swift  
 Nathan Waldorf  
 Naveed  
 Nayamek  
 Natick  
 Neal55  
 Neclarious Andrews  
 Neil Adams  
 Neema  
 Neil Aitken  
 Nelson  
 Nelson DiCarlo  
 Neocognitron  
 Neosailandia  
 Neihal Hashim  
 Nevena  
 Nicolo Grandio  
 Nice  
 Nicholas Dao  
 Nicholas Odinson Chen  
 Nicholas Rabhany  
 Nicholas Stiegelman  
 Nicholas Vitak  
 Nicholas Watkins  
 Nick  
 Nick Cox  
 Nick Gray-Bakker  
 Nick Hentshough  
 Nick Long  
 Nick Marten  
 Nick McGinnis  
 Nick Melchior  
 Nick Moss  
 Nicholas Stratford  
 Nick Peterson  
 Nick Rice  
 Nick Underhill  
 Nicki Kullmann  
 Nicola  
 Nicolas Corai  
 Nicolas Mandujano III  
 Nicolas Papadimitriou  
 Nicole  
 Nicole F  
 Nigel Bell  
 Night\_Hunter023  
 NightEyes DaySpring  
 Nikolai  
 NintendogsOnly  
 Nixon  
 Noah Braganca  
 Noah Mellemstrand  
 Nomaris  
 No Name  
 Norah Wright  
 Norstar  
 norrassen  
 Nurthor Le Noir  
 O'Rourke  
 Okadiah  
 Oberon D'Argo  
 Obsidianherz  
 Ocean  
 Oleg  
 Oliver Schumacher  
 Oliver Volland  
 Olivia Henson  
 Olo Jonas Petter Olsson  
 Omegamanzking  
 Oner Raviv  
 Oni\_Radix  
 OreBon  
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 Orion Iacovelli  
 Osmo Korhonen  
 Otto von German  
 OuterElder  
 OverlyHandsomeKermit  
 Owen  
 Owen C. Williams  
 Owlglass  
 Oyringunslinger  
 Pablo Zula  
 Pace Ivvin  
 Patrick Cashin  
 Paige Naseef  
 Paige Phillips  
 Pamela Eaton  
 Pancho's Tran  
 Panicked Play  
 Paris  
 Parker Herrera  
 Parker Wimberly  
 Pascal Daniel  
 Pat Martin  
 Patropom Leelaprachakul  
 Patrick  
 Patrick A Linford  
 Patrick Bolton  
 Patrick Carl Russell  
 Patrick Currin  
 Patrick Delaney  
 patrick dickson  
 Patrick Gilbert

Patrick Genner  
 Patrick Healey  
 Patrick Lawson  
 Patrick McGeachie  
 Patrick P  
 Patrick Seymour  
 Patrick Sheridan  
 patrick.thoenesd  
 Patrick Weintraub  
 Paul Andrade Advincola  
 Paul Cooper  
 Paul Copenhaver  
 Paul Falshaw  
 Paul Louch  
 PaulishMH  
 Paul Northway  
 Paul Papiński  
 Paul Rehan  
 Paul Ryan  
 Paul Schifferer  
 Peachy Keen  
 Peasari  
 Pedro  
 Pedro  
 Pedro Alberto Gonçalves-Symons  
 Pedro Ecija Serrano  
 Pegana  
 peippo  
 Pejin Bodegom  
 Periklis Kretsis  
 Persephone  
 Persephone McNair  
 Per Stalby  
 Pete Lazzaretti  
 Peter Douglas  
 Peter Hough  
 Peter Kapper Andersen  
 Peter Menally  
 Peter Pfoerssch  
 Peter Sijdelah  
 Peter Kolar  
 Petru-Daniel Tudosu  
 Petwag  
 Ph  
 Phil Goldsborough  
 Phil Hendry  
 Phil Heuschen  
 Philip Ehrig  
 philip hindley  
 Philip Kelly  
 Philip Lewis  
 Philipp  
 Philippe Lemieux  
 Philippe Pelletier  
 Philip Roworth  
 Philip Staffin Wiebe  
 Phillip Bush  
 Phillip Cuning  
 Phillip Jones  
 Phillip McGregor  
 Phil Mazur  
 Phil O'Brien  
 Phil oudin  
 Phil Stepp  
 phogrief  
 Pierre Antoine Lortie  
 Pierre Alan Chartier  
 Pierre Angot  
 Pietro  
 Pia  
 Piotr Antosiak  
 PiusV  
 PJ Zichichi  
 Planetwebber  
 PMA  
 Preston Woodfield  
 Princess Snow  
 Prue McIntyre  
 Psybermary  
 Purzbeard  
 quailmestron  
 Quinn Parrott  
 R.J.  
 R.Munden  
 Rachel Berry  
 Rachel Charette  
 Racee Young  
 Rafal Potasiak  
 Raf Bressel  
 Rate Ruegg  
 Raiguar Spalding  
 Rajshato  
 Rajvir Brar  
 Ralph Holland  
 Ralph Mazza  
 Randall Cleveland  
 Randall M Holmes  
 Randomomega  
 Randy Belanger  
 Randy Ray  
 Randy Smith  
 Ranting  
 Rateyes  
 Ray Brooks  
 Ray Chapel  
 Ray McCann  
 Raymond Chan  
 Raymond Nichols  
 Reasoning123  
 Rebecca Pearce  
 Redaction5  
 Redmont  
 ReeseMcLinden  
 Reevea  
 ReformedScot  
 Regina Jordan  
 Reinhold Wright  
 Reinhold Murhalta  
 Reinhard Siebert  
 Ren  
 Renae  
 René D'Awazez De Moran  
 Rexx  
 Reynaldo Antonio Jucó  
 Rhei ná DecVandé  
 Rhiannon Camilleri  
 Rhaly Eltabeth  
 Rhydan  
 Sebastian Black  
 Sebastian Scholz  
 Sebastian Wolost  
 secondrean  
 Secret Garden Games  
 Selena  
 Sergei  
 Sergio Ramirez Ollgoi  
 Serhan Handani  
 Seriosodé  
 Seth  
 Seth  
 Seth Mack  
 Seth Scott  
 Seth Turberville  
 agerty  
 ShadeKoar  
 Shadovjezus  
 ShadowNoir  
 Shaad Scarboro  
 Shaeynyn Bingham  
 Shaeron Langeneckert  
 Shane Dunn  
 Shane Giles  
 Shannon  
 Shannon John Clark  
 Shannon M.  
 Shannon Savisky  
 Shaouhal  
 Sharif  
 Sharon  
 sharon e kizmilier  
 Sharon Muffert  
 Shatterdenz  
 Shaws Spialeri  
 Shaws Spiller  
 Sheogorath  
 Sheridan Forbes

Sheridan Hoare  
 Sherry Anne  
 SHRAPNALS  
 Shweta Akulla  
 Shyam Naik  
 Shyloh Wideman  
 Sid Razavi  
 Sierra  
 Silas Mortensen  
 Simon Sims  
 Simon  
 Simon  
 Simon JW  
 simon olhof  
 Simon R  
 SippySenpai  
 Skoomaholic  
 Skye  
 Slove  
 SlyDarling  
 sm0E23b1ggg  
 smasano  
 SNAKE P.  
 Snarkoyde (Philip)  
 SnowfoAL  
 SunTbU  
 Sochay  
 Sofia  
 Solweig  
 Sophie Hunter  
 SotakSusanthas  
 Spenser Gray  
 SpenserTR  
 SpringDer  
 Spheron  
 Spoon R Douglas  
 SPUDINACUP  
 S R  
 Ste  
 Stefan Kraut  
 stefano inglaterrri  
 Russell Bowman  
 Stefir Thorsson  
 Stella Kosmistr  
 Steph  
 Russell Pattie  
 Ruston Ropac  
 Ruth Behrends  
 Ruthy Cabrera  
 Ryan  
 Ryan  
 Ryan  
 Ryan Brown  
 Ryan Case  
 Ryan Daddifelson  
 Ryan Henry  
 Ryan Junk  
 Ryan Perce  
 Ryan Przytyl  
 Ryan Smith  
 Ryan Weast  
 Ryan Whitcomb  
 Ryan Williamson  
 Ryleigh Bowman  
 Ryan Ready  
 S. Kelly Marshall  
 Sabrina Royal  
 saim321  
 Saleana Judd  
 salem alkawari  
 Salvador Martinez  
 Sam  
 Sam  
 Samantha  
 Samantha Cargill  
 Sam Brillhart  
 Sam Cattie  
 Sam Cooper  
 Sam Hoffman  
 Sammi  
 Sam Jones  
 Sammy Bravo  
 Sam Peterson  
 Sam S  
 Samuel  
 Sam W  
 Sam West  
 Sandro Alkypist  
 Sandy  
 Sarah  
 Sarah Byrne  
 Sarah Filkins  
 Sarah James  
 Sarah Kimberley  
 Sarah Spurr  
 Sarah Taub  
 Sara Keefe  
 Sara Pullman  
 Savage Cree Hess  
 Savan Gupta  
 Scott Baker  
 Scott B  
 Scott Campbell  
 Scott Evans  
 Scott Fox (Vardensphere)  
 Scott Kenny  
 Scott M.  
 scott meadow urquhart  
 Scott Rhymer  
 Scott Ritz  
 Scott Van Der Zwet  
 Scott Yakimow  
 Scotty Parker  
 sidahid  
 Sean  
 Sean  
 Sean  
 Sean Brannigan  
 Sean Frackowiak  
 Sean Gallagher  
 Sean McCarthy  
 Sean McDaniel  
 Sean Mountcastle  
 Sean Werner  
 Sean White  
 Sean Wilcox  
 Seb  
 Sebastian  
 Sebastian Black  
 Sebastian Scholz  
 Sebastian Wolost  
 secondrean  
 Secret Garden Games  
 Selena  
 Sergei  
 Sergio Ramirez Ollgoi  
 Serhan Handani  
 Seriosodé  
 Seth  
 Seth  
 Seth Mack  
 Seth Scott  
 Seth Turberville  
 agerty  
 ShadeKoar  
 Shadovjezus  
 ShadowNoir  
 Shaad Scarboro  
 Shaeynyn Bingham  
 Shaeron Langeneckert  
 Shane Dunn  
 Shane Giles  
 Shannon  
 Shannon John Clark  
 Shannon M.  
 Shannon Savisky  
 Shaouhal  
 Sharif  
 Sharon  
 sharon e kizmilier  
 Sharon Muffert  
 Shatterdenz  
 Shaws Spialeri  
 Shaws Spiller  
 Sheogorath  
 Sheridan Forbes

Timothy  
 Timothy Dillon-Cheetham  
 Timothy Ferrill  
 Timothy G Smith  
 Timothy Jauck  
 Timothy McDonad  
 Timothy Newman  
 Timothy Obiedzinski  
 Timothy Staub  
 Tim Shaw  
 Tina Thun  
 Tobias Norén  
 Tobin Anderson  
 Toby Shearman  
 Todd  
 Todd Branch  
 Todd Hansen  
 Todd Jacobson  
 Todd Mason  
 Todd Newkirk  
 Todd Patrick  
 Tom  
 Tomasz Borys  
 Tom Hudson  
 Tom McLachlin  
 Tom Melanson  
 Tommi Ojala  
 Tommy  
 Tom Nelson  
 Tom Ridge  
 Tomda  
 Tony  
 Tony Evans  
 Tony Horne  
 Tony Weston  
 Topher Bostick  
 Tor  
 Tormod Gjetnes Hellen  
 Town\_Food  
 Tracy Enrich  
 Transquillience  
 Transience  
 Trashie  
 Travis Collins  
 Travis Lowdlette  
 Stephan  
 Stephane Rochat  
 Stephanie  
 Stephanie Cooper  
 Stephanie Male  
 Stephen  
 Stephen Camper  
 Stephen Dorsay  
 Stephen K.  
 Stephen Ledbur  
 Stephen Murray  
 Stephen Rokkita  
 Stephen Sale  
 Stephen Simpson  
 Stephen Slak  
 Stephen Wong  
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 Steve Bush  
 Steve Long  
 Steven B. Todd  
 Steven Barnes  
 Steven Buchele  
 Steven Byrd  
 Steven Chan  
 Steven Danielson  
 Steven Fines  
 Steven Fisher-Stawinski  
 Steven Makai  
 Steven McCreary  
 Steven Moy  
 Steven Stroud  
 Steven Stufflebeam  
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 Stuart Nathan  
 Stuart Salaverra  
 Stiglhane Ruez  
 Stiglhane Silvano-Tellas  
 Susan Doerzbacher  
 Susan Koziel  
 Susan Patton  
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 Taiga Brennerman  
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 Tamsin Davis-Langley  
 Tanya Bowers-Dean  
 Tate Torkelson  
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 Taylor Goughf  
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 Ted Bunt  
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 TheCrnkePro  
 The Creative Fund by BackerKit  
 The Loopymonkey  
 Theodore Barnett  
 Theodore Freed  
 Theodore McCormick  
 Theo Manalis  
 Theo Martin  
 Theo Wiklund  
 THIAGO MALTA FERNANDES  
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 Thomas Barber  
 Thomas Dillard  
 Thomas Graf  
 Thomas Hagan  
 Thomas Kerston  
 Thomas Martineau  
 Thomas F Kurilla  
 Thomas Fine  
 Thomas R.  
 Thomas T. Adkins  
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 Thorsten Schramm  
 Thor Walter Kristensen  
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 Théo Gaudre  
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Zachary  
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 Zachary Derenne  
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 Zach McMechan  
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